

YakTribe Presents:

TRIBEMEET 2021

THE FLOOD



CAMPAIGN RULES

CAPT D's GOLDEN RULES

WELCOME TO TRIBEMEET!

The good looking Yaks of the committee (identifiable by t-shirt) are happy to say hi and most of them don't bite! Get to know them before they get to know you!

Don't be afraid to jump in and share your hobby with fellow tribesmen! We've all had a first TribeMeet and know how nerve wracking it can be! Just relax, introduce yourself, and ask people for a fight!

THINGS TO REMEMBER:

- Drink plenty – don't become dehydrated! - water, tea, coffee, whatever.
- Wear comfortable shoes. You will be on your feet most the day!
- Think about personal hygiene! (also wear deodorant – just sayin')
- Bring snacks – don't let hunger distract you from crushing your foes!
- Treat other yak's models with respect – please ask before you touch!
- Don't be tempted to stay up late painting on the nights leading up to TribeMeet! Get some rest instead, the weekend is tiring, trust us!

YAKTRIBE ETHOS:

- Be a sport – respect the enemy crushed under your boot and bask in the reflected glory of your conqueror! – The next game might go just as badly for you. Likewise, the world won't end if you offer a struggling or new player a word of advice here and there.
- Be Adaptive - think Rule of Cool! - Don't get bogged down with rules conflicts! Either dice-off or approach one of the committee!
- Be Organised - Keep track of your stuff! Dice, phones, whippy-sticks of great sentimental value etc - It can be easy to lose track of where you've left things. The TribeMeet committee takes no responsibility for loss of any such items.
- Be Nice - Violence, threats and abuse of other players will NOT be tolerated – keep it in the Underhive where it belongs!
- Have fun! We pride ourselves on running a light, fun, non-tournamenty Event. We want everyone - whether they end up with one half-blind one-legged juve at the end, or a gang with the population of a small town rocking plasma cannons and meltaguns - to have had a good time!

DONT FORGET:

- The THUNDERCUBE needs spectators! Bring some additional models for the crowd. We especially love seeing Yak-Famous models such as comp entries and colourful characters from your narratives "in the flesh". Do some celebrity spotting at the 'CUBE!
- Be sure to take lots of pictures and share your experiences with the rest of the Tribe! People from all around the world love seeing and reading about what happened!
- If there's something you don't think works or would improve future TribeMeets, say so, we're happy to hear your suggestions!
- Any and all decisions made by Committee members are absolute and final! Warnings will be given for bad behaviour and persistent offenders will be asked to leave without refund!

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FOREWORD

The revolt of Fury's Rest is over. The authorities have fled. The doors are sealed. The population has overcome? Don't count on it.

Not ones to let a little thing like a popular revolt slide, the hive authorities have demanded the Guild of Sanitation open the valves... there's a flood coming.

Food shortages in the sealed dome take hold, violence increases. As the waters begin to creep up, mad tales abound of a lost drilling machine that could drain the dome - or is it the grand tower that brushes the dome roof that offers escape? Crazy babblings about a tribe of mutant rats taking people, and fantastical monsters appearing from the rising sumpwater. It's time for the quick and the smart to float, climb and fight their way to the top - if not... well, there's plenty of room for them in Davy Jones' locker.

Do you have what it takes to survive the flood?

Welcome to TribeMeet 2021!

I'm sure I don't need to put a reminder in here of what a difficult and challenging year it has been for a number of reasons, but we are glad to (finally) be able to welcome you to TribeMeet here in Newark Show Ground and for the first time, the TribeMeet committee welcome players of N18 to the fray!

This is a relaxed and fun weekend of gaming and everything is set out as such – there are no tournament rules or game ladders, no set timings to adhere to, just a big room full of fabulous gaming tables and some like-minded individuals to play against. There are designated waiting spots for if you would like an opponent for N18 or NCE rules (why not play both) Random prizes to be won for random in-game achievements and of course, the prestigious Golden Yak painting competition (see last years winners in this very tome).

Throughout Saturday, please take your minis over to get photographed, especially any you want to enter into the Golden Yak and be ready for the Saturday night round of the THUNDERCUBE!!!

There will be a special final showdown scenario on Sunday featuring some awe-inspiring terrain pieces so look forward to that also.

There are no fun police here but we do ask all attendees to stick to a few basic rules:

- Treat other people and their property with respect please.
- No drinks or food on the game tables – these are personal collections that we are lucky to have the use of!
- We are not enforcing Mask wearing or social distancing, but please respect the wishes of others if they would prefer to maintain these safeguards.

Tea and coffee facilities are available for use throughout the day.

Finally, if you have any questions, queries or issues please grab one of the TribeMeet committee, identifiable by their distinctive T-Shirts and we will do whatever we can. We are, of course, gamers just like you so please be patient if the committee member is deeply involved in their game!

Manclnventor

On Behalf of the TribeMeet Committee



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The air was warm and stifling up at the top of the dome. The fumes of what passed for civilisation below prickled at the skin and made unprotected eyes water.

Guild of Sanitation Ninth Technician Yussuf Backvalve slowly picked his way along a suspended gantry, slick with the red-brown algae which always thrived in these dark and damp places behind the lighting rigs. He was approaching a section where the lighting rig below had either fallen or been removed long ago, so beneath the gantry was nothing but a several hundred metre drop into Fury's Rest.

The gantry swayed and groaned as he reached the edge. Closing his eyes tightly, he removed his foggy goggles and, without looking, deftly splashed a little water from his canteen into the lenses and swilled them out before putting the goggles back on. That was better. He peered over the edge at the factories, hab blocks and streets far below, savouring the small surge of adrenaline he always got when he reached these points.

Not bothering to clip onto the corroded safety wire, he strode out over the gap, the gantry groaning under his weight. He could see his objective just ahead. A two metre diameter pipe, jutting vertically down from the gently curved dome roof beside the gantry. There was a steady drip-drip-drip falling from the attachment point on the end. Yussuf took a second to remember the tell-tale marks and shape of that particular model. It was an STC MkXXIV potable water attachment. It would either have been part of an ancient fire suppression sprinkler system, artificial rain matrix or a drinking water supply. This far up, it would be the fire suppression system - he doubted a dome like Fury's Rest had ever warranted a rain system. In the gloom he couldn't see any trace of the MkXI-44 flow distribution hub or the mountings for the associated MkMCCCXII sprinkler system itself. Perhaps it had never even been fitted all those years ago.

As he reached it, he scrubbed his thick rubber gloves over the lock on the control panel cover, scraping away half an inch of the algae. Above the lock was stamped the legend FR-9651646546AB6164F6. From his belt pouch, careful not to drop it, he pulled a key with a long metal tag wired to one end, stamped FR-9651646546AB6164E6. He read it again, then the lock again. He had, as usual, been issued the wrong key - though he noted that it was at least very, very close this time. What key E6 was

for he couldn't possibly know - as the number suggested, the Guild of Sanitation held billions upon billions of keys in the Library of Locks and with the best will in the world they had inevitably become muddled over the millennia. Thankfully, everyone "in the field" already knew this, and went prepared.

Yussuf tucked the key back into his pouch - his life would not be worth living if he didn't return it and fill out the ridiculous eight-page misallocation report, to put with all the other hundreds of thousands of misallocation reports, never to be checked.

He then took out his "other key" from the opposite side of his belt - a heavy crow bar with a force amplifier node patched to the end. Crude but effective. Jamming it between the lip of the cover and the pipe, he thumbed the node on with a hum and pushed. With a bang the lock shattered and the cover popped open, and Yussuf just managed not to drop his power-bar over the side of the gantry.

The control panel inside was clean and dry, but also fried. He'd been told a signal had been sent for this pipe to open as part of a "Scheduled Cleaning Routine", and the pipe had not opened. He'd never known a Scheduled Cleaning Routine of these pipes. He wondered briefly exactly how irregular something needed to be to still be considered Scheduled. By the look of it, it had never opened since the day it was installed, so he was not in the least surprised to find the signal had just fried the panel and resulted in a very slow drip. He was also not in the least surprised to find the pipe not connected to anything, or that he had been given an order that would flood part of the dome below. Such was the power of bureaucracy.

He moved further along the gantry to a larger cover. Not even bothering to check the lock, he popped it with the power-bar. Inside was a shiny red manual override wheel, still with a little wax seal supporting a small vellum tag on the side lock. Whatever had been written on the tag had faded to illegibility, and when Yussuf touched it it crumbled to dust.

Shrugging, he wrenched the lock off cracking the ancient wax. It came away easily. Grabbing the 1 metre diameter wheel, he put all his effort into giving it half a turn. Nothing changed from the pipe flow - still just a drip-drip-drip. He gave it another turn - easier this time. Drip-drip-drip. Another - the drip became a trickle. Another and the trickle thickened. He thought by now the pipe valve flaps

should have opened fully, and indeed he couldn't turn the wheel any further. He gave the pipe a whack with the power bar and with a thundering whoosh the valves thumped open. The whole world vibrated and the gantry gave a tortured scream. Algae and sludge was sucked free as the water pulled a powerful air current down with it.

Yussuf looked over the edge through the misting water. He hoped nobody was directly below. He'd carried out his order anyway - the valve was open.

He hadn't been ordered to close it again.

Yussuf made his way back along the vibrating gantry to the circular exit point, sealing the heavy hatch securely behind himself.



NCE - GANG CREATION RULES

NCE GANG CREATION

Only gangs from the latest version (2021) of the Necromunda Community Edition (NCE) or Outlanders Community Edition (OCE) are allowed. No homebrew or magazine gangs are permitted.

Gangs follow their standard NCE/OCE gang requirements and restrictions (i.e. house gangs must have 1 Leader, no more than half your gang can be Juves, etc.). Please have a paper copy of your starting gang roster ready to hand to the organisers at the start of the weekend.



CREDITS AND SCRAP

Credits. Gangs have 1100 creds to recruit their starting gang. Credits can be spent on recruiting fighters and equipment from their gang-specific weapon list as normal.

Scrap. All gangs also start with 500 scrap that can be spent on Ships & upgrades (see Nautical Battle Rules). Ships can only be used on Sump Sea or flooded tables in the campaign. The inclusion of Ships in your gang is entirely optional. Credits can be converted to Scrap at a rate of 1:1 at any point (including during gang creation), but not vice-versa.

Nothing may be left in the stash from gang creation. Afterwards, from your first battle onwards, the stash can be used as normal.

RECRUITING FROM PREVIOUS CAMPAIGNS

Any Fighter from a gang that was at a previous TribeMeet event can become the Leader of your new gang, subject to the following rules:

- They must have started as a normal Fighter (e.g. Leader, Heavy, Ganger, Juve, or equivalent) from the same gang type, and now have a Leadership of 8 or more.
- Their special rules specific to their prior Fighter type are replaced with the Leader rules for your gang (weapon restrictions, Independent, skill tables, etc.).
- They start with all the skills, advances, and injuries they had at the end of the previous event, but none of the equipment (except bionics). They can then be equipped following the normal rules for a starting Leader.
- The cost of this Leader is the normal cost of a Leader for your gang (e.g. 120 credits) plus 1 credit for each point of experience above 61 (or 41 for Scavvy Boss). There is no cost reduction if their experience is less than that. In addition, you must pay the base trading post price for any bionics they have from the previous campaign.

e.g. Jake McQueen started as a Juve in the Bullitt Bandits Orlock gang at a previous TribeMeet campaign. He advanced to have Ld 8 and is now returning as a Leader of his own gang with 98 experience. His starting cost is 157 creds (120 base Leader cost + 37 for exp (98 (current) - 61 (Leader's starting))).

Note: the organisers are aware that this means the experience is accounted for twice in the gang rating, however, the advantage that is gained by starting with an established gang leader amongst new ones is not easily caught up without this increase.

HIRED GUNS

Up to two hired guns may be recruited at the start of the campaign and follow the standard upkeep costs. After gang creation you may not hire any more hired guns.

TERRITORY AND INCOME

Following the Scavvy incursion, food shortage, and subsequent revolt, all semblance of law and order has collapsed in the dome. The survivors are scrambling to escape the rising waters while fighting over the few morsels of remaining food.

All gangs are treated as Outlaws for the purposes of income, following the Collecting Income, Foraging, and Starving rules from the OCE (see the TribeMeet NCE Campaign section below). Each gang starts with two territories from the campaign-specific territory table below, determined at the start of your first game. Like the Outlaw Territory Table, the income from these territories is not halved, because they are already terrible.

At the end of each battle, after income and Foraging is done, randomly determine one of your territories to become flooded. Roll up a new territory from the table to replace it.

As the waters rise, the remaining patches of dry hive dwindle. At the start of the second day of the event, all your previous territories (not including any found by Ratskin Scout(s)) become flooded; determine one new territory to replace them. As before, after income and Foraging is done, randomly determine one of your territories to become flooded.

TRADING POST

After each battle, gangs may purchase equipment as normal from either the Trading Post or the Outlaw Trading Post. You must choose which trading post you will be visiting for all your rolls at the end of each game. You may choose to roll against the alternative table after the next battle if you wish.



TERRITORY TABLE

11-14 Poisonous Sludge 0 Creds

The toxic sludge massed here is particularly noxious. Any fighters sent foraging will only find D3 credits of food or supplies instead of the usual D6. However, you may also roll 1D6 – on a result of 6, one particularly enterprising member of your gang manages to scrape some of the vilest sludge into a container along with a small explosive charge - you may equip one member of your gang with a single Tox Bomb, to be struck from your roster once used.

15-16 Collapsed Building 2D6x2 Creds with conditions below

A fighter can search a building which collapsed after suffering structural damage in the initial flooding, before the inhabitants were able to empty it fully. Searching through the unstable rubble is not without risks though – on a double the fighter must roll on the serious injury table treating Bitter Enmity or Captured results as Dead. If the fighter dies, their equipment is lost and no income is collected.

21-24 Flooded Hab 2D6 Creds

A fighter can search an abandoned half-flooded hab block, gathering what little material the fleeing inhabitants left behind.

25-26 Sumpweed Patch D6 Creds with conditions below

You find a patch of vaguely edible sumpweed, which you can sell for D6 credits. Additionally, any fighters can eat some of it, which is surprisingly nutritious considering its origin – this means their cost of feeding them for this post battle sequence reduces by one, to a minimum of one. However, the player must roll 1D6 and on a result of 1 a single fighter chosen from those that ate the weed is poisoned and killed. You may keep the fighter's equipment.

31-34 Chemical Sludge 2D6 Creds with conditions below

A fighter may scavenge the chemical mire for something worth selling – flammable goo for heat and light for instance. However, when they roll their 2D6 any doubles mean the fighter receives chemical burns from the process – on a double one they succumb to the burns and are killed – they and their equipment is lost, dissolved in the noxious soup. On any other double they survive but gain the Horrible Scars injury – they now cause Fear. In either case no income is collected.

35-36 Leaking Pipe 10 Creds

There's a trickle of unexpectedly pure water running from somewhere above – this can be used by the gang members without fear, reducing their cost of feeding each of them in this post battle sequence by one to a minimum of one. Additionally, trading some of the water gains the gang a total of 10 credits.

41-43 Sludge Sea Varies:

Beneath the shifting surface of the sludge equipment can be seen in the depths – a fighter can dive in to try and retrieve items from the bottom to sell. Roll 1D6:

1 The fighter is attacked by some horrific sump beast or swims into a viciously corrosive patch of chemical – they suffer a serious injury, treating any Bitter Enmity or Captured result as Full Recovery. They do not collect any income, and if they die their gear is lost.

2-3 They find nothing of value, but return unharmed.

4-5 They find some sodden equipment – it will fetch 3D6 credits.

6 Lucky find! The artefact they pull up is worth D6x10 credits.



44-46 Power Line**5 or D6x5****Creds as below:**

An exposed power line dangles from high above. Roll a D6 each time before collecting income – on a 4+ the power line provides enough power to allow the gang to charge a small fee to others for recharging power packs and the like, roll D6x5 income instead of the base 5.

51-52 Floating Junk**D6x5 Creds**

There's a patch of material floating on the surface, torn free of its fixings when the floodwaters rushed in. It can be scavenged for D6x5 credits.

53-54 Chemical Deposits**3D6 Creds**

Some valuable minerals have encrusted a warm pipe that protrudes from the slime – it is safe enough to harvest them and gain the gang 3D6 credits.

55-56 Flooded Manufacturum D3x10 or 2D6x10 Creds with conditions below

A fighter can collect D3x10 from material floating in the filth or easily accessible in shallow areas, but can also see something bigger in a much deeper area. You can choose to roll 2D6x10 income, but on any doubles the fighter gets tangled up in drifting cabling beneath the surface and, unable to free themselves, drowns. In this instance the fighter's equipment is lost and no income is collected.

**61-63 Arbite Ammo Stash**
conditions below**D6x10 with**

An ammo cache from the great revolt of Fury's Rest is found – much of it has been ruined by the constant damp, but some of it has survived and is salvageable – you gain D6x10 credits but must spend it immediately on common weapons & ammunition from the trading post. Any unspent credits are lost. Additionally, your gang automatically passes the next D3 ammo rolls they have to make.

64-66 Trading Outpost**2D6x5 to****6D6x5, with conditions below**

A floating trading outpost has coalesced on a deeper patch of the mire, using the floodwaters as a rudimentary yet effective defensive moat. Perhaps your gang is extorting protection money from the locals, or perhaps they're keeping an eye open for any traders that seem to be doing awfully well for themselves to rob once they leave the outpost – either way, you can roll up to 6D6x5 income, but any doubles mean the trading post is fed up of your activities and an angry militia runs you out of town before income can be collected.



MONSTERS!

There Be Monsters In That There Sump! The floodwaters have flushed a lot of the non-human denizens of the dome from their lairs. As areas of dry ground grow smaller by the second, clashes between gangs and hideously mutated hive fauna have increased at an alarming rate.

MONSTERS AT TRIBEMEET

Every NCE player at TribeMeet 2021 will need a monster. Get a 50-60mm base. Glue something scary to it. Paint said scary thing. Take the basic monster stat line below and add traits from the list below that fit your scary thing... then remember that your NCE gang will have to fight against it at some point and maybe tone it down a notch. Take a decent pic of your monster, give it a name and maybe some fluff and enter it into the monster competition.

N18 players are welcome to submit a monster to the competition, but their campaign during the event does not involve them. They have to deal with the Virattus instead!

It is advised that the monster sheet provided is used to record your monster's stats and abilities to enable faster play.

