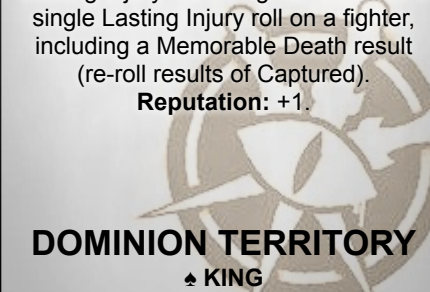
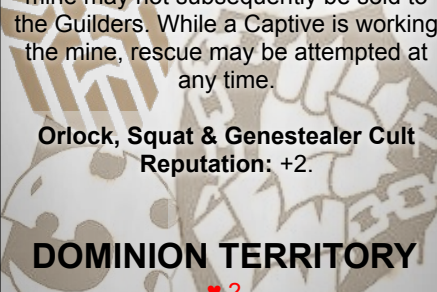
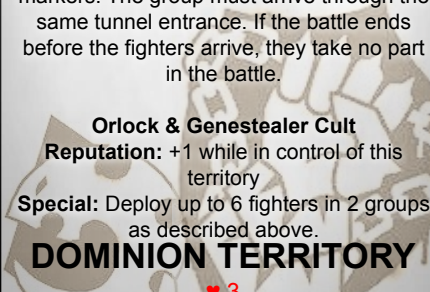
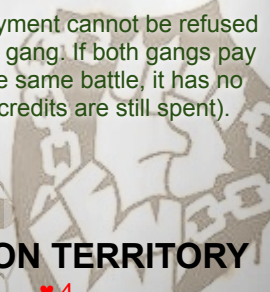


DOMINION TERRITORIES

OLD RUINS (1) Income: D3x10 + 10 per Dome Runner. DOMINION TERRITORY ♠ 1	SETTLEMENT (2) Income: D6x10. Reputation: +1. Recruit: Roll 2D6. If one dice rolls a 6, a free Juve may be recruited. If both dice rolls 6s, a free Ganger may be recruited instead. DOMINION TERRITORY ♠ 2	ROGUE DOC SHOP (3) Recruit (Law Abiding): Rogue Doc. Income (Outlaw): D6x10. DOMINION TERRITORY ♠ 3
PROMETHIUM CACHE (4) Equipment: 3 fighters gain Incendiary charges. Special: Re-roll any Ammo checks for Blaze weapons. DOMINION TERRITORY ♠ 4	WASTES (5) Special: If challenged in the Phase 1, choose which Territory is at stake (instead of the challenger as normal). If challenged in the Phase 3 for a Territory already controlled by the gang, the Leader can try to pass an Intelligence check to play as Attacker on the Ambush scenario instead of rolling. DOMINION TERRITORY ♠ 5	SLUDGE SEA (6) Equipment: 3 fighters gain Choke gas grenades. DOMINION TERRITORY ♠ 6
WORKSHOP (7) Recruit (Law Abiding): Ammo-jack. Income (Outlaw): D6x10. DOMINION TERRITORY ♠ 7	COLLAPSED DOME (8) Income: Roll 2 to 6 dice. Receive 10x the result rolled if no doubles are rolled. If any double is rolled, a random fighter suffers a Lasting Injury instead. DOMINION TERRITORY ♠ 8	Territory (9) DOMINION TERRITORY Originates from?

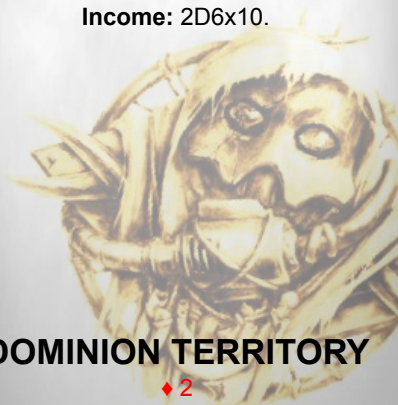
DOMINION TERRITORIES

SLAG FURNACE (1) Income: D6x5. Goliath Reputation: +2. Recruit: Roll 2D6, on a roll of 6 on either dice, a single Juve may be recruited for free. If both dice come up as 6, a ganger may be recruited for free instead.  GOLIATH TERRITORY ♠ 9	FIGHTING PIT (2) Recruit: 2x generic Hive Scum every battle (including equipment). Goliath & Corpse Grinder Cult Reputation: +2.  GOLIATH TERRITORY ♠ 10	SMELTING WORKS (3) Income: D6x5 credits. Goliath Income: 2D6x5, or 2D6x10 if also controlling Slag Furnace.  GOLIATH TERRITORY ♠ JACK
SYNTH STILL (1) Special: Chem synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin traits are treated as Common in the Trading post. Escher & Squat Special: Same as above, but at half the cost (rounded up). Reputation: +1.  DOMINION TERRITORY ♠ QUEEN	STINGER MOULD SPRAWL (2) Special: During the post-battle sequence, re-roll a single Lasting Injury result on a fighter. Memorable Death may not be re-rolled. Escher Special: Remove a single existing Lasting Injury from a fighter or re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result (re-roll results of Captured). Reputation: +1.  DOMINION TERRITORY ♠ KING	NARCO DEN (3) Income: D6x5 credits. Escher Reputation: +1. Income: 2D6x5, or 2D6x10 if also in control of a Synth Still.  DOMINION TERRITORY ♥ ACE
MINE WORKINGS (1) Income: D6x10. Add D6x10 per Ambots and Captives working in the mines. Captured fighters can work in the mines instead of being sold to the Guilders. If the Resource changes control, the Captives remain working the mine and can be ransomed back by the new owner. A Captive working the mine may not subsequently be sold to the Guilders. While a Captive is working the mine, rescue may be attempted at any time. Orlock, Squat & Genestealer Cult Reputation: +2.  DOMINION TERRITORY ♥ 2	TUNNELS (2) Special: Before the battle, choose up to 3 fighters from the crew to deploy via tunnels. During the deployment, set up 2 tunnel entrance markers (2" wide) on any table edge on the ground surface. During the Priority phase of each turn, the group arrives on a 4+. They may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance markers. The group must arrive through the same tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle. Orlock & Genestealer Cult Reputation: +1 while in control of this territory Special: Deploy up to 6 fighters in 2 groups as described above.  DOMINION TERRITORY ♥ 3	TOLL CROSSING (3) Income: D6x5. Orlock & Genestealer Cult Special: Get Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang. YAQ: The payment cannot be refused by the Orlock gang. If both gangs pay for this in the same battle, it has no effect (the credits are still spent).  DOMINION TERRITORY ♥ 4

DOMINION TERRITORIES

GENERATORIUM (1) Special: The power may be cut any round before rolling for Priority, enabling the Pitch Black rules. At the start of each End phase, before making any Bottle tests, the generators restart on a 5+ and the Pitch Black rules immediately cease to be in effect. Van Saar Reputation: +1. DOMINION TERRITORY ♥ 5	ARCHAEOTECH DEVICE (2) Special: Any number of weapons may be given one of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional traits. Van Saar Special: Choose 2 Traits instead of 1 from the list above. Reputation: +2 DOMINION TERRITORY ♥ 6	TECH BAZAAR (3) Income: D6x10 credits. Equipment: One Leader or Champion can make a Haggle post-battle action to gain a discount on a single item (half the cost rounded down) from the Trading Post or Black Market. Roll 2D6 (add +1 for Exotic Furs): • 7+: 1 item with Rarity equal to the result. • 4-7: Common item. • 2-3: No item gained (the fighter proves to be very poor at haggling). Van Saar Income: D6x10, or 2D6x10 credits if also in control of an Archaeotech Device. Reputation: +1. DOMINION TERRITORY ♥ 7
REFUSE DRIFT (1) Income: 2D6x5. If a double is rolled, a random fighter must go into Recovery (miss next battle). Cawdor & Chaos Income: 2D6x5 without the risk of a fighter going into Recovery. Reputation: +1. DOMINION TERRITORY ♥ 8	CORPSE FARM (2) Income: D6x10 for every fighter from either side that was deleted from their roster during the post-battle of the preceding battle. Cawdor, Chaos & Corpse Grinder Cult Income: 2D6x10 for every fighter from either side that was deleted from their roster during the post-battle of the preceding battle. Reputation: +1. YAQ: Only receive credits from dead fighters! DOMINION TERRITORY ♥ 9	BONE SHRINE (3) Income: 2D6x5. Cawdor & Chaos Income: 4D6x5. Reputation: +2. DOMINION TERRITORY ♥ 10
DRINKING HOLE (1) Reputation: +1. Special: Any fighter may re-roll failed Cool checks. If this option is used, the fighter suffers a -1 hit modifier for the rest of the battle. Delaque Reputation: +2 while in control of this Territory. Special: Nominate 3 enemy fighters at the start of the battle, they suffer a -1 to all tests and checks for the battle. DOMINION TERRITORY ♥ JACK	GAMBLING DEN (2) Reputation: +1. Income: Choose a suit of cards, then draw a card (from a deck including 2 jokers): • Same suit: Card value x 10. • Same colour: Card value x 5. • Joker: Pay all income earned in this post-battle sequence to a random gang taking part in the campaign. Delaque Reputation: +2. Special: Nominate a single enemy fighter at the start of the battle. That fighter takes no part in this battle. DOMINION TERRITORY ♥ QUEEN	NEEDLE WAYS (3) Special: 3 fighters gain Infiltrate. Delaque Special: 6 fighters gain Infiltrate (instead of 3 as described above). DOMINION TERRITORY ♥ KING

DOMINION TERRITORIES

PALANITE PRECINCT (1)	NOMAD'S OUTPOST (1)	TITLE (1)
Palanite Enforcer only: This is a permanent starting Territory. Cannot gain other Territories. Income: D6x10. 	Ash Wastes Nomad only: This is a permanent starting Territory. Can only raid other territories, not take control. Income: 2D6x10. 	
DOMINION TERRITORY ♦ ACE	DOMINION TERRITORY ♦ 2	DOMINION TERRITORY ♦ 3