From the start of the second turn (not player turn) each player must roll a die, on a 5+ their monster turns up. Once one monster has turned up no more rolls are required, the scent of the monster warns others away... for now (on day two of TribeMeet disregard this, the shrinking dry patches increase the likelihood of multiple monsters).



The monster is immediately deployed (on ground level if possible) 2d6" away from the centre of the table, the direction determined by a scatter die. The monster will act at the start of every turn (not player turn) including the turn on which it is deployed (yes, before either player!) Neither player controls the monster, instead follow this simple sequence:

1. Carry out any compulsory movement (On Fire etc) if applicable.
2. Otherwise, the monster will always move towards the closest model. In the case of equidistant targets randomise between them. Other monsters, if present, qualify as a target if they are the closest model.
3. If in range it will charge.
4. If the monster is not in charge range but has a ranged attack it will move towards and attempt to shoot the nearest model.
5. If not in charge range and it does not have a ranged attack it will move as far as possible towards the nearest model.
6. When engaged with multiple opponents in close combat, on its turn the monster will attack them all in a random order.

Any fighter taking a monster out of action gets an additional 5xp in addition to the 5xp for a wounding hit. Once (if?) the monster is killed its model is replaced with a loot counter. The loot counter is the monster's corpse which contains edible parts. The basic monster's corpse provides enough food for 1 fighter. For each trait added the monster's corpse provides enough food for an additional fighter.

If the monster is not killed before one gang has bottled, then the remaining gang must complete its next turn. After that they may either choose to end the game or stay and fight the monster in the hope of slaying it for the glory - or just to harvest its corpse. Whatever the decision, the gang that is last to leave the table still counts as winning the scenario.

The basic monster stats are as follows:

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	4	4	4	4

All monsters cause Fear, have a 5+ armour save and ignore pinning.

MONSTER TRAITS

There is no limit to the number of traits that may be taken. Each trait can only be taken once, and multiple traits that affect the same stat do stack.

Acid for Blood: A strength 3 hit to all models in base to base contact with the monster when it receives a wound.

Agile: +1 Initiative.

Ambush Predator: The monster may not be targeted by Overwatch.

Amphibious: The monster may move through, fight in and shoot from liquid terrain without penalty, as well as acting normally on land.

Camouflage: Shots targeting the monster suffer a -1 to hit at short range, and -2 at long range.

Enhanced Senses: Its range for spotting hidden fighters becomes 3 x initiative, and it is not affected by darkness.

Enraged: "I don't know what the hell's in there, but it's weird and pissed off, whatever it is." The monster gains +1 Attack every time it loses a wound.

Face eater: When rolling for serious injuries caused by this monster use the following chart D66 roll Result

11-16 Dead

21-23 Head Wound

24-26 Blind in one Eye

31-36 Old Battle Wound

41-46 Full Recovery

51-56 Impressive Scars

61-66 Horrible Scars

Fly: Can fly using the normal flying rules.

Furious attack: +2 attacks on the charge.

Gigantic: "We're gonna need a bigger boat." +2 to strength, toughness, half initiative (round up). The monster becomes a Large Target (+1 to hit). This monster may go on a base larger than 60mm.

Horns/spikes: +1 strength and +1 attack on the charge.

Hostile: +1 attack.

Ignore Terrain: May move over and up any solid terrain without penalty.

Iron Hide: "The beast's hide is too thick to be pierced from the outside! I must cut through it from the inside!" – the monster's armour save improves by 1 (e.g 5+ becomes 4+).

Leap: May move an additional 6" when charging.

Lure: Fighters within 6" of the monster at the start of their turn must make a leadership test (a Gang Leader's Leader skill cannot be used for this). If the test is failed, the Fighter must move towards the monster, if possible. Any other compulsory movement takes precedence (e.g. Stupidity, On Fire, Broken, Hallucinogen, etc.). If the fighter charges the monster, the monster doubles its initiative in the first round of combat, and the charging Fighter loses their charge bonus.

Massive Maw: Gigantic monsters only. This monster is able to swallow fighters whole! On a wound roll of 6 roll a further die, on a 4+ the target is not just wounded, he is swallowed whole (no armour save allowed). If the monster is killed before the end of the game then the fighter escapes with no further injuries, if not he is dead and all his equipment is lost. Cannot be combined with Pincers.

Multiple Heads: Enemies never receive an outnumbering bonus against this monster.

Paralysing Sting: No wound roll is required; the toxins will automatically inflict 1 wound per hit. Armour may still save a target as normal. A target suffering his final wound from a Paralysing Sting rolls on the following chart instead of the normal Injury chart:

1 = No effect.

2-4 = The model goes out of action but suffers no lasting injuries.

5-6 = The model goes out of action as normal.

EXPEDITION DAY 0001.

Enginseer S4MM31L0-XX3 transcribes:

We begin today. My fellow Enginseers have finalised construction of the drilling rig. The noosphere is chittering with excitement. We are keen to be off. Noted today: The arrival of an Arch-Genetor and a small retinue of their unusual non-pattern servitors. He outranks me but has made it clear that I am still in charge - he is interested in the biological developments in any long-sealed domes we encounter, and disinterested in our mission regarding archaeotech. I hear the actuators awakening. We are off presently.

Pincers: Snip! If the monster wounds on a roll of 6, roll another D6. If this roll is also a 6 the monster has snipped its opponent's head clean off unless the wound is saved. Fighters that suffer this fate are automatically dead so are crossed off the roster along with their equipment. Cannot be combined with Massive Maw.

Plague Carrier: "When there is no room left in hell, the dead will walk the earth." At some point this monster has encountered plague zombies and been bitten. It carries the zombie plague which reduces its Move by 1, its initiative down to 1 and has destroyed its capacity to feel pain - this monster ignores Downed results. Wounding hits caused by this monster are subject to the zombie bite rule (see OCE), as are any fighters eating the monster's corpse.

Predatory: +1 weapon skill.

Preternatural Reflexes: 5+ unmodified save in addition to its armour save.

Quick: +1" Movement.

Ranged Attack: Pick a ranged attack from the following list:

- Web (web pistol (0-8"))
- Acidic bile (high power plasma pistol (0-8"), no "gets hot" roll)
- Venom (needle pistol (0-8"))
- Toxic Breath (hand flamer)

There are no range modifiers to hit. The Monster automatically passes all ammo checks.

Regenerate: If at the end of its turn the monster has at least one wound remaining, it will regain one lost wound on a 4+.

Resilient: +1 Wounds.

Strong: +1 Strength.

Swarm: Half WS, S and T rounding up, double W, I and A. The swarm takes double the number of wounds from template weapons.

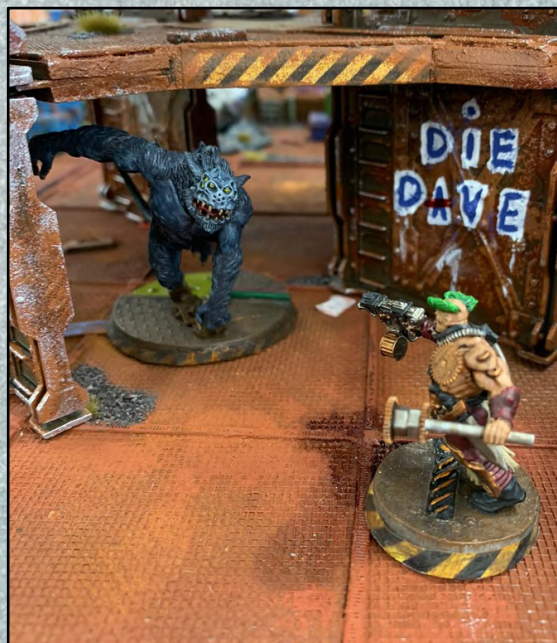
Tentacle Attack: If the monster is not already engaged in hand to hand combat, the first fighter moving within 3" of the monster this round is attacked once using the monster's BS and S to hit and wound. This attack is Damage 1 with no save modifier.

Terrifying: "Be afraid, be very afraid." Causes Terror.

Tough: +1 Toughness.

Toxic Musk: Models within 2" of the monster at the start of their turn must pass a toughness test or suffer the effects of a choke grenade.

Vengeful: "I think I made it angry..." The monster will move as normal until it is wounded for the first time. The fighter which wounded it is now the primary target of the monster - after any compulsory moves it heads for them by the most direct route, unaffected by other fighters (even new wounding hits) and is able to leave close combat without penalty. If the fighter goes OOA then the monster returns to normal behaviour until its next wound, whereupon the same happens again. It will charge the target fighter even if hidden, and won't change target unless said target goes OOA.



Permission to photocopy at will!

Monster Owner (real name & forum tag)	
Monster Name	

[illegible]

Ranged Weapon	Range	Str	Dam	Sv. Mod	Special

Flesh Wounds	Wounds Taken	“Vengeful” Target	Fighter Swallowed Whole

[illegible]

CAMPAIGN RULES

The Fury's Rest campaign is similar to any other campaign as described in the Necromunda Community Edition rulebook, however there are a few differences to fit in with the campaign theme. Only the scenarios listed in this campaign booklet may be used in this campaign.

PRE-BATTLE SEQUENCE

Before the battle can begin the players work their way through the following pre-battle sequence:

1. The player with the lowest gang rating rolls on the Scenario Table. If the scenario has an attacker and a defender, then the player who picks or rolls for the scenario must attack.
2. If at least one player wants to use the Sump Waters and/or Treacherous Conditions rules, these are now randomly determined from the respective table.
3. Roll for fighters with Old Battle Wounds or Head Wounds to see if they turn up!
4. Set up the terrain and gangs according to the rules for the scenario you are playing.

HIVE SCENARIO TABLE

2D6 Result

2 Grudge Match! The player with the highest gang rating may choose a scenario is from those in this table. Any Exp from wounding hits is doubled. Also, fighters taken out of action that roll a Full Recovery result have a Bitter Enmity instead.

3 The player with the higher gang rating may choose a scenario from those in this table.

4 Play the Package Run scenario.

5 Play the Hoard scenario.

6 Play the Ambush scenario.

7 Play the Scavengers scenario.

8 Play the Gang Fight scenario.

9 Play the Hit & Run scenario.

10-11 The player with the lower gang rating may choose which scenario is played from those in this table.

12 Grudge Match! The player with the lower gang rating may choose which scenario is played from those in this table. Grudge Match Rules outlined in the '2' roll apply.

Scenario modifiers. Sometimes a gang may be able to modify the Scenario Table roll. If both gangs are able to modify the roll then each point will nullify each other's bonus. For example, if a gang hires a Ratskin Scout (+/-1) while the opposing gang is using a worn and incomplete Ratskin Map (+/-2) then he will only be able to modify the Scenario Table roll by 1 point.

Standard Scenarios. The following scenarios are played as described in the NCE rulebook: Gang Fight, Scavengers, Hit & Run, Ambush, The Hoard, Package Run..



SUMP SEA SCENARIO TABLE

2D6 Result

2 Grudge Match! The player with the highest gang rating may choose a scenario is played from those in this table. Any Exp from wounding hits is doubled. Also, fighters taken out of action that roll a Full Recovery result have a Bitter Enmity instead.

3-4 The player with the higher gang rating may choose a scenario from those in this table.

5 Play the Raid the Docks scenario.

6 Play the Spider Hunt scenario.

7 Play the Retirement Fund scenario.

8 Play the Gang Fight scenario.

9-11 The player with the lower gang rating may choose which scenario is played from those in this table.

12 Grudge Match! The player with the lower gang rating may choose which scenario is played from those in this table. Grudge Match Rules outlined in the '2' roll apply.

SHIPS

Either player may use their Small Ships on Hive tables that are Flooded (have the Flooded marker), or all their Ships on Sump Seas tables. If Ships are used, then their Scrap value is added to the gang rating for that battle.

Ships must be crewed sufficiently to enable some propulsion when deployed and cannot be used in conjunction with special deployment rules – e.g. Infiltration, Vents etc.

Deployment. Ships must be deployed on water. If Fighters are deployed in groups (Ambush) or as reinforcements (Hit & Run), decide at the point of deployment whether those models are crewing a Ship and deploy them together if so. If a gang is required to deploy entirely on their Ships on the Sump Seas and they do not have sufficient crew capacity on their Ships for all their gang, then the owning player chooses during deployment which Fighters do not take part in the battle.

FLOODED TABLES

As the campaign progresses, Hive tables will become permanently Flooded. If you see a Flooded marker on a table, leave it where it is! Needless to say all Sump Seas tables are already Flooded. If a table floods mid-game, then the effects will kick in from the beginning of the next player's turn. The ground floor of a Flooded table is water and all models there must follow the Swimming rules. Fighters cannot be deployed using the Tunnels territory special rules on a Flooded table.



WOUNDING HIT AWARDS

Gang fighters earn +5 Experience points for inflicting an unsaved wounding hit on an enemy model. Fighters don't receive this award if the hit roll failed or if the target has zero Wounds. For example, blasts that scattered or shooting models that are already down won't count.

If a model with at least 1 Wounds is 'finished off' in base contact, such as a webbed model, then it will confer a wounding hit award. If a template weapon hits, then all models wounded in the blast confer wounding hit awards. Weapons that inflict multiple Damage score an award for each wound caused to a maximum of the number of wounds the fighter had remaining when the shot was fired.

In hand-to-hand combat each wound inflicted counts until the model is reduced to zero wounds.

POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (Collecting Income) straight after the game.

1. Determine the extent of any injuries for each gang fighter out of action at the end of the game. See the Serious Injuries section of the NCE rulebook for full details.
2. Allocate Experience points for your gang fighters and make any appropriate Advance rolls. See the Experience section and Scenarios for full details.
3. Collect income from territory, foraging, loot etc. Then work out the gang's upkeep costs and add any profit to the gang's stash.
4. One of your randomly-determined territories becomes flooded. Remove it from your roster and generate a replacement from the campaign territory table.
5. Recruit new fighters, buy/sell/reallocate weapons and equipment and pay hired guns as described in the Trading Post section.
6. Update your total gang rating and you are ready to fight again.

FORAGING

Anyone who wasn't seriously injured in the game can go foraging. Juvies, Gangers, Heavies and even Gang Leaders can all forage, though if they forage they can't perform any special tasks such as visiting the outlaw trading post or working the gang's territory. Each forager collects D6 credits worth of stuff from the wastes. Hired guns and special characters never forage, that isn't what they're paid for.



SO MANY MOUTHS TO FEED

Unfortunately, the gang needs to be fed and supplied one way or another. After each game, once the gang's income has been generated, each member of the gang will need 3 credits (2 for Scavvies) worth of supplies to keep them going. If the gang's income isn't enough to cover the cost of the fighter's upkeep then credits from the gang's stash must be used for the remainder. Hired guns don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. Any cash left over is put into the gang's stash.

STARVING

If the gang can't pay out 3 credits (2 for Scavvies) for each gang member either from their stash or from generated income they are in danger of starving to death. Any model that isn't fed after a game suffers a -1 penalty to their Strength and Toughness characteristics until they do. Any ranged weapons they carry also suffer a -1 Ammo Roll penalty if applicable, to a minimum of 6+.

These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the equipment of someone who has starved to death.

FLOODING TERRITORIES

At the end of each battle, after income and Foraging is done, randomly determine one of your territories to become flooded (not including any found by Ratskin Scout(s)). This territory is removed from your roster. Roll up a new territory from the table to replace it as your gang is forced to find new ground. Scavvy gangs are notoriously filthy, and any territory they have immediately turns into Poisonous Sludge.

Don't forget, at the start of the second day of the event all your previous territories (not including any found by Ratskin Scout(s)) become flooded, determine one new territory to replace them.

TRADING POSTS

After each battle, gangs may purchase equipment as normal from either the Trading Post for or the Outlaw Trading Post. After each battle choose which trading post you will be visiting and make all rolls on that table.

CAPTURED

If a fighter is captured, and some trade to return them cannot be immediately reached, they must face THE WHEEL OF JUSTICE! The captured fighter must take one spin on the wheel to learn their fate. The decision of the wheel is final and cannot be respun or modified in any way. There will be no Rescue Missions.

DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed for them in the gang list plus their equipment, plus 1 credit per Experience point. Note the normal fighter cost is still used for purposes of the gang rating. The leader of a disbanded gang, if they are still alive, may not be hired into the new gang. They wander alone into the wastes never to be seen again. Fighters currently captured by the disbanded gang are returned.

TREACHEROUS CONDITIONS

Since the flooding began, water and sewerage raining non-stop from above has created additional hazards for the occupants of the dome. If at least one player wants to use Treacherous Conditions roll D66 after the scenario has been determined and consult the following table to determine the conditions for the battle.

11 – 13: Nothing Untoward

The conditions are no more hazardous than usual. Play the game as normal.

14 – 16: Sludgy Surface

A thin layer of slime covers all solid surfaces. Models may move as normal but if they want to run or charge they must pass an Initiative test or they will slip over and are pinned half way through movement. They may also fall if they slip within 1" of a ledge.

21 – 23: Gunk Shower

A sudden deluge of sludge comes from above! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew out the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of a ledge. From then on the slime has no effect.

24 – 26: Heavy Rain

Shooting is extremely difficult in such conditions, especially over longer ranges. Because of the difficulties in holding a bead on their target, anyone firing a weapon at long range suffers an extra -1 to hit penalty.

31 – 33: Psychotropic Fog

Oddly coloured clouds rise from mingling waste chemicals. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales the mind-bending gases and must roll on the Hallucinogen table to see how they behave that turn. Respirators and filter plugs will protect against Psychotropic Fog following the usual rules.

34 – 36: Toxic Gas

A noxious gas drifts through the area. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales a lungful of toxic gas. The model's Strength and Toughness characteristics are reduced by -1 for the remainder of the game. Respirators and filter plugs will protect against Toxic Fog following the usual rules.

41 – 43: Smog

Drifting industrial smog hampers your fight. Vision range is reduced to a maximum of 18" for any fighters not wearing infra-red goggles or shooting using an infra-red sight

44 – 46: Filthy Discharge

A heavy orange fog has descends on the gangs before quickly dispersing through vents. Vision range is reduced to a maximum of 4" for D3 turns. Fighters wearing infra-red goggles or shooting using an infra-red sight ignore the fog. Fighters using vents take no part in this game and earn no exp.

51 – 53: Rats

Hordes of rats move across the battleground during the fight getting under foot and giving nasty bites. Any models in hand-to-hand combat count rolls of 1 and 2 as fumbles. Any fighter testing to avoid falling have their Initiative halved, rounding up. Gangs including a Beastmaster Wyrd are not affected.