RACKETS

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

RACKETS

PROMETHIUM GUILD BOND (10) Exclusive: Cannot control other Guild Bond Rackets. Income: D6x10 + 10 per other Resource controlled Recruit (choose one): • Law Abiding only: Form an automatic alliance with the Guild. Can always add the Guild to the crew each battle. • Any: 1x Bounty Hunter + 2x generic Hive Scum each battle (including equipment). RACKET ♦ 10	GUILD OF COIN BOND (11) Exclusive: Cannot control other Guild Bond Rackets. Income: D6x10 + 10 per other Resource controlled Recruit (choose one): • Law Abiding only: Form an automatic alliance with the Guild. Can always add the Guild to the crew each battle. • Any: 1x Bounty Hunter + 2x generic Hive Scum each battle (including equipment) RACKET ♦ JACK	WATER GUILD BOND (12) Exclusive: Cannot control other Guild Bond Rackets. Income: D6x10 + 10 per other Resource controlled Recruit (choose one): • Law Abiding only: Form an automatic alliance with the Guild. Can always add the Guild to the crew each battle. • Any: 1x generic Bounty Hunter + 2x generic Hive Scum each battle (including equipment) RACKET ♦ QUEEN
ARCHAEOTECH AUCTIONING (13) Equipment: 1 Imperial weapon (Black Market). Temp! Once! Linked: Proxies of the Ommissiah (♣3), The Cold Trade (♦4). Income (Linked 0, 1, 2): 2D6x10, 3D6x10, 4D6x10. If a double is rolled, gain nothing. RACKET ♦ KING	WITCH SEEKING (14) Exclusive: Law Abiding only! Converted into Wyrd Trade if controlled by Outlaws. Special: Each fighter can add Shock to 1 of their Melee weapons. Linked: Redemptionist Backers (♣2), Slave Guild Bond (♦9). Income (Linked 1): Double the income when Claiming Bounties for Psykers (including temporary Psykers). Special (Linked 2): The Leader can try to pass an Intelligence check to double the income when Claiming Bounties. RACKET ♣ ACE	REDEMPTIONIST BACKERS (15) Exclusive: Cannot be claimed by Cults (Chaos, Genestealer, Corpse Grinder). If they gain control, it becomes dormant until claimed by a different type of gang. Special: Re-roll failed Ammo checks for Blaze weapons. Linked: Promethium Guild Bond (♦10), Witch Seeking (♣1). Income (Linked 1, 2): 1D6x10, 2D6x10 RACKET ♣ 2
PROXIES OF THE OMNISSIAH (16) Special: Can re-roll any failed Ammo checks. Bionics are treated as Common. Linked: Archaeotech Auctioning (♦13), Promethium Guild Bond (♦10). Income (Linked 1): D6x10 Special (Linked 2): Each fighter can add Shock or Seismic to 1 of their weapons. These weapons also gain Unstable. Temp! RACKET ♣ 3	GAMBLING EMPIRE (17) Income: Choose a suit of cards, then draw a card: • Same suit: Value x 10. • Same colour: Value x 5. Linked: Blood Pits (♣5), Whisper Brokers (♦7). Special (Linked 1): Nominate an enemy fighter (not Leader or Champion) to miss the battle. RACKET ♣ 4	BLOOD PITS (18) Recruit: 2x generic Hive Scum (including equipment). Linked: Slave Guild bond (♦9), Xenos Beast Trafficking (♦6). Special (Linked 1): A Leader or Champion can fight in the pits as a post-battle action. Pass a WS check with a -1 modifier to permanently gain a random Combat or Brawn skill. If failed with a 1, the fighter suffers a Lasting Injury roll. Income (Linked 2): 2D6x10 RACKET ♣ 5

RACKETS

SPIRE PATRONAGE (19) Income: 2D6x10 when winning a battle. Linked: Proxies of the Ommissiah (♣3), Blood Pits (♣5). Equipment (Linked 1): All Leaders and Champions can gain 1 Extravagant Goods each: Gold-plated Gun, Exotic Furs, Opulent Jewellery, Uphive Raiments. Income (Linked 2): Gain a Caryatid for the Leader. It will not leave if losing Reputation. RACKET ♣ 6	BULLET CUTTING (20) Special: Re-roll any failed Ammo checks. Equipment: Treat all items with Rarity 9 or below as Common from either Black Market or Trading Post. Linked: Proxies of the Ommissiah (♣3), Blood Pits (♣5). Income (Linked 1, 2): 1D6x10, 2D6x10 RACKET ♣ 7	SETTLEMENT PROTECTION (21) Recruit: 1 Hanger-on. Linked: Any Guild Bond (♦8 - ♦12), Bullet Cutting (♣7). Income (Linked 0, 1, 2): 1D6x10, 2D6x10, 3D6x10 RACKET ♣ 8
CARAVAN ROUTE CONTROL (22) Linked: Guild of Coin Bond (♦11), The Cold Trade (♦4). Income (Linked 0, 1, 2): 1D6x10, 2D6x10, 3D6x10 RACKET ♣ 9	WYRD TRADE (23) Equipment: Ghast is treated as Common. Linked: Peddlers of Forbidden Lore (♣13), Whisper Brokers (♦7). Income (Linked 1, 2): 2D6x10, 3D6x10 RACKET ♣ 10	PRODUCTION SKIMMING (24) Linked: Any Guild Bond (♦8 - ♦12), Caravan Route Control (♣9). Income (Linked 0, 1, 2): 1D6x10, 2D6x10, 3D6x10 RACKET ♣ JACK
THE RESURRECTION GAME (25) Special: Ignore 1 Critical Injury or Memorable Death result on the Lasting Injury table per battle. The fighter goes into Recovery instead. Linked: Corpse Guild Bond (♦8), Peddlers of Forbidden Lore (♣13). Income (Linked 1): 2D6x10 Special (Linked 2): Any gang can pay the controlling gang to return a dead fighter from the grave. The cost is the original fighter value (including equipment) + 100. Roll 2D6: 2: Failed. 3-6: Gains Fearsome & -1T. 7+: Gains Fearsome. RACKET ♣ QUEEN	PEDDLERS OF FORBIDDEN LORE (26) Special: Re-roll Priority roll. Linked: Wyrd Trade (♣10), The Resurrection Game (♣12). Income (Linked 1): 2D6x10. Special (Linked 2): 4+ invulnerable save to the Leader and all Champions. RACKET ♣ KING	TITLE (27) Description RACKET Originates from?

UPRISING TERRITORIES

SETTLEMENT (1) Income: D6x10. Recruit: Roll a 3+ to gain a free Juve including additional equipment worth 25 credits. RUINED Recruit: Roll a 3+ to gain a free Juve excluding additional equipment. Starvation: D6. UPRISING TERRITORY ♠ ACE	WASTELANDS (2) Income: D3x10. Ambush: Once each campaign week, after rolling to determine the scenario, roll a D6. On a 3+, the controlling gang can decide who is attacker and defender. RUINED Ambush: Once each campaign week, after rolling to determine the scenario, roll a D6. On a 2+, the controlling gang can decide who is attacker and defender. UPRISING TERRITORY ♠ 2	HAB LEVEL (3) Reputation: +D6. Income: D6x10. RUINED Starvation: D6. Scavenging: D3. UPRISING TERRITORY ♠ 3
RECLAMATION ZONES (4) Equipment: Reduce the cost of equipment by 10 (minimum 5). Income: D6x10. RUINED Starvation: D3. Scavenging: 2D3. UPRISING TERRITORY ♠ 4	UNDERHIVE SHRINE (5) Blessings: Once each campaign week, all fighters gain the Blessed condition (6+ invulnerable save) on a 6+ (roll individually). Income: D3x10. RUINED Blessings: Once each campaign week, all fighters gain the Blessed condition (6+ invulnerable save) on a 5+ (roll individually). Starvation: D3. UPRISING TERRITORY ♠ 5	MANUFACTORUM LEVEL (6) Equipment: Gain equipment worth up to 30 credits for free. Income: D6x10. RUINED Starvation: D3. Scavenging: D3. UPRISING TERRITORY ♠ 6
GUILDER STRONGHOLD (7) Recruit: Roll a 3+ to gain a free Ganger including additional equipment worth 40 credits. Income: D6x10. RUINED Recruit: Roll a 3+ to gain a free Ganger excluding additional equipment. Scavenging: 1. UPRISING TERRITORY ♠ 7	SLAVE PITS (8) Training: Each fighter gains D3 XP on a 6+ (roll individually). Income: D6x10. RUINED Training: Same as above. Starvation: D3. UPRISING TERRITORY ♠ 8	WALL OUTPOST (9) Finest Things: Reduce the cost by 25 for equipment that costs 100 or more. Income: D6x10. RUINED Finest Things: Can re-roll 1 Scavenging roll after each battle. Scavenging: 1. UPRISING TERRITORY ♠ 9

UPRISING TERRITORIES

THERMAL VENT (10) Better Living: Before each battle, roll a 6+ to recover any fighters that are Into Recovery (roll individually). Income: 2D6x10. RUINED Starvation: D3. Scavenging: 1. UPRISING TERRITORY ♠ 10	FUNGAL SPRAWL (11) Income: D6x10. Equipment: Each fighter can gain Toxin for a Melee weapon on a 6+. Lasts for the Campaign Week. Weapons with Toxin have Strength '-'. RUINED Equipment: Same as above. Starvation: D6. UPRISING TERRITORY ♠ JACK	ASH GATE (12) Income: 2D6x10. Recruit: Roll a 4+ to gain a free Juve excluding additional equipment. RUINED Starvation: D6. Scavenging: 2D3. UPRISING TERRITORY ♠ QUEEN
PRECINCT FORTRESS (13) (ENFORCERS ONLY) Income: D6x10. Recruit (Enforcer): Roll 3+ to gain a free Ganger (Palanite). RUINED Recruit (Enforcer): Roll 4+ to gain a free Juve (Palanite). Starvation: D6 Meat portions. ENFORCER UPRISING TERRITORY ♠ KING	CHAOS FANE (14) (CHAOS CULT & CORPSE GRINDER CULT ONLY) Income: D3x10 credits Recruit (Chaos & CGC): Roll a 4+ to gain a free Ganger. RUINED Recruit (Chaos & CGC): Roll 3+ to gain a free Juve. Starvation: 2D6 Meat portions. CHAOS CULT & CORPSE GRINDER CULT UPRISING TERRITORY ♥ 1	CARD (15) Income: UPRISING TERRITORY ♥ 2
CARD (16) Income: UPRISING TERRITORY ♥ 3	CARD (17) Income: UPRISING TERRITORY ♥ 4	CARD (18) Income: UPRISING TERRITORY ♥ 5

ASH WASTES TRADE ROUTES

SHADOWS RIDGE Ironcrag - Ash Storm Observatory Trading Bonus: 3D6x10 Raiding Bonus: 2D6x10 ASH WASTES TRADE ROUTE 1	SPIRE STRAIGHT Ash Storm Observatory - Cinderak City Trading Bonus: 1 Bounty Hunter (every battle this cycle) Raiding Bonus: D6x10 ASH WASTES TRADE ROUTE 2	BEATEN PATH Rust Deeps - Cinderak City Trading Bonus: 3D6x10 Raiding Bonus: 3D6x10 ASH WASTES TRADE ROUTE 3
CRATER RUN Crater's Edge - Rust Deeps Trading Bonus: 50% discount on Hangers-on (rounded up to nearest 5 credits) Raiding Bonus: 3D6x10 ASH WASTES TRADE ROUTE 4	ANGEL'S RETURN Six Holes - Cinderak City Trading Bonus: 2D6x10 Raiding Bonus: 1 Hive Scum (every battle this cycle) ASH WASTES TRADE ROUTE 5	OILSLICK RUN Ironcrag - Cinderak City Trading Bonus: 5D6x10 Raiding Bonus: 4D6x10 ASH WASTES TRADE ROUTE 6
DAWN RUN Light's End - Cinderak City Trading Bonus: 4D6x10 Raiding Bonus: 5D6x10 ASH WASTES TRADE ROUTE 7	CROOKED ROAD CRATER'S EDGE - CINDERAK CITY Trading Bonus: 1 Ganger Raiding Bonus: +1 Reputation ASH WASTES TRADE ROUTE 8	ORE ROAD SPIDER MINE - CINDERAK CITY Trading Bonus: -2 Rarity for all Trading Post items Raiding Bonus: 2D6x10 ASH WASTES TRADE ROUTE 9