54 – 56: Lash Worms

The area is infested with vicious lash worms. At the start of each of their turns players must roll a D6. On a roll of 1 a random model from their gang gets attacked and suffers an automatic flesh wound. The model is not pinned by the attack. Fighters within 6" of a Beastmaster Wyrd are not affected.

61 – 63: Acid Rain

Super concentrated acid drizzles from above. Roll a D6 for each model. On a roll of 1 the model suffers burns and must pass a Toughness test or they are taken out of action. If the toughness test is passed with a score of 1, the fighter gains the Impressive Scars injury. At the start of the first turn, the acid rain stops and has no further effect.

64 – 66: Methane Gas

Rotting sewage, fungi and carrion create pockets of highly explosive gas just waiting for a spark (or gunshot) to ignite. Any model who shoots and rolls a 1 on their to-hit roll will ignite a gas pocket on a D6 roll equal to or less than the Strength of the shooting weapon. This has the same effect as a Frag grenade centred on the firing model.

SUMP SURFACE & SWIMMING RULES

In addition to the treacherous conditions, all Sump Sea scenarios and hive scenarios where the floor is flooded have additional rules.

SUMP SURFACE

If at least one player wants to use the special Sump Surface rules, then the player who determined the scenario rolls 1D6 after the scenario has been determined and consults the following table. Note, monsters with the Amphibious trait do not suffer any effects of Thick Sludge, Acidic Waste, Crust or Rough Waters.

1. **Sumpwater:** You wouldn't want to drink it, but it is relatively harmless. Follow the usual ship and swimming rules for anyone falling in or trying to traverse it.
2. **Thick Sludge:** Although relatively harmless, the sludge reduces the movement of anyone caught in it by half, including ships. Round up.
3. **Acidic waste:** Anyone unlucky enough to end up in it takes a S2 hit that bypasses armour every turn they stay in the waste. The hit is worked out when they first enter the waste and at the start of each movement phase they begin in the waste. The hit does not pin or affect the fighter's activities if they survive. Ships are resilient enough for the acid to not affect them.
4. **Crust:** The surface is either crusted over by some chemical reaction or a thick accumulation of flotsam. Fighters can move on it without swimming, however, it is possible they could break through - each turn a fighter starts on the crust or whenever they move onto it, take an initiative test for them. If they fail, they have broken through and spend the rest of their turn scrabbling back onto the surface. The Crust reduces ship movement by half, rounding up.
5. **Rough Waters:** Nearby turbulence is creating large waves across the surface, making it hard to aim. Treat the result as 1: Sumpwater above. In addition, shots from fighters on ships suffer a -1 to hit penalty. Anyone shooting at a target that is on the surface suffers a -1 to hit penalty as well, as the target constantly bobs up and down. Consequently, someone shooting at a target in the water from a ship would suffer a -2 penalty.

6. **Fast Flow:** The sumpwater is moving at a pace here. Treat the result as 1: Sumpwater above. In addition, after all terrain has been placed, roll a scatter die and 3D3", to determine the direction and rate of flow for the battle. Any model starting their movement phase in the waters is first automatically moved that many inches in the direction of the flow. This movement is only stopped by solid objects. If this movement takes a model off the edge of the board, they have been swept off by the tide. Downed models swept off go out of action on a 4+, and all others simply miss the rest of the game and are not counted as out of action for the purposes of bottle rolls or the post battle sequence.

SWIMMING

Water is treated as Difficult Ground (for every 1" a fighter moves through water, they count as having moved 2").

While in the water Fighters may hide as per the usual hiding rules if there is some solid scenery allowing them to do so.

Movement-related skills such as sprint or leap cannot be used while in water.

If a model moves from sumpwater to a solid surface (e.g. onto a walkway or ship), then any distance they moved in the water is doubled and deducted from their total movement. A fighter moving into the water from a solid surface may swim up to half their remaining movement distance, rounded up.

Example: If a fighter with M4 and Sprint swam 1" to get themselves out of the water, they may then run $(4" - 2 \times 1") \times 3 = 6"$ further on land. In the reverse situation, if the fighter Sprinted 6" towards the water they would then be able to swim $(4" - (6"/3))/2 = 1"$.

A fighter can charge while in the water. Any fighters engaging in hand-to-hand combat while in the water halve their Weapon Skill and Initiative, rounding up. Furthermore, they can only use one hand to wield a weapon - the other hand is needed to keep them afloat. These penalties do not apply to Monsters with the Amphibious Trait.

FIGHTERS IN WATER

As long as they did not run or charge during their turn, a Fighter who is in the water is treated as being in partial cover (-1 to hit) due to being half submerged.

While in the water a Fighter may not shoot or go into overwatch.

When rolling for Recovery for a Fighter in the water a result of 5 or 6 counts as Out of Action, their injuries being too great to keep their head above the water.

Fighters that are on fire are no longer on fire as soon as they enter water. Furthermore fighters in water cannot catch fire.

Falling into water: Falling into the water is slightly preferable to falling onto good old-fashioned concrete. If the surface result was Crust, treat the fall as normal. For any other result, the fighter will suffer a hit of strength equal to half the height of the fall in inches, rounded up (e.g. a ganger falling 5" into sumpwater will take a S3 hit). Falls of up to 6" will inflict 1 wound, up to 16" will inflict D3 wounds, and over 16" will take the fighter directly out of action.

EXPEDITION DAY 0018.

Engineer S4MM31L0-XX3 transcribes:

We broke into our first lost chamber today. One servitor destroyed in the fall of the rig through the dome roof. Servitors and Junior Engineer 4NDY-K44T tasked with recalibrating the impact dampeners and stripping the servitor for parts. Arch-Genetor disappeared into the darkness almost as soon as we arrived. Initial Servitor sweeps suggest this was a freshwater cistern. No water remains, only common technology still widely used found so far. Noted today: The rebar in the concrete of the dome wall is not at standard spacing, being 8.76% further apart than current doctrine demands. The Transmechanics have issued a request to find out when the spacing used here was in use.



NAUTICAL BATTLE RULES

NCE SHIPS

Each gang gets 500 Scrap to spend on Sump Sea Ships. In addition, Credits can be converted to Scrap at a rate of 1:1 at any point, but not vice-versa. Ships that are sold garner half their value in Scrap. Sump Sea Ships should be kept on a separate roster and their Scrap value is not added to your gang rating by default.

All Medium and Large Ships can only be used on Sump Sea Tables (there will be several such 4'x6' tables). If a gang has some Small Ships, any of them may be used on non-Sump Sea tables (i.e. Hive tables) when the waters start to rise and those tables become Flooded. When used, the ship's scrap value is added to the Gang Rating for the battle.

SIZE

A Sump Ship must be one of the following Classes:

	Ship Class		
	Small†	Medium	Large
Dimensions‡	6"x2"	8"x4"	10"x6"
Max Occupants (each gang)	3	6	Unlimited
45° Turns per Game Turn	4	2	1
Hull Cost	50 Scrap	100 Scrap	150 Scrap

† Unstable: Small Ships are manoeuvrable but an unstable platform to shoot from. If a Small Ship moves during a turn then its Occupants receive -1 to hit penalty in shooting, and they count as having moved that turn for the purposes of heavy weapons, overwatch, etc.

‡ Sizes are indicative only. Rule of cool applies, although they should be big enough to fit the required propulsion crew members (see opposite).

PROPULSION

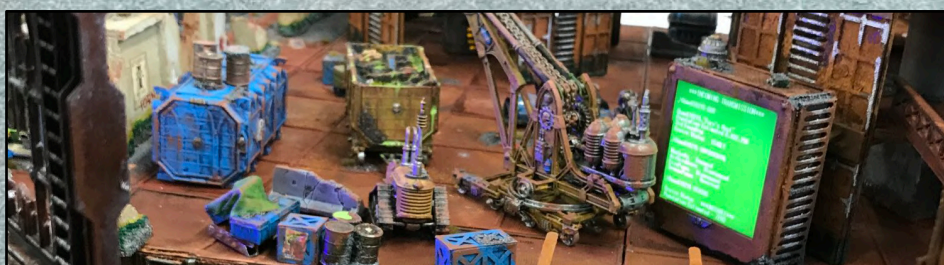
All Ships must be powered by at least one of the following methods of Propulsion:

Propulsion Standard Speed and Cost	Ship Class		
	Small	Medium	Large
Rowed	4" (Free)	6" (Free)	6" (Free)
Sail	8" (50 Scrap)	6" (60 Scrap)	6" (70 Scrap)
Engine	10" (75 Scrap)	8" (100 Scrap)	6" (125 Scrap)

A Ship may have more than one type of Propulsion equipped. Each method must be paid for with the corresponding amount of scrap for the Ship size, and to function the Propulsion method must have sufficient Designated crew. Only one Propulsion method may be used per turn.

CREW

In order to operate a Ship, crew from the gang controlling the Ship need to be Designated to various positions. Designated crew must be free to act normally during the movement and shooting phases that turn (e.g. not broken, pinned, or engaged in hand to hand combat). They should already be positioned in the appropriate place for the role (required for Fighter Launcher) or move there (not run) before the Ship moves. While Designated, they cannot hide. Crew Designated to propulsion, Deck Scrubber, or a Barrel Mine Launcher cannot shoot, others may shoot some weapons (see below). Excess crew may be Designated to a particular post as backup (e.g. in case some get shot on overwatch before they get a chance to act), but the Equipment or Propulsion can still only be used once per turn. Unless otherwise noted, a crewmember can only be Designated to one post in a given turn.



MANOEUVRES

A Ship may perform turns if it is able to move that turn and has a Designated Helmsman. For a Ship to move up to full speed, the following numbers of crew must be Designated to the given Propulsion system for that turn. If fewer than half the required crew are Designated to a propulsion system, then the Ship cannot move using it that turn. If between half and the full required crew are Designated, then its speed is halved.

Crew Required for Full Speed	Ship Class		
	Small	Medium	Large
Rowed	2	3	4
Sail	1	2	3
Engine	1*	1	2
Helmsman	1*^	1*	1*

* The Engine crew of a Small Ship and all Helmsmen have a hand free. They may therefore shoot a pistol or throw a grenade during the shooting phase.

^ One of the propulsion crew of a Small Ship may also be its Helmsman, but then loses their ability to shoot or throw a grenade. For example, the driver of a Small jet ski (Engine) can either move and turn the Ship, or move it in a straight line and shoot a pistol.

SHIP ARMOUR

To protect themselves, gangs have started equipping scrap armour to the sides of their Ships. The various Ship Classes offer the following cover saves to their Occupants against shots originating from sea-level outside the Ship or from another Ship. Shots from an elevated ground position (e.g. top of a tower) are worked out following the normal line of sight rules, assuming the sides of the Ship confer the below cover bonuses.

Cover Modifier	Ship Class		
	Small	Medium	Large
Bow (Front)	-1	-2	-2
Port and Starboard (Sides)	-1	-2	-2
Stern (Back)	-1	-1	-1

WYSIWYG Vs RoC

Ships should be modelled to represent the table, although rule of cool still applies. Whatever the eventual models look like the above will apply. A cover modifier of -2 is sufficient to enable hiding. If the target and firer are both on the same Ship, then work out cover modifiers as normal, based on whatever on-deck equipment happens to be in the line of fire.

SHIP DAMAGE

Sump Sea Ships cannot be sunk and should be treated as scenery that can move.

MOVEMENT

Occupant movement can only be made before Ship movement, with the exception of Boarding Charges (see below). Ships move only forwards, unless using Engines or Rowing for propulsion, in which case they may also move in reverse at half speed. Ships may turn (by pivoting about their centre up to 45°) at any point during their movement distance, and count as moving even if only turning. Ships may move up to their standard movement speed in the movement phase, with the following special rules for Sails and Engines. If overwatch fire interrupts Ship movement, then the remaining movement is modified (e.g. halved or nullified) depending on how many crew are still Designated to the Propulsion being used after overwatch is resolved.

If a Ship moves 12" or more in a turn, all occupants are considered as Rapid Moving Targets (-1 to hit). Occupant movement is counted separately to Ship movement for these purposes, so an Occupant moving 4" on a Ship moving 8" would not be a Rapid Moving Target.

Note, speed multipliers are cumulative. So a Small rowboat going backwards (x0.5) using half the required Designated crew (x0.5) could move up to one quarter of its normal speed $4'' \times 0.5 \times 0.5 = 1''$.



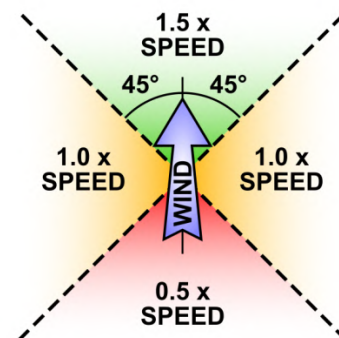
DETERMINE WIND DIRECTION RELATIVE TO DEPLOYMENT EDGE



D6 RESULT:

- 1 ↑
2-3 →
4 ↓
5-6 ←

SAIL MOVEMENT RELATIVE TO WIND DIRECTION



SAILS

After choosing a board edge, the player that deploys first rolls a D6 prior to setting up any models to determine the wind direction for the battle relative to their deployment edge.

Sail powered Ships use one and a half their standard movement speed when moving within 45° of the wind direction, half standard movement speed when moving within 45° of the reverse wind direction, and their standard movement speed everywhere else. Movement using Boosters is unmodified by wind.

ENGINES

Roll a D6 just before a Ship moves using its Engine. On a roll of a 1 the engine has a problem and cannot be used until restarted. At least one crew member Designated to the Engine must pass an initiative check to restart it. Each Designated crew gets one attempt per turn, starting with the current turn. If passed, the engine is restarted but can only go at half speed that turn due to the delay. Another form of propulsion can be used instead of the engine if it has Designated crew.

ALONGSIDE AND BOARDING

If Ships get alongside models may move from one Ship to another normally, if there is a gap the usual rules for leaping apply. Obviously due to the way players may model the Ships actually getting alongside may be impossible. However, if the Ship movement distance is sufficient to allow it, Ships should be treated as being alongside.

BOARDING CHARGE

Models who are not Designated crew (except Fighter Launcher) and who have not already moved may make a special Boarding Charge move after all Ship movement is complete. The normal rules for charging apply, although it should be noted that this move is outside the normal move sequence and every effort should be made to not measure distances before a Boarding Charge is declared.

RAMMING

When one Ship rams another, the Occupants of the Ship being rammed must make an initiative test. If it is a head-on collision, the Occupants of both Ships have to test. Any Occupants that fail this test are immediately pinned. Ships may only ram Ships of the same Class and smaller.

If a non-Ship model is rammed, they are immediately pinned and moved out of the way of the Ship.

EXPEDITION DAY 0062.

Enginseer S4MM3110-XX3 transcribes:

We are finally through to our next dome. There is plenty of technology here, but it is still in use - we have dropped into a functioning manufactory sector. Wisely the workers saw the drill tip working through the roof and moved most equipment away from beneath in the days before we descended. One factory destroyed by the fall. Despite this, dome overseers are pleased at our arrival. The hole we have created makes for a far shorter route up hive for their goods. Arch-Genetor is angry at having nothing new to investigate here.

SPECIAL RULES

Going Overboard. If an Occupant gets pinned or goes down within 1" of the edge of a Ship they must pass an initiative test or fall overboard. They take the fall damage, and then follow the rules for Swimming. The front, back, and sides of all Ships are treated as ladders, so the Fighter may climb up or down in their movement phase. If a Ship's deck is reasonably low, a model on a Ship may be in hand to hand combat with a model in the water. No Obstacle penalty applies in this case.

Shooting on the Sump Seas. On the Sump Sea tables the hive chemicals create a fog that can barely be seen through. The fog means that Fighters receive a -1 penalty to hit when shooting at anything further away than 12" but within 24". Anything further than 24" can't be seen other than as a murky green shadow.

Capturing Ships. There is glory and loot to be had by plundering enemy ships! If at the start of any turn only your Fighters are present on an enemy Ship, they may crew that vessel as if it was yours until the reverse is true. An enemy Ship is considered Captured in the turn it is first moved by you, and all Fighters on board earn +5 XP. Each Captured Ship you are still crewing at the end of the game, and those that are unoccupied when the enemy bottles out, get looted by your gang. Depending on the size of the Ship, the following loot is added to your gang's income: Small = D3x5, Medium = 2D3x5, and Large = 3D3x5 credits. Captured Ships are abandoned after they are looted and returned to the owning player for their next battle.

Template Weapons. If a normal (non-persistent) template scatters such that its centre is on the water, then it dissipates harmlessly. If the centre of a persistent template weapon (e.g. smoke bomb, tox bomb) is on the deck of a Ship, then it will move with the Ship when the Ship moves. Otherwise, the persistent template remains on the water surface.

EXPEDITION	DAY	0075.
Engineer	S4MM31L0-XX3	transcribes:
The concrete pours making up the dome we just cut into are canted at 22.34 degrees sinkwards. It seems a hivequake tipped it during construction, as the floor level has been retrospectively corrected to horizontal. The dome is otherwise an abandoned, mouldy place. Several of the Lexmechanics and some of the Arch-Genator's retinue are acting strangely, saying they've seen everything from what appeared to be remarkably clean looking data slates, to functioning servitors, to seldom seen Magos acquaintances amongst the mouldering buildings, fungus forests and slime stalactites. It is most bemusing. The Arch-Genator is excited by this prospect for some reason.		

EXPEDITION DAY 0075 Addendum.
Engineer S4MM31L0-XX3 transcribes:
After losing a Lexmechanic and Transmechanic, the Arch-Genator went out alone. He came back excited as a neophyte - this dome contains a population of something he called Lurian Amphibious Sumpii - the "Sump Angler Frog" - it uses a psychic lure of what victims desire to draw them to its massive maw. All teams are confined to the drill until we've broken through to the next dome.



EQUIPMENT

Boosters— Cost 25/50/75 Scrap for Small/Medium/Large Ship (one per Ship)

Turns out you can make anything go faster! Amongst other things crews have been known to strap on a rocket, add nitro to the engine, whip the oarsmen, or rein in something big and nasty from the deep. Once per game, when activated by Designated Helmsman, the Ship moves an extra 6" directly forwards. Occupants cannot shoot that turn and lose overwatch status.