ASH WASTES TRADE ROUTES

SCRAP WAY The Dive - Cinderak City Trading Bonus: 2D6x10 Raiding Bonus: 3D6x10 ASH WASTES TRADE ROUTE 10	TITLE - Trading Bonus: ? Raiding Bonus: ? ASH WASTES TRADE ROUTE 11	TITLE - Trading Bonus: ? Raiding Bonus: ? ASH WASTES TRADE ROUTE 12
TITLE - Trading Bonus: ? Raiding Bonus: ? ASH WASTES TRADE ROUTE 13	TITLE - Trading Bonus: ? Raiding Bonus: ? ASH WASTES TRADE ROUTE 14	TITLE - Trading Bonus: ? Raiding Bonus: ? ASH WASTES TRADE ROUTE 15
TITLE - Trading Bonus: ? Raiding Bonus: ? ASH WASTES TRADE ROUTE 16	TITLE - Trading Bonus: ? Raiding Bonus: ? ASH WASTES TRADE ROUTE 17	TITLE - Trading Bonus: ? Raiding Bonus: ? ASH WASTES TRADE ROUTE 18

ASH WASTES ROAD SECTIONS

CRATER'S SHADOW (SANCTIONED) Deep Wastes Connects: Ironcrag - Grave Run Income: 2D6x10 ASH WASTES ROAD SECTION 1	GRAVE RUN (SANCTIONED) Deep Wastes Connects: Crater's Shadow - Storm Road Income: D6x10 ASH WASTES ROAD SECTION 2	Storm Road (SANCTIONED) Near Wastes Connects: Grave Run - Ash Storm Observatory Income: 2D6x10 ASH WASTES ROAD SECTION 3
IRON RIDGE (SANCTIONED) Near Wastes Connects: Ash Storm Observatory - Light's End Income: D6x10 ASH WASTES ROAD SECTION 4	TUBEWAY ONE (SANCTIONED) Deep Wastes Connects: Radfalls - The Dive Income: 2D6x10 ASH WASTES ROAD SECTION 5	NEAR REACHES (SANCTIONED) Deep Wastes Connects: Rust Deeps - Far Reaches Income: 2D6x10 ASH WASTES ROAD SECTION 6
FAR REACHES (SANCTIONED) Deep Wastes Connects: Near Reaches - Spine Ridge Income: 3D6x10 ASH WASTES ROAD SECTION 7	DEEPS (SANCTIONED) Near Wastes Connects: Rust Deeps - Krok Pass Income: 2D6x10 ASH WASTES ROAD SECTION 8	KROK PASS (SANCTIONED) Deep Wastes Connects: Deeps - Crater's Edge Income: D6x10 ASH WASTES ROAD SECTION 9

ASH WASTES ROAD SECTIONS

LOW ROAD (SANCTIONED) Deep Wastes Connects: Six Holes - Witherwell Income: D6x10 ASH WASTES ROAD SECTION 10	HIGH ROAD (SANCTIONED) Near Wastes Connects: Witherwell - Cogway Income: 2D6x10 ASH WASTES ROAD SECTION 11	COGWAY (SANCTIONED) Near Wastes Connects: High Road - Cinderak City Income: 2D6x10 ASH WASTES ROAD SECTION 12
FIVEWAYS (SANCTIONED) Near Wastes Connects: Ash Storm Observatory - Clearway Income: 2D6x10 ASH WASTES ROAD SECTION 13	CLEARWAY (SANCTIONED) Near Wastes Connects: Fiveways - The Flats Income: 3D6x10 ASH WASTES ROAD SECTION 14	THE FLATS (SANCTIONED) Near Wastes Connects: Clearway - Cinderak City Income: 3D6x10 ASH WASTES ROAD SECTION 15
ORE ROAD (SANCTIONED) Deep Wastes Connects: Spider Mines - Ore Pass Income: 3D6x10 ASH WASTES ROAD SECTION 16	ORE PASS (SANCTIONED) Near Wastes Connects: Ore Road - Cinderak City Income: 2D6x10 ASH WASTES ROAD SECTION 17	OUTCASTS PASSAGE (SANCTIONED) Near Wastes Connects: Radfalls - Cinderak City Income: 3D6x10 ASH WASTES ROAD SECTION 18

ASH WASTES ROAD SECTIONS

BLADES CUT (SANCTIONED) Deep Wastes Connects: Brokebone Fighting Pits - Klassmar's Choice Income: 2D6x10 ASH WASTES ROAD SECTION 19	KLASSMAR'S CHOICE (SANCTIONED) Near Wastes Connects: Blades Cut - Cinderak City Income: D6x10 ASH WASTES ROAD SECTION 20	THE BAKED EXPANSE (SANCTIONED) Near Wastes Connects: Rust Deeps - The Hilt Income: 2D6x10 ASH WASTES ROAD SECTION 21
THE HILT (SANCTIONED) Near Wastes Connects: The Baked Expanse - The Wyrd Income: 3D6x10 ASH WASTES ROAD SECTION 22	THE WYRD (SANCTIONED) Near Wastes Connects: The Hilt - Bullet Gate Income: 2D6x10 ASH WASTES ROAD SECTION 23	BULLET GATE (SANCTIONED) Near Wastes Connects: The Wyrd - Cinderak City Income: 2D6x10 ASH WASTES ROAD SECTION 24
RADLIGHT EXPANSE (UNSANCTIONED) Wild Wastes Connects: Light's End - Spider Mines Income: 3D6x10 ASH WASTES ROAD SECTION 25	FREEDOM PASSAGE (UNSANCTIONED) Wild Wastes Connects: Spider Mines - Radfalls Income: 2D6x10 ASH WASTES ROAD SECTION 26	HELOT'S PATH (UNSANCTIONED) Wild Wastes Connects: Radfalls - Brokebone Fighting Pits Income: 2D6x10 ASH WASTES ROAD SECTION 27

ASH WASTES ROAD SECTIONS

KHIMERIX CAVES (UNSANCTIONED) Wild Wastes Connects: Brokebone Fighting Pits - Beast Run Income: 3D6x10 ASH WASTES ROAD SECTION 28	BEAST RUN (UNSANCTIONED) Deep Wastes Connects: Khimerix Caves - Gark's End Income: 2D6x10 ASH WASTES ROAD SECTION 29	GARK'S END (UNSANCTIONED) Near Wastes Connects: Beast Run - Rust Deeps Income: D6x10 ASH WASTES ROAD SECTION 30
EDGE ROAD (UNSANCTIONED) Deep Wastes Connects: Crater's Edge - Shimmer Falls Income: D6x10 ASH WASTES ROAD SECTION 31	SHIMMER FALLS (UNSANCTIONED) Wild Wastes Connects: Edge Road - Six Holes Income: 2D6x10 ASH WASTES ROAD SECTION 32	RAIDER'S REFUGE (UNSANCTIONED) Wild Wastes Connects: Six Holes - Night Passage Income: 2D6x10 ASH WASTES ROAD SECTION 33
NIGHT PASSAGE (UNSANCTIONED) Wild Wastes Connects: Raider's Refuge - Ironcrag Income: 2D6x10 ASH WASTES ROAD SECTION 34	TWIN'S PASS (UNSANCTIONED) Wild Wastes Connects: Ironcrag - Cracked Canyon Income: 2D6x10 ASH WASTES ROAD SECTION 35	CRACKED CANYON (UNSANCTIONED) Wild Wastes Connects: The Twin's Pass - Witherwell Income: 3D6x10 ASH WASTES ROAD SECTION 36

SUCCESSION 1 SYMPATHISERS

PROMETHIUM GUILD (1) BOON Blaze weapons gain one of the following: • If Scarce: Lose Scarce. • Otherwise: Gain Plentiful. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♠ 1	WATER GUILD (2) BOON Before each battle, 1 fighter can heal from Recovery. PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♠ 2	SLAVE GUILD (3) BOON Sell captives for full value (after a chance to be rescued). PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♠ 3
CORPSE GUILD (4) BOON Gain a free Slopper. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♠ 4	GUILD OF COIN (5) BOON D6x10. PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♠ 5	IRON GUILD (6) BOON 1 Negotiate Repairs, the result is always Almost Like New. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♠ 6
IMPERIAL IMPOSTER (7) BOON D6x10. PHASE 3 Choose one of the following (depending on allegiance): • D6x10 (not Imperial House). • +D3 XP for taking enemy Leaders OoA (not Unaligned). • +1 Rep per battle won (not Rebellion). SUCCESSION 1 SYMPATHISER ♠ 7	COLD TRADER (8) BOON 1 Seek Illegal Equipment (trade action). PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♠ 8	NARCO LORD (9) BOON Before a battle, D3 fighters gains the benefit of Stimm-slug stash for that battle. PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♠ 9

SUCCESSION 1 SYMPATHISERS

ROGUE FACTORIA (10) BOON Reduce Rarity by 2 for Trading Post items. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♠ 10	FALLEN HOUSE (11) BOON 1 free Bounty Hunter (automatically leaves after the battle). PHASE 3 D6x10. +D6x10 if this battle was won against a gang allied to the Imperial House. SUCCESSION 1 SYMPATHISER ♠ 11	PSI-SYNDICA (12) BOON A random fighter gains Non-sanctioned Psyker rule and a psychic power. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♠ 12
CATALLUS (13) BOON Before a battle, a fighter in the starting crew can add Silent to a weapon for that battle. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♠ 13	ULANTI (14) BOON 2D6x10. PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♥ 1	GREIM (15) BOON Roll a D2 before a battle: 1. Choose who is attacker & defender. 2. +1 model in the starting crew. PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♥ 2
KO'IRON (16) BOON Once per battle: Re-roll one armour save. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♥ 3	RAN LO (17) BOON Re-roll any dice to determine how much credits are earned from scenario rewards (second result stands even if worse). PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♥ 4	TY (18) BOON A fighter to gain the following: All fighters (friend & foe) within 6" (including this fighter) gains 2+ Cool (blessed by House Ty). PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♥ 5

SUCCESSION 1 SYMPATHISERS

ELECTRO (19) BOON Disable Pitch Black before a battle. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♥ 6	AIR (20) BOON All friendly fighters gain Respirators. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♥ 7	VENATOR (21) BOON Gain half the value for all enemy fighters that dies (rounding up to the nearest 5 credits). PHASE 3 A random model that took part in the battle gains D3 Xp. SUCCESSION 1 SYMPATHISER ♥ 8
DREGS OF THE HIVE (22) BOON Gain D3 Hive Scum (in addition to the starting crew). PHASE 3 Gain a common item from the Trading Post after each battle (Weapon, Upgrade or item). Note: These are kept after this resource is lost. SUCCESSION 1 SYMPATHISER ♥ 9	WASTELAND SCRAPPER (23) BOON Gain double amount of credits for selling gear and salvaging Wrecked vehicles. PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♥ 10	SECOND BEST SMUGGLER (24) BOON 2D6x10. PHASE 3 D6x10. SUCCESSION 1 SYMPATHISER ♥ 11
HERETEK (25) BOON D3 weapons gain the following (for this battle): +2S, Unstable and Reckless. PHASE 3 2D6x10. SUCCESSION 1 SYMPATHISER ♥ 12	EXPLORATOR (26) BOON Re-roll the dice when determining the scenario. PHASE 3 3D6x10. SUCCESSION 1 SYMPATHISER ♥ 13	GANG (27) HOME SUPPORT: Permanent starting resource. Cannot be lost or used as the stake for a battle. BOON Once per battle, at the start of a round (before determining priority), stop Pitch Black rules from being in effect until the start of the next round. PHASE 3 Roll 2D6, if the result is 10+ gain a free Ganger. SUCCESSION 1 SYMPATHISER PERMANENT