Deck Scrubber— Cost 5/10/15 Scrap for Small/Medium/Large Ship (one per Ship)

Even the rust-buckets the underhivers call "ships" need cleaning sometimes. These devices range from simple brooms to pressurised hoses and are usually located within easy reach of any crew. A crewmember Designated to the Scrubber may operate it during the shooting phase instead of shooting. This action removes any persistent templates currently on the Ship.



Smokescreen Launcher— Cost 20 Scrap (one per Ship)

Once per game, at the end of a Ship's movement, its Designated Helmsman may deploy the smokescreen. For the rest of this turn and opponent's turn immediately after, the occupants of the Ship are treated as being inside a Smoke Bomb cloud. The Occupants also lose their overwatch status.

Fighter Launcher— Cost 30 Scrap per launcher (Medium or Large Ships only, max 1/2 for Medium/Large)

Swing ropes, bungee poles, and other devices to get across the water. Instead of moving, the crewmember Designated to this launcher can propel themselves up to 8" in any direction, ignoring intervening cover and models (assuming the Fighter can feasibly get there, e.g. not through a solid bulkhead). This movement counts as a Run, or a Charge if it used to engage an enemy, and it can be used after Ship movement for Boarding.

Barrel Mine Launcher— Cost 25 Scrap (Medium or Large Ships only, one per Ship)

A barrel full of boom! These crude explosives can be used to deter pursuit, lay an ambush, or as an effective means of catching sump fish.

At any point during the movement phase, a crewmember designated to the Barrel Mine Launcher may drop one Barrel Mine overboard, but not in contact with any Ships. Mark the mine's position with a suitable marker (e.g. a barrel, or 25mm miniature base). The mine becomes armed at the start of the subsequent turn (i.e. the opponent's turn after yours). Once armed, the mine detonates if touched by any model or hit by shooting (small target, -1 to hit). The explosion uses the 5" blast template centred on the mine.

Strength	Damage	Save Mod.	Special
3	1	-1	Gas Cloud

Any Ship touched by the template is treated as if it had just been rammed (Occupants must immediately pass an initiative check or be pinned).

Harpoon Gun – Cost 50 Scrap per gun (Medium or Large Ships only, max 2/4 for Medium/Large)

Harpoon Guns are huge, brutal weapons loaded with Harpoons the length of a man attached to chains. Normally used to catch a myriad of mutated Sump Sea creatures, savvy crews now use them to skewer enemies and lock onto opposing Ships.

Range		To Hit		Str	Dam	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-12	+1	0	6	D3	-3	6+

Harpoon Guns are mounted on the deck of the Ship and have a 90° arc of fire. The crewmember Designated to the Harpoon Gun may fire only the Harpoon Gun that turn, or they can go on overwatch using the Harpoon Gun. Range and line of sight should be measured from the Harpoon Gun for this attack.

Harpoon: A model wounded by a Harpoon is hurled backwards D6". Any other models in this path are also hit on a 4+. The second model suffers a Strength 5 hit causing 1 wound with a -2 save modifier, the third a Strength 4 hit causing 1 wound with a -1 save modifier, and so on. These models are all hurled the remaining distance from where they were standing. Fighters knocked over a ledge fall as normal.

Attachment: Harpoons may be used to Attach to Ships and Monsters. All Ships count as a large target (i.e. +1 to hit), but don't take any damage from Harpoons. The location where the Harpoon hits and Attaches should be marked with a suitable marker. Until the Harpoon is removed, models that are Attached cannot move away from each other, and the Harpoon Gun cannot fire again. To remove a Harpoon a Fighter or Monster must be in base to base contact with either the Harpoon hit marker or Harpoon Gun during the shooting phase and pass an initiative check. The model must not have run that turn, cannot shoot or be involved in hand to hand combat, and must otherwise be free to act that turn (e.g. not broken).



SUMMARY TABLE

			Ship Class		
			Small†	Medium	Large
Hull Cost			50 Scrap	100 Scrap	150 Scrap
Propulsion	Rowed	Move	4″	6″	6″
		Propulsion Crew	2	3	4
		Cost	Free	Free	Free
	Sail	Move	8″	6″	6″
		Propulsion Crew	1	2	3
		Cost	50 Scrap	60 Scrap	70 Scrap
	Engine	Move	10″	8″	6″
		Propulsion Crew	1*	1	2
		Cost	75 Scrap	100 Scrap	125 Scrap
Helmsman			1*^	1*	1*
Max Occupants (from each gang)			3	6	Unlimited
45° Turns per Game Turn			4	2	1
Cover Modifier		Bow (Front)	-1	-2	-2
		Port and Starboard (Sides)	-1	-2	-2
		Stern (Back)	-1	-1	-1
Maximum Equipment and Cost		Boosters	1 25 Scrap	1 50 Scrap	1 75 Scrap
		Deck Scrubber	1 5 Scrap	1 10 Scrap	1 15 Scrap
		Smokescreen Launcher 20 Scrap	1	1	1
		Barrel Mine Launcher 25 Scrap	0	1	1
		Fighter Launcher 30 Scrap	0	1	2
		Harpoon Gun 50 Scrap	0	2	4

† Small Ships are Unstable. If Ship moved, its Occupants receive -1 penalty to shooting and count as having moved that turn for the purposes of heavy weapons, overwatch, etc.

* May shoot a pistol or throw a grenade during the shooting phase.

^ One of the Designated propulsion crew of a Small Ship may also be its Helmsman, but then cannot shoot or throw grenade.

SUMP SEA SCENARIOS

The rising waters present some interesting opportunities for gangs seeking to make a quick profit, or settle old grudges. When playing on the sump seas, use one of these scenarios or Gang Fight from the NCE rulebook.



THE RETIREMENT FUND

Many gangs keep a stash of creds for a rainy day, buried somewhere safe. The previously-safe spot is about to get flooded by toxic gunk, so recover your stash before it's too late! What's worse, someone has spotted you digging...

TERRAIN

Place a large piece of scenery roughly in the centre of the table, where the stash is buried. Defender's Ships are moored up to this piece of scenery, but the defenders cannot be deployed on their Ships. Place a crate somewhere in the centre. This crate contains creds and other loot, but it's too large to move during the battle.

GANGS

Both gangs use full gangs. The defenders set up first, in the centre of the table within 12" of the loot crate but not on their ships. The attackers set up on their ships within 8" of a randomly-selected table edge.

STARTING THE GAME

Roll a D6. On a roll of 1-5 the attacking player gets the first turn, on a 6 the defender goes first.

STRONG INCENTIVE

Any fighters within 12" of the loot crate temporarily gain the Iron Will and Nerves of Steel skills.

ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight. The defending gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.



EXPERIENCE

Fighters who take part in this scenario earn Experience points as noted below.

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing a Campaign Game section of the NCE rulebook.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

LOOT

The winning gang can sell the goodies for 3D6x5 creds. The income generated is added to the income from the gang's territories.

EXPEDITION DAY 0102.

Engineer S4MM31L0-XX3 transcribes:

This dome is a wonder. It seems a hivequake sealed the access points whilst it was in use as a manufactorum centre and for some reason it was never re-excavated. Strange graffiti adorns many of the walls, and although the dome is without power there are plentiful signs of continuing habitation. We cannot yet establish how long the dome has been sealed, though the machinery maintenance docket one of the survey teams retrieved suggests around three thousand standard years. We have not seen any inhabitants yet but sensor sweeps indicate a large population around us constantly.

RAID THE DOCKS

You might have a ship, but everyone has to dock sometime! Ships built in the underhive are not the sturdiest of vessels, and require constant maintenance to stay afloat. After a short stint in the sump sea, the hull corrodes and the ship has to be repaired before it falls apart. Your opponents can take advantage of this situation...

TERRAIN

This scenario requires solid structures that the defender's ships are moored to along one edge of the table. The other side of the table should be mostly clear to allow ships through.

GANGS

Defenders can set up within 12" of the board edge with the structures or onboard their ships. The attackers set up on their ships within 8" of the opposing table edge.

STARTING THE GAME

Roll a D6. On a total of 1-3 the attacking player gets the first turn. On a roll of 4-6 the defender goes first.

DOCKED SHIPS

Defender's ships are being repaired and are immobile at the start of the game, but their mounted weapons and other equipment can still be used. On the defender's 4'th turn the defenders regain full use of their ships and can move them normally.

ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight. The defending gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

EXPEDITION DAY 0104.

Engineer S4MM31L0-XX3 transcribes:

We tried to re-activate the drill today and found many of the cables connecting the actuators have been damaged. Marks are not consistent with shears or chainblades - the Arch-Genator suggests tooth marks, and although implausibly large it does seem to fit a pattern. In any case servitors have been positioned around the drill whilst repairs are made, we will be unable to move for several days.

EXPERIENCE

Fighters who take part in this scenario earn Experience points as noted below.

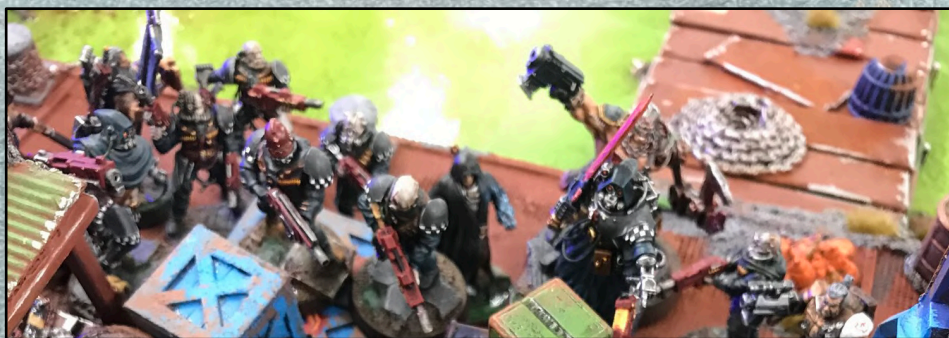
+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing a Campaign Game section of the NCE rulebook.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

SPECIAL

If the attacker wins, the defender can't use one of their ships in the next battle (the attacker can pick which one is unavailable). If the defender wins, they get to sell any of the attacker's ships they capture for scrap instead of the usual monetary rewards for capturing. Captured ships are removed from the owning gang's roster.



SPIDER HUNT

All this shipbuilding is expensive and funds are running short. Luckily, the guilders are paying extra for Raft Spider Eyes right now... All you need to do is hunt some. Sneak in, get some kills, and get out before it gets dangerous. Easy money!

TERRAIN

This scenario takes place in the sump sea, so terrain should be fairly sparse.

GANGS

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters on ships within 8" of that edge. His opponent then sets up on his ships within 8" of the opposite table edge.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

SPIDERS TURN

Spiders will move and attack after both players have completed their turns following the movement and combat rules in the Monsters special rules, but will never attack each other. If it matters, randomly determine which order they act in.

THROWING BAIT

At the start of their movement phase, a player can designate one of their fighters to throw meaty bait into the sea instead of shooting that turn. Treat this like a grenade throw targeting a point on the sump sea, and place a bait counter where it lands. At the start of the spider's turn D3 spiders appear, devour the bait, and immediately start looking for more prey! Deploy these spiders where the bait landed and enact their turn. All spiders follow the movement and combat rules in the Monsters special rules.



ARACHNID EYES

A fighter that kills a spider in close combat gets one Spider Eye of the appropriate size. If a spider is killed with a Harpoon Gun the shooter gets the eye. If any other form of shooting kills a spider, place a loot counter representing the eye where it dies. Loot counters on water disappear immediately as the corpse sinks. Keep track of which fighters are carrying Spider Eyes, and treat them like loot counters (see Scavengers, NCE).

REINFORCEMENTS

As soon as the first Spiders appear on the board, they start calling for friends! At the start of every subsequent Spider turn D3 Spiders will enter from a random table edge. Set them up 6" apart from each other if possible, the player with a model closest to that edge deploys the Spiders. After one of the gangs uses a grenade, special, or heavy weapon (or Harpoon Gun) - increase reinforcements to D6 Spiders per turn.

When a Spider appears, roll a D6 to see which one shows up:

1-4: Small Raft Spider

5-6: Large Raft Spider

Small Raft Spider

M	WS	BS	S	T	W	I	A	Ld
4	3	0	3	3	1	4	1	8

Amphibious, Ignore Terrain, Ambush Predator, 5+ Armor save, cannot be pinned.

Large Raft Spider

M	WS	BS	S	T	W	I	A	Ld
4	4	0	4	4	2	4	2	8

Amphibious, Ignore Terrain, Ambush Predator, 5+ Armor save, cannot be pinned.

ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight. The gangs do not have to take Bottle tests until they've lost 50% of their fighters rather than the usual 25%.

EXPERIENCE

Fighters who take part in this scenario earn Experience points as noted below.

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing a Campaign Game section of the NCE rulebook.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

LOOT

Gangs sell off any Spider Eyes they are still carrying at the end and add this to their income.

Small Raft Spider Eye = 1D6x5 credits.

Large Raft Spider Eye = 2D6x5 credits.



EXPEDITION DAY 0106.

Enginseer S4MM31L0-XX3 transcribes:

We have lost four servitors. Although nobody has yet seen an attacker, we hear brief gunfire and before we reach the source the servitor has been disabled and often dismembered. They are definitely tooth marks. Many adepts are reporting hearing "chittering" and rapid footsteps in the darkness. We have stopped surveying for archeotech and are focusing all efforts on repairing the drill. The Arch-Genator is taking his team out later, giddy with excitement.



CAPTAIN ORANGE BEARD

The only Troll other than the king to wear a hat, some say he always dressed like a pirate even before he turned Troll?! But when asked why, he remains silent and it is not even certain that he understands the question. Only now that the Sump seas are rising does it all seem to make sense....gibber!

The Captain is a special character in the campaign. He is a salty sea dog and loves nothing more than being out on the waves – he cares less for who's side he is on. If you are about to play a game on a Sump Sea table and the Captain's model is available, he will join the fray for free. He will join the gang with the lower gang rating if the difference is at least 125 credits, otherwise randomise which gang he joins for the battle. He adds 150 credits to your gang rating when he joins and counts as a hired gun. When the battle is over, or the Captain is taken out of action, return him to the waiting area for the next player to use. A legend like him never truly dies!

PROFILE

M	WS	BS	S	T	W	I	A	Ld
3	4	4	3	3	2	4	1	9

Equipment: Sword, Laspistol (Hotshot Power Pack, Weapon Reload), Hook (counts as knife), Clip Harness, Pirate outfit (counts as Mesh armour), Bottle of Wildsnake.

Bottle of Wildsnake: The player whose gang the Captain joins can decide whether to use the bottle prior to the battle.

Skills: Disarm, Killer Reputation, Crack Shot, Nerves of Steel

Inspiring Presence: Any friendly fighter on the same Ship as the Captain may use his Leadership characteristic when taking any nerve tests. In addition, they may use the Captain's Initiative characteristic when testing to see if they escape pinning at the start of their turn. However, the Captain cannot confer these benefits if he is down or broken himself.

Captain: Whatever the vessel, the Captain wants to be behind the steering wheel. When aboard a friendly or Captured Ship the Captain must be its Helmsman if he is free to act normally during the movement and shooting phases that turn (e.g. not broken, pinned, or engaged in hand to hand combat).



NCE/OCE 2021 CORE RULES AMENDMENTS

NCE

Seeing as the updated version of the NCE and OCE rulebooks is pending, this event will trial some of the proposed changes relevant to this campaign.

FLESH WOUNDS

Replace

"If a model only sustains a flesh wound then he suffers a mild injury and is able to fight on. His Wounds value is reinstated to 1 and he can move and act as normal."

with

"If a model only sustains a flesh wound then he suffers a mild injury and is able to fight on. His Wounds value is reinstated to 1 after all hits from that attacker are fully resolved, and he can move and act as normal."

This change means that Experience point awards for wounding hits are limited to the number of wounds the target had at the start of the attack. This in turn means that all damage dice from a single attacker can now be rolled simultaneously because the order in which Flesh Wounds are rolled no longer matters.

TERROR

Models that are Down do not cause Terror.

EXPEDITION DAY 0107.

Enginseer S4MM31L0-XX3 transcribes:

The Arch-Genator has returned, raving about an amazing discovery. He returned alone. He keeps talking about rat-men and genetic viruses. It sounds heretical. He has christened them the "Virattus".

CATCHING FIRE

Fighters that are On Fire and fail to extinguish the flames, move during the Compulsory Moves part of the Movement phase.

EXPLODING WEAPONS

Weapons that have exploded are automatically repaired during the Post Battle Sequence.

HIT & RUN SCENARIO

Neither the Attacker nor the Defender may use special deployment rules – eg. Infiltration, Vents etc.

BITTER ENMITY INJURY

A Fighter with this injury is affected by Hatred.

RUMOUR – OUTLAW RARE TRADE ITEM

The Rumour must be used in your next battle if at all.

RATSKIN RENEGADE EQUIPMENT

Add Lasgun (25 credits) to the Basic Weapons.



NCE/OCE 2021 FAQ

Q1. Since there is no Scrofulous Wastes territory on the campaign list, can Scavvy players get any of those territories like other gangs, thereby being able to Forage for D6 credits?

A1. *No. Scavvy players get Poisonous Sludge instead of Scrofulous Wastes. Whenever they get a territory, it immediately turns to Poisonous Sludge.*

Q2. Can territories be Looted as per the OCE for twice the maximum territory income?

A2. *No, because everyone is looting already, which is represented by the territory income.*

Q3. Do Scavvies always just move to another poisonous sludge between games? What happens if they capture territory from another gang? Do they get to loot it as normal?

A3. *Yes, Scavvies always move to another Poisonous Sludge. As per the OCE, if they capture any other territory, it also immediately becomes Poisonous Sludge:*

"If Scavvies capture territory then their degenerate way of life quickly reduces the finest territory to a similar level of degradation as their former home."

With regards to Looting, see A2.

Q4. Can I report an opposing gang to the authorities to get them outlawed, or voluntarily become an outlaw to get some of them sweet drugs on the Outlaw Trading Post?

A4. *No need! Since the authorities have fled, everyone left inside the dome has been branded an outlaw. And given the desperate situation, all remaining merchants are willing to trade with anyone. After each battle choose which trading post you will be visiting (normal or Outlaw) and make all rolls on that table.*

EXPEDITION DAY 0108.

Enginseer S4MM31L0-XX3 transcribes:

They are coming.