SUCCESSION 2 RELICS

BULLETS OF THE FALLEN SAINT (1) (INSIGNIFICIS AEGIS) Income: D6x10 Bearer: 6+ save (unmodifiable against hits without Blast/Template). SUCCESSION 2 RELIC ♠ 1	SHARDS OF THE ACEROS (2) (MINORIS AEGIS) Income: 2D6x10 Bearer: Catfall (skill). SUCCESSION 2 RELIC ♠ 2	CRONE'S TEETH (3) (MINORIS AEGIS) Income: 2D6x10 Bearer: +2 Cool. SUCCESSION 2 RELIC ♠ 3
ANGEL FEATHERS (4) (MAJORIS AEGIS) Income: 3D6x10 Bearer: Re-roll failed armour saves. SUCCESSION 2 RELIC ♠ 4	FOOTPRINT OF SAINT MINA (5) (MAJORIS AEGIS) Income: 3D6x10 Bearer: 4+ save (unmodifiable) while unwounded. SUCCESSION 2 RELIC ♠ 5	THE PILGRIM'S COIN (6) (INSIGNIFICIS AEGIS) Income: D6x10 Bearer: Unstoppable (skill). SUCCESSION 2 RELIC ♠ 6
LOR'S LUCKY RATHIDE (7) (INSIGNIFICIS AEGIS) Income: D6x10 Bearer: First time making a Fight action (per battle) skips Reaction attacks. SUCCESSION 2 RELIC ♠ 7	BOOK OF BRAYNE (8) (INSIGNIFICIS AEGIS) Income: D6x10 Bearer: 6+ save (unmodifiable against Melee). SUCCESSION 2 RELIC ♠ 8	GELT OIL (9) (MAJORIS AEGIS) Income: 3D6x10 Bearer: Evade (skill). SUCCESSION 2 RELIC ♠ 9

SUCCESSION 2 RELICS

SKULL OF IRON (10) (INSIGNIFICIS ESTORERICA) Income: D6x10 Bearer: If on the battlefield, draw 1 Tactics at the start of a round (once per battle). SUCCESSION 2 RELIC ♠ 10	VEIL OF VERONOS (11) (MINORIS ESTORERICA) Income: 2D6x10 Bearer: Leading By Example (+6"). SUCCESSION 2 RELIC ♠ 11	EYES OF THE MERCATOR (12) (INSIGNIFICIS ESTORERICA) Income: D6x10 Bearer: If on the battlefield at the end of the battle, gain D6x10 credits. SUCCESSION 2 RELIC ♠ 12
CHAINS OF ST. SORONOUS (13) (MAJORIS SMITEUS) Income: 3D6x10 Bearer: Ignore each wound on 5+. SUCCESSION 2 RELIC ♠ 13	NUMBERS OF COGNUS (14) (MINORIS ESTORERICA) Income: 2D6x10 Bearer: Overseer (skill). SUCCESSION 2 RELIC ♥ 1	THE PATRIARCH'S VASE (15) (MINORIS ESTORERICA) Income: 2D6x10 Bearer: Other fighters activating within 3" must pass a Willpower check or become Insane (until the fighter's next activation). SUCCESSION 2 RELIC ♥ 2
LIKENESS OF GAELOS (16) (MINORIS ESTORERICA) Income: 2D6x10 Bearer: Nerves of Steel (skill). SUCCESSION 2 RELIC ♥ 3	SHROUD OF TEMENOS (17) (MAJORIS SMITEUS) Income: 3D6x10 Bearer: Randomize a skill at the start of each round. 1: Crushing Blow, 2: Dodge. SUCCESSION 2 RELIC ♥ 4	FINGERS OF VALDON (18) (MINORIS ESTORERICA) Income: 2D6x10 Bearer: +2 Intelligence. SUCCESSION 2 RELIC ♥ 5

SUCCESSION 2 RELICS

BONES OF HELM'AYR (19) (MAJORIS SMITEUS) Income: 3D6x10 Bearer: When activating, pass a Willpower check to re-roll a single to Wound roll (this activation). SUCCESSION 2 RELIC ♥ 6	FIRE OF REDEMPTION (20) (INSIGNIFICIS SMITEUS) Income: D6x10 Bearer: +1S to Blaze weapons. SUCCESSION 2 RELIC ♥ 7	WHEEL OF PAIN (21) (INSIGNIFICIS SMITEUS) Income: D6x10 Bearer: Bull Charge (skill). SUCCESSION 2 RELIC ♥ 8
BLOOD OF SOMNOS (22) (MAJORIS SMITEUS) Income: 3D6x10 Bearer: Hurl (skill). SUCCESSION 2 RELIC ♥ 9	VIALS OF GLURG THE GUNK SAINT (23) (MAJORIS SMITEUS) Income: 3D6x10 Bearer: Berserker (skill), one activation per battle (declared at the start of the activation). SUCCESSION 2 RELIC ♥ 10	FELSTYR'S LANCE (24) (MAJORIS SMITEUS) Income: 3D6x10 Bearer: +1 Cool. Increase AP by 1 for a single Melee weapon one activation per battle (declared at the start of the activation). SUCCESSION 2 RELIC ♥ 11
BLADE OF SHANKS (25) (INSIGNIFICIS SMITEUS) Income: D6x10 Bearer: Backstab (skill). SUCCESSION 2 RELIC ♥ 12	DJANGOR'S BEARD (26) (INSIGNIFICIS SMITEUS) Income: D6x10 Bearer: +1S, one activation per battle (declared at the start of the activation). SUCCESSION 2 RELIC ♥ 13	GANG (27) (INSIGNIFICIS ESOTERICA) Income: D6x10 Bearer: If on the battlefield at the end of the battle, roll 2D6: - One die rolls a 6: Juve. - Both roll 6: Ganger (instead). SUCCESSION 2 RELIC PERMANENT