Dances with Snakes was telling stories again. Most of the other patrons of Illya's Bar were ignoring the drunken Ratskin, but Jak was listening intently, nursing a particularly unpleasant bottle of Second Best. He'd not heard this one before and the Ratskin seemed more intense than usual.

Dances spoke of the hidden responsibility the Ratskins carry - not just the usual hive spirit hokum. A charge to keep the Hivers safe. He spoke of how not all the rats they hunted were the usual Necromunda giants... Some were clever beyond nature... Walked on hind legs as tall as men... Even carried firearms.

Clearly just drunken ramblings of a has-been Ratskin scout but still, something about them haunted Jak. He pulled his greatcoat tight and fingered the mechanism of his bolt pistol before he left Llya's and disappeared into the night...

Q5. What if my gang captures a territory or gets given a territory in exchange for a captive, does that get flooded at the start of day 2 of the campaign?

A5. *At the start of the second day of the event, all your previous territories (not including any found by Ratskin Scout(s)) become flooded, determine one new territory to replace them.*

Q6. Does the monsters tentacle attack cause pinning?

A6. *Yep. If it hits, it causes pinning, just like any other hit.*

Q7. Can a monster be selected as the furthest fighter, when making use of the monster roll in scavengers?

A7. *Nope, sorry. You get multi-monster goodness in Scavengers. The Scavengers scenario says "On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival gang." The Monsters in this campaign are not members of any gang. However, the Monster is considered as a "model" for the purposes determining which of the gang members is furthest from anyone.*

Q8. As we are all branded outlaw I assume we are to roll on the outlaw scenario table?

A8. *Everyone will use the same campaign-specific scenario tables that are in the campaign book.*

GOLDEN YAK WINNERS 2019



Open Competition and Golden Yak Winner:

Necromunda XIX Imperial Guardsman by
KungFuPanda



Best Preacher

Spence Malan

By *Undertaker*

Best Zombies

Troll Zombies

By

ClockworkOrange



**Best food based
objective tokens**

By

Ned Noodle



Denga lay panting on the first floor of a former clothing factory, surrounded by mouldering mannequins of different shapes and sizes. He could still hear the muffled roar of the water falling where the Ratchet Crazies used to have a headquarters. It had been a close thing - the water had caught him, and he'd miraculously managed to avoid being pulled under or hit with flying rubble. He'd caught the dangling sign of the old factory two blocks from the hideout and managed to drag himself in through a broken window.

The street outside was now a slowly flowing river, frequently dotted with pieces of rubbish, equipment and the occasional body. After the initial wave the water level had dropped to about a third of the way up the first floor of the building, but it was still flowing steadily out into the dome and not dropping any lower. He'd since heard distant shouts and screams - not all human - as the water rudely interrupted warrens of hiding gangers and other hive denizens.

Denga hauled himself upright, his strength starting to return. He'd lost his lasgun in the torrent. Although he wasn't convinced it was waterproof, he was still pained by the loss. He'd inherited that gun from his now dead mentor just weeks ago - it was well looked after and had a good crosshair sight on it he'd pulled from a dead Van Saar's destroyed lascarbine.

His stub gun had stayed in his thigh holster though. He opened the fat chamber and dropped the bullets out into the palm of his hand. They were home-made dum-dum bullets - blunt and brutal. He wondered whether the propellant was good after being dunked. Normally he'd ask Old Tinker, the gang's armourer, but he'd been at the hideout and was probably dead now. A few months ago that would have saddened Denga, but now... so many had died during the Scavvy incursion, revolt and subsequent crackdown in Fury's Rest that just one more death was like hearing a vaguely remembered uncle had died rather than someone who had mentored and supported him for months.

He loaded three of the dum-dums back into the gun, and alternated them with three standard stub gun rounds from his flak vest pocket - he figured the factory standard bullets were probably better sealed than the home-made ones. Snapping the heavy revolver closed again, he holstered it and looked around.

"Creepy room" he said to himself, as hundreds of the old mannequins stood and lay around him. Many had crude faces scrawled on them. Some had chunks missing after being used for target practice and some had been sliced and scarred by knives and swords. A couple were blistered and burned by fire.

He picked his way across the room, which occupied the entire first floor of the building. He couldn't make out any obvious stairs or ladders in the unlit gloom of the building, but there were regular thick concrete columns supporting the roof above that prevented him from looking in every direction at once. In the centre he found a floor section missing, and the ceiling above had a matching hole. A chain hoist dangled down from above.

The floor below was a swirling mass of trash and oily water as the ground floor of the building filled to meet the water level outside. It didn't look welcoming. He looked up to the floor above instead - straight into the face of a ganger who had just looked down from above. The ganger was wearing a hooded robe - Cawdor or Redemptionist, he couldn't tell in the gloom. Either way, he was about to shout an alarm.

Denga tried to draw his stub gun fast, but it caught in the clammy material of the holster, so he instead darted back into the shadows hauling it free as the ganger above shouted "Intruder!"

He cocked the stub gun as he hid amongst the forest of mannequins. He heard the whine of an electric motor and the rattle of chains as a cage lift lowered through the gap. There were three gangers in it - two with autoguns, one with a chainsword and a large pistol, and they split up and headed in different directions. None headed directly towards Denga. He stayed as still as possible.



Grege came round with a cough and splutter. It was almost pitch dark, and the splashing he made as he jerked awake echoed in the confined space. An eerie light filtered from floor level allowing him to just see the sloped, rusty walls of wherever the hell he was.

He was on his back in a slanted, half-cylindrical room. The floor beneath him was crumpled metal, with a few inches of water. The light was coming in round the rim of the floor on half of the room. There were no doors or windows, the air was stale and heavy, and he could hear a deep rumble from outside his metal prison.

He tried to keep his panic in check. He remembered falling as the water destroyed the building... the old water tank spinning in front of him... realisation struck him - he was in the water tank. Yes, the bottom was one slanted wall and the curved, sloped ceiling was a side. It had crumpled with him inside it, the side with the hole in it was below him, flattened by the impact of it hitting the ground at the bottom of the building.

Standing, he had just enough room to brace himself against the sloped ceiling and push. It flexed and moved, creating strange wobbly-rumbling sounds. As the rim behind him lifted slightly, more water came in with an odd, bubbly sounding gush. His ears popped too.

He tried again, lifting the back more. With a scrape and thump something shifted and dragged down the sloped roof outside. His ears popped again and the world spun, water gushed in and the room upended - he was swept upwards in a rush of bubbles, scraping through what had been the rim of the floor.

He managed to open his eyes - the world around him was bizarre... rubble, floating wreckage, a strange, illuminated shifting ceiling above him... he tried to kick and struggle up, and with a gasp, broke the surface. Frantically splashing, he managed to grab onto a floating panel of insulation foam, which squeaked under his fingers.

Finally able to breathe again, he looked around. He was in a fairly large square. The waterfall coming down where the bolthole used to stand was about thirty metres away. It looked like every building immediately adjacent had collapsed to create the square. Water was swirling around the area before flowing away along the various alleys and through exposed building interiors around him.

He was slowly being swept towards one of the building interiors, and as he approached, managed to grab a piece of rebar and drag himself onto the ruins of an internal staircase. He dragged the insulation foam out of the water too. Perched on the stairs, he took stock of the situation. He had a variety of cuts and bruises, but nothing serious. He'd lost his autogun, grenades, and one leg of his trousers. His knife was still sheathed at his belt, but apart from that he was now unarmed.

Dragging the unwieldy foam sheet beside him, he stumbled up to the first floor of the building. It seemed to be completely empty. He couldn't drag the sheet around everywhere. It would help him to float though... Dropping the foam sheet, he stripped out of his flak vest and drew his knife. The vest was lined with pouches that would, in military service, contain ceramic armour plates to stop shrapnel, small arms fire and disperse lasgun strikes. All Grege had in there was centimetre thick sheets of crude boilerplate in the front pouches - effective against knives and perhaps stub gun rounds, but not much more. They were heavy, and protection from knives would mean nothing if he drowned. He spent a few minutes cutting the foam and stuffing the cut panels into the armour pouches of his flak vest, front back and sides.

He shrugged the much lighter vest back on, and began to look around for a route through the buildings and rooftops to head further in-hive. He wasn't sure where he was going, but there were other Orlock gangs in the area and he may as well try his luck joining up with them... if they were still alive.



N18 - GANG CREATION RULES

N18 GANGS

Only the following gangs are allowed. No homebrew or magazine gangs are permitted.

"House of" books: All

Gangs of the Underhive: All

Book of Judgement: Palanite Enforcers

Book of Ruin: Corpse Grinder Cults, Helot Chaos Cults, Genestealer Cults

Gangs follow their standard gang requirements and restrictions. House gangs can be taken from their respective "House of" book or Gangs of the Underhive, but you remain locked into that list unless you restart your gang. Please have a paper copy of your starting gang roster ready to hand to the organisers at the start of the weekend.

CREDITS AND SCRAP

Credits. Gangs have 1100 creds to recruit their starting gang. Credits can be spent on recruiting fighters and equipment from their gang-specific weapon list as normal.

Scrap. All gangs also start with 500 scrap that can be spent on Ships & upgrades (see Nautical Battle Rules). Ships can only be used on Sump Sea or flooded tables in the campaign. The inclusion of Ships in your gang is entirely optional. Credits can be converted to Scrap at a rate of 1:1 at any point (including during gang creation), but not vice-versa.

Nothing may be left in the stash from gang creation. Afterwards, from your first battle onwards, the stash can be used as normal.

HIRED GUNS, ALLIANCES & HOUSE FAVOURS

Hired Guns, Hangers-On, and Brutes are available as normal. Gangs may not hire Dramatis Personae.

As all normality breaks down, anarchy reigns. Gangs may not use allies of any sort. Due to the dome being isolated, no gang can petition for house agents to join them and gangs cannot roll on the house favour table or use house sub-plots.

Ratskin Scout. For reasons that will become apparent in the campaign book, all House gangs may hire one Hive Scum Hired Gun for free, including their equipment. This happens once, during the pre-battle sequence of the gang's first battle. This Hive Scum is not subject to the "You Get What You Pay For" special rule, stays with your gang and can accumulate Lasting Injuries. If they are lost, killed, or retired, they cannot be replaced.

Instead of the normal equipment rules this Hive Scum must be given a Blind Snake pouch (see below) worth 60 credits and may take up to 30 credits' worth of Common weapons from the Pistols, Close Combat Weapons and Basic Weapons sections of the Trading Post (up to three weapons). Although this Hive Scum is free, they add (30 + equipment cost) to your gang rating and crew rating if used.

Blind Snake Pouch: A fighter with a Blind Snake pouch gains the Dodge skill. When making a dodge against an attack made by a fighter using the Overwatch skill, the dodge will succeed on a roll of 4, 5 or 6.

TERRITORY AND INCOME

Following the Scavvy incursion, food shortage, and subsequent revolt, all semblance of law and order has collapsed in the dome. The survivors are scrambling to escape the rising waters while fighting over the few morsels of remaining food. The campaign will be an adaptation of the Cannibal Kingdoms Uprising Campaign from the Dark Uprising book. The Insurrection Phase will happen during the first day of the event, and the Damnation Phase during the second. Downtime will occur between the two event days with no Fresh Recruitment. Each battle counts as occurring in a separate campaign week.

Each gang starts with two territories from the campaign-specific territory table in this booklet, determined at the start of your first game. At the end of the post-battle sequence, randomly determine one of your territories to become flooded. Roll up a new territory from the table to replace it.



SUMP RISING

As the waters rise, the remaining patches of dry hive dwindle. After the last battle of the first day, randomly select one of your gang's territories for them to keep, which becomes Ruined (if it isn't already). All your other territories flood and are removed. As before, this one also gets flooded during the post-battle sequence and a replacement determined.

TRADING POST AND EQUIPMENT

During the Distribute Equipment step of the post-battle sequence, equipment may be taken off any of your Gang Fighters and put into the stash. New equipment may be purchased as normal, but only from the Trading Post in the Gangs of the Underhive book or your gang-specific equipment list.

EXPEDITION DAY 0108 Addendum.

Arch-Genator G3LLY8URG-23 transcribes:

The loss of S4MM31L0-XX3 will be sorely felt, I'm sure. The Virattus however are a fantastic genetic blend of rodent and man. They are strong, fast, stealthy and clever. If only they would let me take a sample of a few dozen of them for testing. Persuasion is proving difficult, we have no more combat servitors functioning and only half of our original team. The Mechanicus team seems to rankle at now being commanded by a Biologus. They are weak and wish to re-activate the drill now that it's repaired and escape. I can hear the howls of the Virattus coming again..



TERRITORY TABLE

11-13 Poisonous Sludge. The toxic sludge massed here is particularly noxious.

Benefits

Equipment: Roll a D6 for each fighter in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for this battle. Weapons with the Toxin trait have a Strength characteristic of '-'.
Income: Roll D6x10 and add this many credits to the gang's Stash.

Benefits when ruined

Equipment: Roll a D6 for each fighter in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for this battle. Weapons with the Toxin trait have a Strength characteristic of '-'.
Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

14-16 Collapsed Building. Searching through the unstable rubble offers a chance to hone the skills of your gangers.

Benefits

Training: Roll a D6 for each fighter in the gang. On a 6, the fighter gains D3 Experience points.

Income: Roll D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Training: Roll a D6 for each fighter in the gang. On a 6, the fighter gains D3 Experience points.

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

21-23 Flooded Hab. You tend a shrine in an abandoned half-flooded hab block.

Benefits

Blessings: Roll a D6 for each fighter in the gang. On a 6, the fighter gains the Blessed condition for this battle. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing.

Income: Roll D3x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Blessings: Roll a D6 for each fighter in the gang. On a 6, the fighter gains the Blessed condition for this battle. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing.

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

24-26 Sumpweed Patch. You find a patch of vaguely edible sumpweed, which is surprisingly nutritious considering its origin.

Benefits

Reputation: Roll a D6 and increase the gang's Reputation by the amount rolled.

Income: Roll D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

EXPEDITION DAY 0109.

Arch-Genator G3LLY8URG-23 transcribes:

That was unexpected. I was about to concede that it was time to lock ourselves in the drill and escape when the Virattus began to fall around us. Many hit with solid shot and I swear I saw arrows. It seems they did not anticipate being attacked from the rear by another force, but I shan't complain about it. They soon fled into the darkness. We did not get a clear view of our allies, but what we could suggest standard human build but primitively dressed and armed. My records suggest these may be the mythical "Ratskins" I have heard about. In any case they seem adept at fighting the Virattus. The four of us remaining managed to drag some of the dead Virattus aboard the drill and into chill caskets - until now they've always taken their dead.

31-33 Chemical Sludge. Inexperienced fighters are drawn in by the prospect of finding something worth selling, and can easily be recruited.

Benefits

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve, or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 25 credits of equipment purchased from their House Equipment List at no additional cost.

Income: Roll D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve, or equivalent (as appropriate to your gang) to their roster without having to spend any credits. 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.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

34-36 Leaking Pipe. There's a trickle of pure water running from somewhere above which provides a powerful resource to trade.

Benefits

Better Living: The gang is able to find a competent cook. At the end of Step 2 of the pre-battle sequence, roll a D6 for each of the gang's fighters that is in Recovery. On a 6, a constant supply of good food has helped them recover more quickly – their In Recovery box on the gang roster is cleared, and they are now available for this battle.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Add 1 Scavenging roll to the gang's Stash.

41-43 Sludge Sea. Sludge seas offer isolation and protection, and provide good places to lay ambushes.

Benefits

Ambush: After the roll to determine the scenario has been made, roll a D6. On a 3 or more, the gang with this Territory may decide who the attacker is and who the defender is for the scenario.

Income: Roll D3x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Ambush: After the roll to determine the scenario has been made, roll a D6. On a 2 or more, the gang with this Territory may decide who the attacker is and who the defender is for the scenario.

Starvation: Add 1 portion of Meat to the gang's Stash.

44-46 Floating Junk. There's a patch of material floating on the surface that may contain salvageable high-value components.

Benefits

Finest Things: When purchasing weapons and War gear, the gang reduces the cost of equipment worth 100 credits or more by 25 credits.

Income: Roll D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Finest Things: The gang may re-roll one Scavenging roll in each post-battle sequence.

Scavenging: Add 1 Scavenging roll to the gang's Stash.



51-53 Chemical Deposits. Rumours of valuable minerals encrusting pipes that protrude from the slime attract hardened warriors you can recruit.

Benefits

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman, a Skinner, a Ganger, or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 40 credits of equipment purchased from their House Equipment List at no additional cost.

Income: Roll D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve, or equivalent (as appropriate to your gang) to their roster without having to spend any credits. 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.

Scavenging: Add 1 Scavenging roll to the gang's Stash.

54-56 Flooded Manufactorum. Even flooded, manufactorums can provide great bounty, and you may find former workers to rescue (and press-gang).

Benefits

Recruit: On a D6 roll of 4 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve, or equivalent (as appropriate to your gang) to their roster without having to spend any credits. 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.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

61-63 Arbite Ammo Stash. An ammo cache from the great revolt of Fury's Rest is found, some of which has survived and is salvageable.

Benefits

Equipment: The gang can add up to 30 credits worth of weapons or War gear from its House Equipment List to its Stash for free.

Income: Roll D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

64-66 Trading Outpost. A floating outpost has coalesced on a deeper patch of the mire, and you benefit from the trade that passes through it.

Benefits

Equipment: Reduce the cost of items on the gang's House Equipment List by 10 credits when purchasing equipment in the post-battle sequence, to a minimum of 5 credits.

Income: Roll D6x10 and add this many credits to the gang's Stash.

Benefits When Ruined

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

EXPEDITION DAY 0110.

Arch-Genator G3LLY8URG-23 transcribes:

The drill won't start - infuriatingly we can't tell from the diagnostics what's wrong. There are several Ratskins outside and we can hear the Virattus nearby. I think the Ratskins want us to go with them. I think we have to. It's that or death quickly at the teeth of the Virattus or slowly by degradation locked in the tomb of the drill. Ommissiah help me, we must go.

CAMPAIGN RULES

Playing a campaign game. The Fury's Rest campaign is a modified Uprising campaign (from the Dark Uprising Rulebook), which is similar to the Dominion campaign described in the Necromunda Rulebook. However, there are a few differences to fit in with the campaign theme. Only the scenarios listed in this campaign booklet may be used in this campaign.

PRE-BATTLE SEQUENCE

Before the battle can begin the players work their way through the following pre-battle sequence:

1. **Receive Territory Benefits:** Generate any benefits listed on your Territories.
2. **Buy Advancements and Recruit Hired Guns**
3. **Determine Scenario:** The player with the lowest gang rating rolls on the Scenario Table to determine which scenario will be played. If two scenarios are given, the player with the lowest gang rating chooses which one is played, on either a Sector Mechanicus (3D) or Zone Mortalis (2D) board. If the scenario has an attacker and a defender, then the player who picks the scenario must attack. If at least one player wants to use the Sump Waters rules, these are now randomly determined from the table.
4. **Set up the Battlefield**
5. **Feed Fighters:** Each fighter will need 10 credits worth of supplies or one portion of Meat to stave off hunger. If a gang cannot feed a fighter, or chooses not to, the fighter gains the Starving condition. Starving fighters retain the Starving condition until they are either fed in the pre-battle sequence or cannibalise a downed fighter. Hired Guns don't need to be given supplies or Meat; it is assumed that their pay is more than enough to keep them in rat burgers.
6. **Choose Crews**
7. **Tactics Cards**
8. **Deployment**

SCENARIO CREDIT REWARDS

Any credit rewards listed for a scenario are ignored. Instead, players will gain 1 portion of Meat for each enemy fighter they took Out of Action, and 1 Scavenging roll if they are the winner. In a scenario using loot caskets, each one of these is also worth 1 Scavenging roll to the gang who claims it.

HIVE SCENARIO TABLE

2D6 Result

- 2-3** The player with the higher gang rating may choose which scenario is played from those in this table or Ambush (SM), Sabotage (SM), The Trap (ZM), The Marauders (ZM) or Sneak Attack (ZM)
- 4-5** Play the Looters (SM) or Smash & Grab (ZM) scenario
- 6-7** Play the Stand-off (SM) or Tunnel Skirmish (ZM) scenario
- 8-9** Play the Border Dispute (SM) or Forgotten Riches (ZM) scenario
- 10-12** The player with the lower gang rating may choose which scenario is played from those in this table or Ambush (SM), Sabotage (SM), The Trap (ZM), The Marauders (ZM) or Sneak Attack (ZM)

SUMP SEA SCENARIO TABLE

2D6 Result

- 2-3** The player with the higher gang rating may choose which scenario is played from those in this table
- 4-5** Play the Looters scenario
- 6-7** Play the Stand-off scenario
- 8-9** Play the Border Dispute scenario
- 10-12** The player with the lower gang rating may choose which scenario is played from those in this table



SHIPS

Either player may use their Small Ships on Hive tables that are Flooded, or all their Ships on Sump Seas tables. If Ships are used, then their Scrap value is added to the gang rating and crew rating for that battle. Ships must be crewed sufficiently to enable some propulsion when deployed and cannot be used in conjunction with special deployment rules (e.g. Infiltration).

Ships must be deployed on water. If fighters are deployed in groups (Ambush) or as reinforcements (e.g. Sneak Attack), decide at the point of deployment whether those models are crewing a Ship and deploy them together if so. If a gang is required to deploy entirely on their Ships on the Sump Seas and they do not have sufficient crew capacity on their Ships for all their gang, then their maximum crew size is reduced to the number of models that can fit on their ships.

FLOODED TABLES

As the campaign progresses, tables will become permanently Flooded. If you see a Flooded marker on a table, leave it where it is! Needless to say, all Sump Seas tables are already Flooded. If a table floods mid-game, then the effects will kick in from the beginning of the next round. The ground floor of a Flooded Sector Mechanics table and any pitfalls on a Flooded Zone Mortalis table are water, and models there follow the Moving in Water rules.

EXPEDITION DAY 0132.

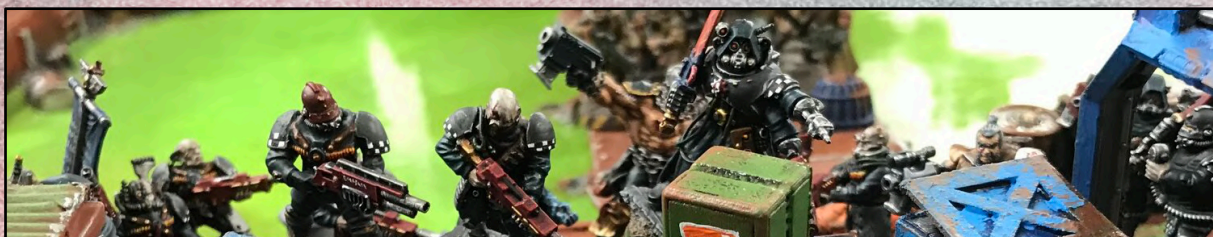
Arch-Genator G3LLY8URG-23 transcribes:

We have been trudging with the Ratskins for days. Their culture is fascinating, despite their appearance of standard humans. They won't communicate with us much. They're very vague about where they're taking us, and simply say it won't be long. It is becoming harder to find functioning power sources for the equipment, and the Ratskins are becoming increasingly annoyed with us stopping to recharge.

POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (Collecting Income) straight after the game.

- 1. Wrap-up:** Each player checks to see if their Seriously Injured fighters succumb to their injuries and whether they Capture any enemy fighters (on a 13+). Any other events that take place "at the end of the battle" are triggered here, and fighters that were recovering make a full recovery.
- 2. Devour Territory:** If, at the end of the battle, the winning gang inflicted three times as many Out of Action results on their opponent as they themselves suffered, then they devour one of their opponents Territories. Randomly select one of the losing gang's Territories to be removed from the campaign; the devouring gang is automatically considered to have fed all their fighters during the pre-battle sequence of their next game without expending any credits or Meat.
- 3. Flood Territory:** Randomly select one of each gang's Territories to be removed from the campaign and roll up a new one from the campaign territory table to replace it as the gangs are forced to find higher ground. The new Territory is Ruined.
- 4. Receive Rewards:** Each scenario shows a list of rewards which the gangs can receive (see SCENARIO CREDIT REWARDS above).
- 5. Post-battle Actions:** Each Leader or Champion in the gang can take one of the following post-battle actions; Medical Escort, Scavenge, or Trade.
- 6. Update Roster:** Delete dead or retiring fighters, re-equip (hire fighters, recruit Hangers-on, sell unwanted equipment, purchase equipment, seek Rare equipment), distribute equipment, update Gang Rating.



SCAVENGING

Gangs can gain Scavenging rolls from their Territories and as rewards for playing scenarios. Each Scavenging roll can be used to roll once on the Scavenging table. When a gang earns a Scavenging roll, the player makes a note of it on their gang roster, and a Leader or Champion may then use it by taking the Scavenge post-battle action.

SCAVENGING TABLE

2D6 Result

2-3 Unfortunate Encounter: Randomly select one of the gang's fighters and make a roll on the Lasting Injury table for them.

4-5 Paid in Blood: Roll 3D6 and add that many credits worth of items from the gang's House Equipment List to their Stash. Then, randomly select one of the gang's fighters and make a roll on the Lasting Injury table for them.

6-7 Useful Scrap: Roll D6x10 and choose a single item from the gang's House Equipment List up to this value in credits; that item is added to their Stash.

8-9 Hidden Cache: Roll D6x10 and add that many credits worth of items from the gang's House Equipment List to their Stash.

10-11 Band of Survivors: Add a Ganger to the gang's roster. This fighter may be equipped for free with 2D6x10 credits worth of items from the gang's House Equipment List.

12 Lost Holestead: Roll a D6. On a 1-5, add a Ganger to the gang's roster. On a 6, add a Champion to the gang's roster. This fighter may be equipped for free with 4D6x10 credits worth of items from the gang's House Equipment List.

EPEDITION DAY 0135.

Arch-Genator G3LLY8URG-23 transcribes:

CAUTION - CORRUPTION - INCOMPLETE RECORDING DUE TO POWER FLUCTUATION

...fascinating. The... ing vats... rat... man-ma... why would they do such... found... path back uphive... coming again...

STARVING

A fighter who gains the Starving condition suffers a -1 penalty to their Strength characteristic, and any ranged weapons they carry also suffer a -1 penalty to Ammo checks (to a minimum of 6+). If a Starving fighter would gain the Starving condition again these penalties increase by 1, and any models that are reduced to a Strength value of 0 starve to death and should be deleted from the gang's roster. Their equipment is added to the gang's Stash.

A Starving fighter gains access to the Cannibalise (Basic) action, which can be performed in place of a Coup de Grace action. If they have an opportunity to perform a Coup de Grace action (such as against an opponent that has been Seriously Injured in close combat), they must instead make a Cannibalise (Basic) action instead.

Starving fighters must make a Willpower check when they activate if there is a Seriously Injured fighter (friend or foe) within their maximum Charge range. If they fail this check, they must Charge the downed fighter and perform a Cannibalise (Basic) action. If for any reason they cannot reach their intended victim, then they must use their activation to move as close to the downed fighter as possible.

Cannibalise (Basic) Action: The fighter feeds on the flesh of a Seriously Injured fighter. Immediately roll on the Lasting Injuries table for the fighter being fed upon and apply the result, counting results of Lesson Learned (11) as Out cold (12-26). Note, the Seriously Injured fighter remains on the battlefield, and may be fed upon again, unless the roll a Critical Injury (61-65) or Memorable Death (66) result, in which case they are removed from the battlefield and considered to have been taken Out of Action. A fighter who has successfully fed using the Cannibalise (Basic) action loses the Starving condition (and any associated penalties) immediately.

THE TRADING POST

After each battle on the first day of the event, gangs may purchase equipment from the Trading Post as described in the Dominion Campaign from the *Necromunda Rulebook*. On the second day of the event the few remaining Guilds fragment or go into hiding, and credits become worthless.

CAPTURED

If a fighter is captured, and some trade to return them cannot be immediately reached, they must face THE WHEEL OF JUSTICE! The captured fighter must take one spin on the wheel to learn their fate. The decision of the wheel is final and cannot be respun or modified in any way. There will be no Rescue Missions.

DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed on their fighter card. The leader of a disbanded gang, if they are still alive, may not be hired into the new gang. They wander alone into the wastes never to be seen again. Fighters currently captured by the disbanded gang are returned.

DOWNTIME

After their last battle of the first day, players complete the following steps at the end of the post-battle sequence.

1. **Fighters Recover:** Any In Recovery boxes on the gang roster are cleared.
2. **Flooding Territories:** Randomly select one of each gang's Territories for them to keep, which becomes Ruined (if it isn't already). All their other Territories flood and are removed from the campaign.
3. **Experienced Juves/Prospects are Promoted:** If any gang contains any Juves/Prospects that have five or more Advancements, they are promoted.
5. **Credits Become Worthless:** Credits cannot be used on the second day of the campaign, as true anarchy descends upon the hive. Any remaining credits are removed from the gang's Stash. The cost of visiting the Doc as part of the Medical Escort post-battle action becomes D3 potions of Meat.



SUMP SURFACE & SWIMMING

All Sump Sea scenarios and hive scenarios where the floor is flooded have additional rules.

SUMP SURFACE

For hive scenarios where the floor is flooded, and on the Sump Sea, sometimes the waters are a bit more interesting. If at least one player wants to use the special Sump Surface rules, then the player who determined the scenario rolls 1D6 after the scenario has been determined and consults the following table to establish what the table surface represents.

1 Sumpwater: You wouldn't want to drink it, but it is relatively harmless. Follow the usual ship and swimming rules for anyone falling in or trying to traverse it.

2 Thick Sludge: Although relatively harmless, the sludge reduces the movement of anyone caught in it by half, including ships. Round up.

3 Acidic Waste: Anyone unlucky enough to end up in it takes a Strength 2, Damage 1 hit that ignores armour every turn they stay in the waste. The hit is worked out when they first enter the waste or begin their activation in it. The hit does not affect the fighter's activities if they survive. Ships are resilient enough for the acid to not affect them.

4 Crust: The surface is either crusted over by some chemical reaction or a thick accumulation of flotsam. Fighters can move on it without swimming. However, it is possible they could break through - when a fighter activates on the crust, or whenever they move onto it, make an Initiative check for them. If they fail, they have broken through and spend the rest of their turn scrabbling back onto the surface; their activation ends immediately. The Crust reduces ship movement by half, rounding up.

5 Rough Waters: Nearby turbulence is creating large waves across the surface, making it hard to aim. Treat the result as 1) Sumpwater above. In addition, shots from fighters on ships suffer a -1 to hit penalty. Anyone shooting at a target that is on the surface suffers a -1 to hit penalty as well, as the target constantly bobs up and down. Consequently, someone shooting at a target in the water from a ship would suffer a -2 penalty.

6 Fast Flow: The water is moving at a pace here. Treat the result as 1) Sumpwater above. In addition, after all terrain has been placed, roll a scatter die and 3D3", to determine the direction and rate of flow for the battle. In the Priority phase, before rolling for Priority, all models in the water are automatically moved that many inches in the direction of the flow. This movement is only stopped by solid objects. If this movement takes a model off the edge of the board, they have been swept off by the tide. Seriously Injured fighters swept off go Out of Action on a 4+, and all others simply miss the rest of the game and are not counted as Out of Action for the purposes of Bottle tests or the post-battle sequence.



SWIMMING

Water is treated as difficult terrain (for every 1" a fighter moves through water, they count as having moved 2"). In addition, a fighter that moves into water stops moving immediately unless they were taking a Charge (Double) action that would result in them making one or more close combat attacks against a fighter in the water. All ranged and close combat attacks against fighters in the water have an additional -1 penalty to the hit roll, and fighters in the water may not be subject to the Blaze condition.

While in the water, a Standing and Active fighter may only take the following actions:

Swim (Simple): The fighter may move a distance up to their Movement characteristic, and also climb upwards if they reach a vertical surface (remember that each 1" moved counts as moving 2" for any portion of the move in water).

Swimming Charge (Double): The fighter makes a Charge (Double) action (remember that each 1" moved counts as moving 2" for any portion of the move in water), but if they become Engaged with an enemy fighter who is not in the water then they do not gain a bonus Attack dice for charging.

Standing and Engaged fighters may act as normal in the water, but can only use one hand to wield a weapon - the other hand is needed to keep them afloat. This means they cannot use a weapon with the Unwieldy and Melee traits (unless they have the Bulging Biceps skill), and do not gain a bonus Attack dice for having Dual Weapons with the Melee or Sidearm trait.

Prone and Pinned fighters in the water can only take the Stand Up (Simple) action.

Prone and Seriously Injured fighters in the water may take no actions when activated. When they activate, make a Strength check for them. If they fail, they go Out of Action. If they pass, they can Swim up to a quarter their movement characteristic (half movement halved again because the water is difficult terrain). If they reach a ladder or terrain piece, they may climb to safety; place the fighter on the edge closest to where they left the water.

Broken fighters who aren't Seriously Injured take the Running for Cover (Double) action as normal (with the water treated as difficult terrain).

Falling into water: Falling into the water is slightly preferable to falling onto good old-fashioned concrete. If the surface result was Crust, treat the fall as normal. For any other result, halve the distance fallen.



VIRATTUS

No sooner did the Sump begin rising than did the Virattus begin looting and pillaging. Specialising in guerrilla warfare they would be a force to be reckoned with even without their colossal weight of numbers and the support of the monstrous Virattus Gigantus, heavy weapon toting beasts that can match the strength of an Ambot!

USING VIRATTUS

A table will have the available random groups of Virattus for use. These could be a single Virattus Gigantus, or a number of normal Virattus. If some Virattus are present in your game, you should randomly select one such group that has appeared to engage the gangs.

Models will be with their corresponding fighter card showing their stats, weapons and skills.

DEPLOYMENT

Virattus will appear in games randomly, using a slightly modified 'Horrors of the Underhive' table below. Starting from the second round onwards, there is a chance a band of Virattus have shown up. At the start of each round after rolling priority, the player who won priority rolls a d6.

- 1-3: Nothing happens
- 4: The player with priority places the group within 3" of each other within their own deployment zone, at least 6" away from any fighter
- 5: The player with priority places the group within 3" of each other within 6" of the centre of the table, at least 6" away from any fighter
- 6: The player with priority places the group within 3" of each other anywhere on the table, at least 6" away from any fighter

EXPEDITION DAY 0136.

UNKNOWN - WARNING - CORRUPT IDENTIFICATION STATUS

Hissing

Chittering

Distant voice: We take the sky path! We takes it to the weak man flesh! Gnow their bones!

Loud chittering

Hissing

SYSTEM ERROR - SIGNAL LOST - LINK TERMINATED

ACTIVATION

Unlike normal fighters, Virattus activate at the start of the End Phase, before bottle tests are made. The player without priority gets to select one random Virattus fighter card and activate them, followed by the player with priority, alternating until all the Virattus have activated. If there is only one Virattus, the players roll off to see who gets to control it, with the player that doesn't have Priority winning ties.

It is up to the controlling player how the Virattus model acts, but it should be appropriate to the situation. They should act with similar intelligence and malevolence as an enemy gang fighter in the same situation. Virattus will treat all non-Virattus fighters as enemy fighters. If shooting, the Virattus will target the closest non-Virattus fighter with ranged attacks unless that fighter is Seriously Injured, harder to hit than another eligible target, or the Virattus passes a Cool check. The Virattus will never place a Blast marker or Flame template so that it touches another Virattus.

Rewards

As only the bravest of Virattus will engage with the gangs, all Virattus are considered to be enemy champions for purposes of Experience, meaning that any fighter taking a Virattus Out of Action will get 2 XP.

If a gang has taken at least one Virattus Out of Action in the battle then they gain +1 reputation.



NAUTICAL BATTLE RULES

SHIPS

Each gang gets 500 Scrap to spend on Sump Sea Ships. In addition, Credits can be converted to Scrap at a rate of 1:1 at any point, but not vice-versa. Ships that are sold garner half their value in Scrap. Sump Sea Ships should be kept on a separate roster and their Scrap value is not added to your gang rating by default.

All Medium and Large Ships can only be used on Sump Sea Tables (there will be several such 4'x6' tables). If a gang has some Small Ships, any of them may be used on non-Sump Sea tables (i.e. Hive tables) when the waters start to rise and those tables become Flooded. When used, the ship's scrap value is added to the Gang Rating and Crew Rating for the battle.



SIZE

A Sump Ship must be one of the following Classes:

	Ship Class		
	Small [†]	Medium	Large
Dimensions [‡]	6"x2"	8"x4"	10"x6"
Max Occupants (from each gang)	3	6	Unlimited
45° Turns per Game Turn	4	2	1
Hull Cost	50 Scrap	100 Scrap	150 Scrap

[†] Unstable: Small Ships are manoeuvrable but an unstable platform to shoot from; any Occupants receive -1 to hit penalty on ranged attacks, or -2 if the weapon has the Unwieldy trait.

[‡] Sizes are indicative only. Rule of cool applies, although they should be big enough to fit the required Propulsion crew members (see below).

PROPULSION

All Ships must be powered by at least one of the following methods of Propulsion:

Propulsion Standard Speed and Cost	Ship Class		
	Small	Medium	Large
Rowed	4" (Free)	6" (Free)	6" (Free)
Sail	8" (50 Scrap)	6" (60 Scrap)	6" (70 Scrap)
Engine	10" (75 Scrap)	8" (100 Scrap)	6" (125 Scrap)

A Ship may have more than one type of Propulsion equipped. Each method must be paid for with the corresponding amount of scrap for the Ship size, and to function the Propulsion method must have sufficient Designated crew. Only one Propulsion method may be used per turn.

SHIP ACTIVATION

Each ship should be given a Ready marker during the Ready Fighters step of the Priority phase. A Ship Activation is a form of Group Activation which cannot be combined with any other kind of Group Activation. Instead of activating a fighter you can declare you are activating a Ready ship. This allows any number of Ready fighters (up to the number of available positions on the ship's oars, sails, engine, helm, barrel mine launcher and fighter launcher) to be activated as part of a Group Activation, provided they all take the Man Position (Basic) action. Once all fighters being activated have done this, the ship can then make a move action as detailed later, and after it has moved the effects of any One Hand on the Wheel (Basic) and Swashbuckling Charge (Basic) actions performed by the crew are resolved.



CREW

In order to operate a Ship, crew need to be Designated to various positions (oars, sails, engine, helm, barrel mine launcher, or fighter launcher) using the Man Position (Basic) action. This action can only be taken if an Occupant from the gang controlling the Ship is Standing and Active within 1" of the position they are designated to. Note that you do not take the Man Position (Basic) action to Designate a crew member to a Deck Scrubber or Harpoon Gun (see later).

A Ship may perform turns if it is able to move that turn and has a Designated Helmsman. For a Ship to move up to full speed, the following numbers of crew must be Designated to the given Propulsion system for that turn. If fewer than half the required crew are Designated to a propulsion system, then the Ship cannot move using it that turn. If between half and the full required crew are Designated, then its speed is halved.

Crew Required for Full Speed	Ship Class		
	Small	Medium	Large
Rowed	2^	3	4
Sail	1^	2	3
Engine	1*^	1	2
Helmsman	1*^	1*	1*

* The Engine crew of a Small Ship and all Helmsmen have a hand free. They may therefore perform the One Hand on the Wheel (Basic) action, which allows them to make a ranged attack with one weapon that has the Sidearm or Grenade trait after the ship has moved, provided they are still Standing and Active.

^ The Man Position (Basic) action for the helm and propulsion systems on a Small Ship is treated as a Man Position (Simple) action, meaning one of the propulsion crew of a Small Ship may also be its Helmsman. For example, the driver of a Small jetski (Engine) can either move and turn the Ship, or move it in a straight line and perform the One Hand on the Wheel (Basic) action to shoot with a weapon that has the Sidearm or Grenade trait.



SHIP ARMOUR

To protect themselves, gangs have started equipping scrap armour to the sides of their Ships. The various Ship Classes offer the following cover saves to their Occupants against shots originating from sea-level outside the Ship or from another Ship. Shots from an elevated ground position (e.g. top of a tower) are worked out following the normal line of sight rules, assuming the sides of the Ship confer the below cover bonuses.

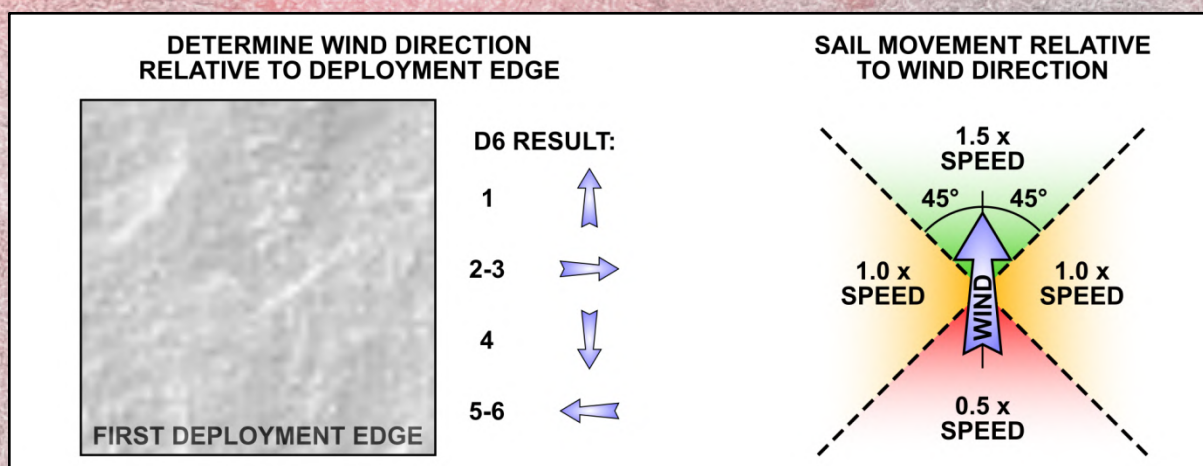
Cover Modifier	Ship Class		
	Small	Medium	Large
Bow (Front)	-1	-2	-2
Port and Starboard (Sides)	-1	-2	-2
Stern (Back)	-1	-1	-1

Ships should be modelled to represent the above, although rule of cool still applies. Whatever the eventual models look like the above will apply. If the target and firer are both on the same Ship, then work out cover modifiers as normal, based on whatever on-deck equipment happens to be in the line of fire.

SHIP DAMAGE

Sump Sea Ships cannot be sunk and should be treated as scenery that can move.





MOVEMENT

Ships move only forwards, unless using Engines or Rowing for propulsion, in which case they may also move in reverse at half speed. Ships may turn (by pivoting about their centre up to 45°) at any point during their movement distance, and count as moving even if only turning. Ships may move up to their standard movement, with the following special rules for Sails and Engines.

If a Ship moves 12" or more in a turn, all occupants are considered as Rapid Moving Targets (-1 to hit). Fighter movement is counted separately to Ship movement for these purposes, so a Fighter moving 4" on a Ship moving 8" would not be a Rapid Moving Target.

Note, speed multipliers are cumulative. So a Small rowboat going backwards (x0.5) using half the required Designated crew (x0.5) could move up to one quarter of its normal speed 4"x0.5x0.5 = 1".

SAILS

After choosing a board edge, the player that deploys first rolls a D6 prior to setting up any models to determine the wind direction for the battle relative to their deployment edge.

Sail powered Ships use one and a half their standard movement speed when moving within 45° of the wind direction, half standard movement speed when moving within 45° of the reverse wind direction, and their standard movement speed everywhere else. Movement using Boosters is unmodified by wind.

ENGINES

Roll a D6 just before a Ship moves using its Engine. On a roll of a 1 the engine has a problem and cannot be used until restarted. At least one crew member Designated to the Engine must pass an Intelligence check to restart it as part of their Man Position (Basic) action. Each crew member Designated to the Engine gets one attempt per turn, starting with the turn in which the 1 was rolled. If passed, the engine is restarted but can only go at half speed that turn due to the delay. Another form of propulsion can be used instead of the engine if it has Designated crew.

ALONGSIDE AND BOARDING

If Ships get alongside models may move from one Ship to another normally, if there is a gap the usual rules for leaping apply. Obviously due to the way players may model the Ships actually getting alongside may be impossible. However, if the Ship movement distance is sufficient to allow it, Ships should be treated as being alongside.

RAMMING

When one Ship rams another, the Occupants of the Ship being rammed must make an Initiative check. If it is a head-on collision, the Occupants of both Ships have to test. Any Occupants that fail this check are immediately pinned. Ships may only ram Ships of the same Class and smaller.

If a non-Ship model is rammed, they are immediately pinned and moved out of the way of the Ship.

SPECIAL RULES

Going Overboard. If an Occupant goes from Standing to Prone within $\frac{1}{2}$ " of the edge of a Ship they must make an Initiative check. Railings at least $\frac{1}{2}$ " tall add 1 to the result of the Initiative check as normal. If they fail, they fall overboard. They take the fall damage, and then follow the rules for Swimming. The front, back, and sides of all Ships are treated as ladders, so the Fighter may climb up or down in their movement phase.

Shooting on the Sump Seas. On the Sump Sea tables the hive chemicals create a fog that can barely be seen through. The fog means that Fighters receive a -1 penalty to hit when shooting at anything further away than 12" but within 24". Anything further than 24" can't be seen other than as a murky green shadow.

Blast Weapons. If a normal (non-persistent) Blast marker is centred on the water, then it dissipates harmlessly (unless it is from a frag trap deployed from a barrel mine launcher). If the centre of a persistent Blast marker (e.g. from a weapon with the Smoke or Graviton Pule trait) is on the deck of a Ship, then it will move with the Ship when the Ship moves. Otherwise, the persistent template remains on the water surface.

Capturing Ships. There is glory and loot to be had by plundering enemy ships! If at the start of any turn only your Fighters are present on an enemy Ship, they may crew that vessel as if it was yours until the reverse is true. An enemy Ship is considered Captured in the turn it is first moved by you, and all Fighters on board earn +1 XP. Each Captured Ship you are still crewing at the end of the game, and those that are unoccupied when the battle ends, get looted by your gang. Depending on the size of the Ship, the following loot is added to your gang's income: Small = D3x5, Medium = 2D3x5, and Large = 3D3x5 credits. Captured Ships are abandoned after they are looted and returned to the owning player for their next battle.

Fleeing the Battlefield. If all the fighters on a ship flee the battlefield at the start of the Action phase then that ship is removed with them, unless it was an enemy ship (in which case it is left unoccupied). If a gang voluntarily flees the battlefield then all of their ships which have at least one of their Fighters (and no enemy Fighters) on board are removed from play; unoccupied ships and those with enemy fighters on board remain, and may be looted as described above.

Tactics Cards. Beast Lure - The Beast's Lair marker cannot be placed on any Ship.



EQUIPMENT

Boosters— Cost 25/50/75 Scrap for Small/Medium/Large Ship (one per Ship)

Turns out you can make anything go faster! Amongst other things crews have been known to strap on a rocket, add nitro to the engine, whip the oarsmen, or rein in something big and nasty from the deep. Once per game, when activated by the Designated Helmsman, the Ship moves an extra 6" directly forwards. No Designated crew can perform the One Hand on the Wheel (Basic) action that turn and any other Occupants receive a -1 to hit penalty on ranged attacks for the rest of the turn.

Deck Scrubber— Cost 5/10/15 Scrap for Small/Medium/Large Ship (one per Ship)

Even the rust-buckets the underhivers call "ships" need cleaning sometimes. These devices range from simple brooms to pressurised hoses and are usually located within easy reach of any crew. One fighter within 1" of the Deck Scrubber may operate it using a Scrub (Basic) action. Once a fighter has used a Deck Scrubber in a turn no other fighters may use it that turn. Note that, as you do not take the Man Position (Basic) action to Designate a crew member to a Deck Scrubber, it may not be used as part of a Ship Activation. The Scrub (Basic) action removes any persistent templates currently on the Ship.

Barrel Mine Launcher— Cost 25 Scrap (Medium or Large Ships only, one per Ship)

A barrel full of boom! What could go wrong? These crude explosives can be used to deter pursuit, lay an ambush, or an effective means of catching sump fish. At any point during the Ship's movement, a crewmember Designated to the Barrel Mine Launcher may drop one Barrel Mine overboard, but not in contact with any Ships. Mark the mine's position with a suitable marker (e.g. a barrel, frag trap, or 25mm miniature base). The mine becomes armed at the end of the Ship Activation. Once armed, the mine is treated as a frag trap (*Gangs of the Underhive*, page 135).

Any Ship touched by the Blast marker when the frag trap is triggered is treated as if it had just been rammed (Occupants must immediately pass an initiative check or be pinned).

Smokescreen Launcher— Cost 20 Scrap (one per Ship)

Once per game, at the end of a Ship's movement, its Designated Helmsman may deploy the smokescreen. For the rest of this turn, the Ship and everything in it are treated as being inside a Smoke cloud, which may dissipate in the End Phase as normal (see the Smoke weapon trait for details). Note that the smokescreen is deployed before any One Hand on the Wheel (Basic) actions can be resolved.

Fighter Launcher— Cost 30 Scrap per launcher (Medium or Large Ships only, max 1/2 for Medium/Large)

Swing ropes, bungee poles, and other devices to get across the water. The crewmember Designated to this launcher can take the Swashbuckling Charge (Basic) action, provided they are still Standing and Active. This action allows them to propel themselves up to their Move+D3" in any direction after the ship has moved, ignoring intervening obstacles and models (assuming the Fighter can feasibly get there, e.g. not through a solid bulkhead). This movement counts as a Charge, and allows the fighter to move within 1" of an enemy fighter, provided they end their movement in base to base contact with one or more enemy fighters.



Harpoon Gun – Cost 50 Scrap per gun (Medium or Large Ships only, max 2/4 for Medium/Large)

Harpoon Guns are huge, brutal weapons loaded with Harpoons the length of a man attached to chains. Normally used to catch a myriad of mutated Sump Sea creatures, savvy crews now use them to skewer enemies and lock onto opposing Ships.

Harpoon Guns are mounted on the deck of the Ship and have a 90° arc of fire. One fighter within 1" of the Harpoon Gun may attack with a harpoon launcher (*Gangs of the Underhive*, page 127) instead of one of the weapons they are armed with when taking the Shoot (Basic) action. Range and line of sight should be measured from the Harpoon Gun for this attack. Once a fighter has used a Harpoon Gun in a turn no other fighters may use the same Harpoon Gun that turn. Note that, as you do not take the Man Position (Basic) action to Designate a crew member to a Harpoon Gun, it may not be used as part of a Ship Activation.



Attachment: Harpoons may be used to Attach to Ships instead of attacking an enemy fighter when a fighter makes a Shoot (Basic) action with the Harpoon Gun. All Ships count as a large target (i.e. +1 to hit), but don't take any damage from Harpoons. The location where the Harpoon hits and Attaches should be marked with a suitable marker. Until the Harpoon is removed, models that are Attached cannot move away from each other, and the Harpoon Gun cannot fire again. To remove a Harpoon a Fighter must be in base to base contact with either the Harpoon hit marker or Harpoon Gun and use the Remove Harpoon (Simple) action to try to remove the harpoon. The harpoon is removed with a successful Intelligence check.



SUMMARY TABLE

			Ship Class		
			Small [†]	Medium	Large
Hull Cost			50 Scrap	100 Scrap	150 Scrap
Propulsion	Rowed	Move	4"	6"	6"
		Propulsion Crew	2^	3	4
		Cost	Free	Free	Free
	Sail	Move	8"	6"	6"
		Propulsion Crew	1^	2	3
		Cost	50 Scrap	60 Scrap	70 Scrap
	Engine	Move	10"	8"	6"
		Propulsion Crew	1*^	1	2
		Cost	75 Scrap	100 Scrap	125 Scrap
Helmsman		1*^	1*	1*	
Max Occupants (from each gang)		3	6	Unlimited	
45° Turns per Game Turn		4	2	1	
Cover Modifier		Bow (Front)	-1	-2	-2
		Port and Starboard (Sides)	-1	-2	-2
		Stern (Back)	-1	-1	-1
Maximum Equipment and Cost		Boosters	1 25 Scrap	1 50 Scrap	1 75 Scrap
		Deck Scrubber	1 5 Scrap	1 10 Scrap	1 15 Scrap
		Smokescreen Launcher 20 Scrap	1	1	1
		Barrel Mine Launcher 25 Scrap	0	1	1
		Fighter Launcher 30 Scrap	0	1	2
		Harpoon Gun 50 Scrap	0	2	4

[†] Unstable: Small Ships are manoeuvrable but an unstable platform to shoot from; any Occupants receive -1 to hit penalty in shooting, or -2 if the weapon has the Unwieldy trait.

* The Engine crew of a Small Ship and all Helmsmen have a hand free. They may therefore perform the One Hand on the Wheel (Basic) action, which allows them to make a ranged attack with one weapon that has the Sidearm or Grenade trait after the ship has moved, provided they are still Standing and Active.

[^] The Man Position (Basic) action for the helm and propulsion systems on a Small Ship is treated as a Man Position (Simple) action, meaning one of the Propulsion crew of a Small Ship may also be its Helmsman.

CAPTAIN ORANGE BEARD

The only Troll other than the king to wear a hat, some say he always dressed like a pirate even before he turned Troll?! But when asked why, he remains silent and it is not even certain that he understands the question. Only now that the Sump seas are rising does it all seem to make sense....gibber!

CAPTAIN ORANGE BEARD

The Captain is a special character in the campaign. He is a salty sea dog and loves nothing more than being out on the waves – he cares less for who's side he is on. If you are about to play a game on a Sump Sea table and the Captain's model is available, he will join the fray for free. He will join the gang with the lower gang rating if the difference is at least 125 credits, otherwise randomise which gang he joins for the battle. He adds 150 credits to your gang rating when he joins and counts as a hired gun. When the battle is over, or the Captain is taken out of action, return him to the waiting area for the next player to use. A legend like him never truly dies!

PROFILE - N18

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

Equipment: Sword, Laspistol (Hotshot Power Pack), Hook (counts as knife), Pirate outfit (Mesh armour), Captains Hat (ablative overlay armour).

Captain's Hat: The first time the Captain is required to make a save, his save is 2 better than normal (i.e. the 5+ becomes a 3+). The second time he must make a save, it becomes 1 better than normal (i.e. 4+). After the Captain has been hit twice the hat has no further effect on the game, but may be patched up and used again in future games.

Skills: Disarm, Fearsome, Trick Shot, Spring up

Inspiring Presence: Any friendly fighter on the same Ship as the Captain may use his Cool characteristic when taking nerve tests. The Captain cannot confer this benefit if he is down or broken himself.

Captain: Whatever the vessel, the Captain wants to be behind the steering wheel. When aboard a friendly or captured ship the Captain must be its Helmsman if he is able to take the Man Position (Basic) action.



N18 CORE RULES AMENDMENTS

The following rules are amended from how they appear in the books.

TACTICS CARDS

All gangs must have a deck of 20 tactics cards.

The following cards are banned: Dangerous Footing, Death Trap, History of Violence

Alternatively, you can instead choose to use the Gang Tactics table in the back of your "House of" book. Make a note of which numbers you have for each game, and roll in front of your opponent if you must select them at random.

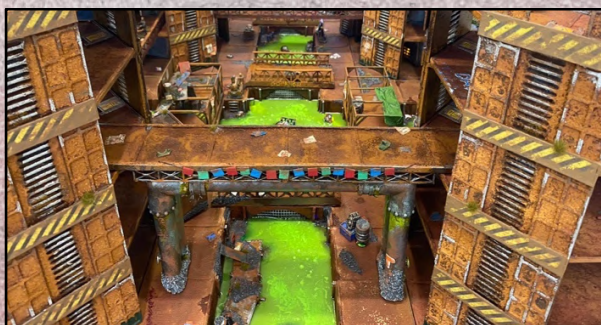
STRAY SHOTS

Use the alternative rules below.

If an attack with a ranged weapon misses a target, roll a D6 for each fighter that is Engaging the target, starting with the fighter closest to the attacker. On a roll of 1, 2 or 3, the fighter is hit by the attack. On a 4, 5 or 6, the shot misses them - move on to the next fighter Engaging the original target.

If an attack with a ranged weapon misses by rolling a natural 1, even if the target is out of range, there is a chance that other fighters, friendly or enemy, that are within 1" of the line along which the range between the attacker and the target was measured (but not Engaging the target), will be hit. Roll a D6 for each fighter that is at risk of being hit (after determining if any fighters Engaging the target are hit), starting with the fighter closest to the attacker. On a roll of 1, the fighter is hit by the attack. On a 2+, the shot misses them - move on to the next fighter at risk of being hit.

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



SENTRIES

Once the alarm is raised, any of the defender's fighters with ready markers are activated one after another (with no more of the attacker's fighters activating) and then the round ends. This should encourage the attacker to try and delay raising the alarm as long as possible, and then put both gangs on a level footing once the alarm is raised.

Also, the first point under "Raising the Alarm" should read that the alarm is raised if "Any sentries have a Ready or Blaze marker when it is the defender's turn to activate a fighter."

Finally, the defender shouldn't make Bottle tests until after the alarm is raised.

FLEEING THE BATTLEFIELD

Whenever a scenario says "If a gang voluntarily bottles out and flees the battlefield..." it should say "If a gang voluntarily bottles out or voluntarily flees the battlefield..." instead.

UNDERDOGS

When a gang fights an enemy gang with a higher gang rating then its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

Difference in Gang Rating	Experience (Win / Lose)	Bonus
1-99	+1 / +0	
100-299	+2 / +1	
300-599	+3 / +2	
600-999	+4 / +3	
1,000-1,499	+5 / +4	
1,500+	+6 / +5	

N18 FAQ

Q1: Do the gangers in your boat have to be physically present on said boat in order to do actions? And will the gangers on said boat remain there while you go in a fight. Say my roster has 10 gangers, 6 in boat/boats and 4 non boat. Will only those 4 be available for missions

A1: Crew are only assigned to a position when you want to activate a boat; it can be different people manning each position from one turn to the next, and they certainly don't need to be assigned to a boat between battles. If a fighter wants TO take the Man Position (Basic) action then they must be physically present on the boat at the time they take the action, but they could use a Move (Simple) action to get onto the boat first. They have no limitations on what actions they can take while they're not on a boat.





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By Erasmus Bubblesqeak XXVI

"They told me I was mad! Mad!"



Print this double sided on sturdy paper/card (flip on the long edge) or glue two printouts securely together.



Skiff 1 Front



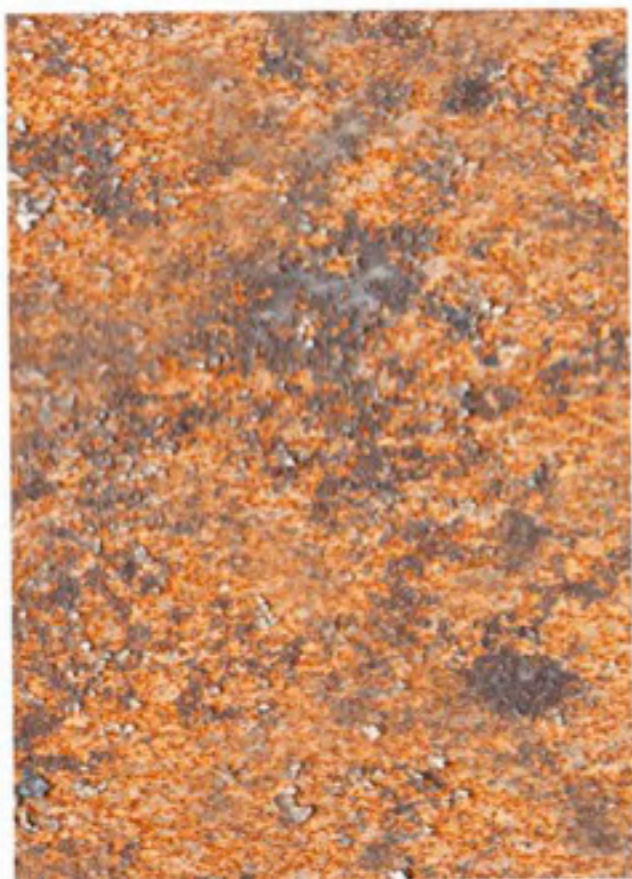
Skiff 2 Front



Skiff 3 Front



Skiff 4 Front



Skiff 2 Rear



Skiff 1 Rear



Skiff 4 Rear



Skiff 3 Rear

The gangers crept around amongst the mannequins in the gloom - Denga could hear their robes rustling. He fought the urge to move or run - in a room full of mannequins a sudden movement would draw fire much faster than staying still, so he hunkered down beside one that was still clad in a tattered coat of thick, burgundy cloth... and had an idea.

The closest hunter seemed to be moving away, so he carefully laid his stub gun within easy reach and started to remove the mannequin's coat, staying down and being as slow as he could. Getting it free with the barest of squeaks from the mannequin's rusty frame he was glad to see the coat had exactly what he was looking for - a long hood like a scribe would wear. He crouched again and quietly shrugged the musty coat on, one sleeve flopping to the ground as its decayed stitching gave way. He swept up the sleeve and bunched it up, stuffing it into the hood before pulling it up - it made the hood stand up, just like the three gangers were wearing!

Retrieving his stub gun and mouthing a silent prayer to anyone that might be listening, he very carefully stood up and began moving through the mannequins, slowly and purposefully, as if he were the hunter. Nobody shot at him. He moved along the outer wall, and true enough could see two of the gangers looking about separate from one another - he couldn't see the third, but that wasn't surprising with the columns and dummies everywhere. They could easily have seen him, but seemed to be ignoring the hooded figure silhouetted in the half-light, as he hoped they would.

There didn't seem to be any way out of the building. He could stay on this floor, or he could try and go up - down was still a swirling morass of debris. He contemplated simply moving around avoiding the gangers... but eventually they would realise there were four of them down there or at least grow bored and gather up to head back upstairs, and he'd stand out again. Instead he began making his way towards the closest ganger, trying to keep roughly behind him. He wasn't sure what he was going to do exactly, but that ganger had a functional looking Autogun which would go a long way to evening the odds if he could get his hands on it.

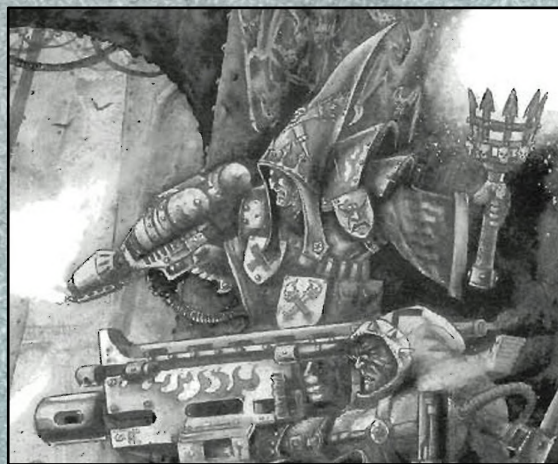
"Hey?" came the questioning voice from behind him. He automatically swung and pulled the trigger... the hammer clunked on a dud cartridge.

"You nearly shot me, you jumpy juve! Be more careful! Have you seen him?" the figure called, apparently still convinced by the hood.

That wouldn't last forever...

Denga stood and walked towards him, gun low but ready, uttering pious sounding apologies as he approached. The figure looked away, and must have twigged something was up... his autogun began to swing towards Denga and the bright eyes within his hood widened. Whether he'd noticed there were too many people or heard the wrong voice Denga would never know as the second attempt with his stub gun barked a loud rapport - the dum-dum bullet taking the ganger squarely and messily between the temple and ear. All pretence at stealth gone, Denga grabbed at the autogun even before it had hit the floor and darted away from where he thought the other two were, his hood flapping back with the sudden burst of speed.

Sliding behind a column, he quickly checked there was a round in the autogun's chamber before risking a look round. One ganger was rushing towards where the body of his comrade lay, the other was further back, holding up a faintly glowing plasma pistol, but looking around warily rather than rushing on. He didn't think the further ganger - probably the leader - could see where the other was heading due to the columns in the way. Denga dropped to one knee below the height of the mannequins and aimed at the still visible body of the fallen ganger. The other reached the body and began uttering a benediction, peering carefully around. Denga felt no remorse in the chattering hail of fire he put in his back before scuttling away to the tinkle of brass on the concrete floor.



He was breathing heavily now, and couldn't hear anybody approaching over the ringing in his ears from the autogun fire. He realised he'd lost track of the leader. He could however hear the chain hoist as it slowly moved the lift cage back to the upper level - almost certainly to bring more religious fanatics down to see what was going on.

Now at the opposite wall, Denga still couldn't see any way down that wouldn't kill him. As he scampered along behind a row of packing cases, one of them exploded with a white-hot flash - a plasma hit! Burning plastic shards pattered all around him as he twisted to face where the shot had come from. The leader was advancing along a clear path between rows of mannequins, chainsword held high, steaming plasma pistol pointing at Denga. He pulled the trigger of the Autogun without really aiming and it chattered to life... for three shots before falling silent. The three shots knocked one mannequin over and blew a chunk from the belly of another... but didn't hit the advancing leader. Denga quickly racked the bolt of the Autogun. Empty. The magazine must not have been fully loaded when he seized it.

He fumbled his hand under his coat for the stub gun, finally ripping it free, aimed a little more carefully and pulled the trigger... nothing... he pulled again and it squibbed, dull sparks hissing from the chamber but nothing coming from the barrel. In desperation he closed his eyes and tried to pull the trigger again... nothing. A bullet was lodged between chamber and forcing cone, preventing it from cycling. He screamed in frustration and threw the pistol at the leader, now only four metres away, and watched in disbelief as even that missed, clattering to his right amongst the packing cases.

The leader was laughing out loud -

"As foreseen by the HOLY EMPEROR!" he shouted, "YOU, weak imposter, shall not kill ME this day! My armour of FAITH protects me from your UNCLEAN WEAPONS!" His voice rose to a shriek. "OH HOLY EMPEROR! SEE ME THIS DAY! I SHALL DISMEMBER THIS FOUL BLASPHEMER IN THY NAME!"

The leader revved the chainsword and continued advancing, but kept the plasma pistol ready. Denga could hear its powerful hum between religious tirades. Fear gripped his gut and he tried to force himself to move, leap, anything! But he couldn't.

Denga had never felt so helpless in all the gang fights he'd experienced. All he could think was how he could have thrown the stub gun so badly, as if it was the biggest regret of his soon to end life.

The leader was babbling incoherently now, spittle frothing at the corners of his mouth. His eyes were fixed solidly on Denga, who could smell his unwashed robes, and count the stains down the front of his dark red cassock. The chainsword revved to a scream and he raised it above his head, shrieking a prayer.

Well, this is it, Denga thought, suddenly feeling calm. He had heard tales of people's lives flashing before their eyes, but nothing of the sort happened. He simply sat, rooted to the spot, and watched the frothing, manic face of the leader about to mangle him with a chainsword with almost disinterest. It had to happen eventually. The scales had to balance - he'd killed a good number of people in his time, now it was his turn. He began to wonder exactly how many he'd killed; fifteen perhaps? It was hard to know in gang fights - you couldn't always be sure the person you'd hit was dead or later recovered. He knew one Van Saar he'd shot on three separate occasions and had somehow always survived, well, until a lasbolt took the back of his head off. Hold on.

A few seconds had passed. The chainsword hadn't struck. It was dark. Denga realised his eyes were closed and managed to convince them to open. The Leader was standing there. The chainsword was still raised, screaming blades poised to kill. But his expression had changed. His eyes were unfocussed... some kind of religious trance? No. Not that... Denga knew that expression... he was...

Denga suddenly came back to himself like a freight lifter hitting a building. He leapt aside, knocking over several dummies as the leader fell face first onto the floor, the chainsword carving a deep gouge in the concrete where he had been sitting before skittering out of the leader's hand and ricocheting away to splutter out imbedded in a packing crate.

Denga couldn't help but burst out laughing as he saw the hilt of a knife sticking proud of the leader's back, right between his shoulder blades. A callused, tattooed hand grabbed the hilt and yanked it free.

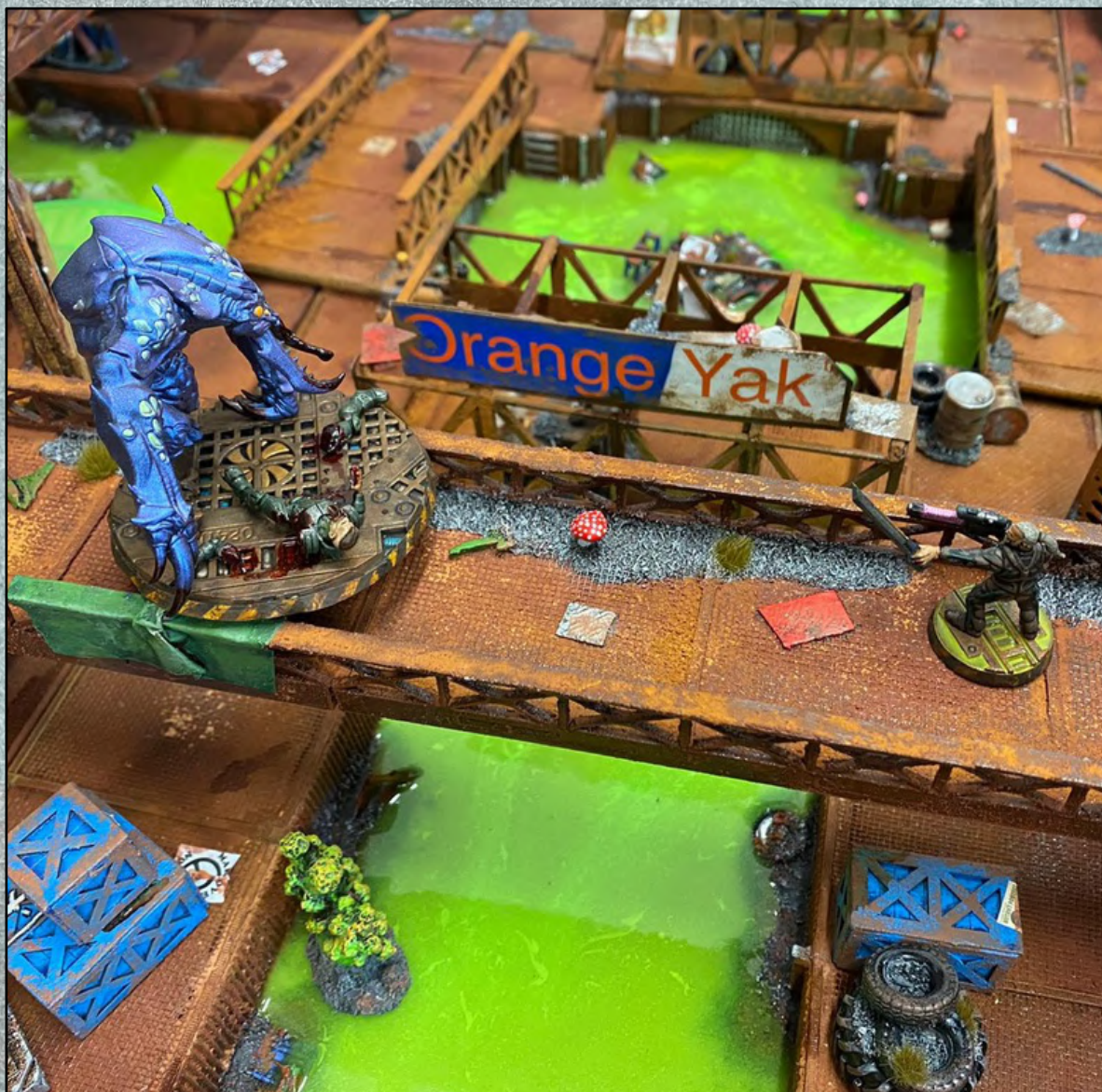
"Well, don't just sit there" said Grex, wiping the bloodied blade on the dead Redemptionist's cloak.

Denga could hear the chattering of the chain lift beginning to lower again. He scrambled and grabbed the plasma pistol, and suddenly clear headed, stood up. He stepped towards the lift, a good fifteen metres back and flicked the power selector of the plasma pistol to Maximum. He'd never used a plasma weapon before, but somehow it felt right. The cage lowered, revealing six red-robed fanatics in it. They raised their weapons as they saw him and began shouting insults whilst opening fire wildly. Nothing hit Denga. He aimed the Plasma pistol, grinned, and fired.

It was clear the shot wasn't going to hit the cage. A redemptionist snorted a derisive laugh as the bolt whipped overhead. The laugh turned to a collective scream as the heavy iron cage plummeted into the whirling torrent of debris-filled water below, the glowing end of the chain following into the water with a hiss leaving nothing but a small flame briefly flaring on the oil floating on the surface.

The plasma pistol hissed wildly as Denga lowered it and Grex put his hand on his shoulder.

"Well..." said Grex, "I was going to claim that pistol myself, but I think you've earned it. Let's get the rest of the weapons and get out of here."



This Campaign book was brought to you by:

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