SUCCESSION 3 WAYPOINTS

SKYBLIGHT (1) CREDITS D6x10 SPECIAL Rare/Illegal (-2) bonus to chems from the Trading Post. BATTLEFIELD EFFECT • Ash Wastes: Surface is automatically Acid Plains. • Underhive: Visibility (12"). SUCCESSION 3 WAYPOINT ♣ 1	REFUELLING STATION GOLD-SIGMA (2) CREDITS 2D6x10 BATTLEFIELD EFFECT All participating gangs can re-roll a single dice when determining how many credits to earn after the battle. SUCCESSION 3 WAYPOINT ♣ 2	GAMMA-LIGHT BAZAAR (3) CREDITS 3D6x10 SPECIAL/RECRUIT/EQUIPMENT BATTLEFIELD EFFECT • Ash Wastes: Surface is automatically Sunken Ruins. • Underhive: Cannot use Blast weapons. SUCCESSION 3 WAYPOINT ♣ 3
THE YOKE OF PURIFICATION (4) CREDITS 2D6x10 BATTLEFIELD EFFECT Blaze weapons gain one of the following: • If Scarce: Lose Scarce. • Otherwise: Gain Plentiful. SUCCESSION 3 WAYPOINT ♣ 4	RADMOORS NETWORK (5) CREDITS 2D6x10 BATTLEFIELD EFFECT • Ash Wastes: Surface is automatically Ancient Roads. • Underhive: All participating gangs gain a free Hive Scum. SUCCESSION 3 WAYPOINT ♣ 5	SIX CRONES DISTILLERY (6) CREDITS 3D6x10 BATTLEFIELD EFFECT All weapons gain Rad-phase. SUCCESSION 3 WAYPOINT ♣ 6
KNIFE'S THRUST (7) RECRUIT Bounty Hunter. BATTLEFIELD EFFECT +1A tp all fighters. SUCCESSION 3 WAYPOINT ♣ 7	SPOILTOWN OUTSKIRTS (8) RECRUIT 2 Hive Scum. BATTLEFIELD EFFECT Falling debris: At the start of each round (after determining Priority), the gang without Priority places a Blast (5") anywhere, it then scatters 2D6" (ignoring all terrain). Models hit suffer a S3 hit. SUCCESSION 3 WAYPOINT ♣ 8	TWICE-BIT (9) CREDITS D6x10 SPECIAL +1 Hangers-on capacity. BATTLEFIELD EFFECT At the start of each End phase, each fighter can roll a 5+ to remove a Flesh Wound. SUCCESSION 3 WAYPOINT ♣ 9

SUCCESSION 3 WAYPOINTS

TUBEWAY ONE (10) CREDITS 2D6x10 BATTLEFIELD EFFECT Winner gains +1 Rep. SUCCESSION 3 WAYPOINT ♠ 10	DUST ROAD (11) CREDITS 2D6x10 BATTLEFIELD EFFECT If Reinforcements is not in effect, all participating gangs gain D3 Reinforcements at the end of round 3. SUCCESSION 3 WAYPOINT ♠ 11	MARTYR'S BLOOD (12) CREDITS 2D6x10 BATTLEFIELD EFFECT Bottle tests only applies after half the starting crew (rounded up) is OoA/Seriously Injured. SUCCESSION 3 WAYPOINT ♠ 12
SLICK SUMP FOUNDRIES (13) CREDITS 3D6x10 SPECIAL/RECRUIT/EQUIPMENT BATTLEFIELD EFFECT After every fighter activation, pass a Toughness test or suffer a Flesh Wound. SUCCESSION 3 WAYPOINT ♠ 13	GAMMA'S SHADOW (14) CREDITS 3D6x10 BATTLEFIELD EFFECT Ash Wastes: Surface is automatically Sea of Glass. SUCCESSION 3 WAYPOINT ♥ 1	CAMP KARRVA (15) CREDITS D6x10 EQUIPMENT 3 Respirators. BATTLEFIELD EFFECT Ash Wastes: Surface is automatically Sand Traps. SUCCESSION 3 WAYPOINT ♥ 2
CLANHOLD WESTFOR (16) CREDITS D6x10 SPECIAL Rare/Illegal (-1) bonus to items from the Trading Post. BATTLEFIELD EFFECT Credits rewards from the scenario are halved (rounded up). SUCCESSION 3 WAYPOINT ♥ 3	NECROMAGNIUM UNDERWAY ENTRANCE (17) CREDITS 3D6x10 SPECIAL/RECRUIT/EQUIPMENT BATTLEFIELD EFFECT +1XP for taking an enemy model OoA. SUCCESSION 3 WAYPOINT ♥ 4	UNDERWAY JUNCTION EPSILON-9-BLUE (18) CREDITS D6x10 RECRUIT Ammo-jack. BATTLEFIELD EFFECT Visibility (6"). SUCCESSION 3 WAYPOINT ♥ 5

SUCCESSION 3 WAYPOINTS

COUNCIL CHAMBER OF THE TAPFERKEIT (19) CREDITS 3D6x10 BATTLEFIELD EFFECT Infiltrate (skill) cannot be used. SUCCESSION 3 WAYPOINT ♥ 6	GATES OF JARDLAN (20) CREDITS 2D6x10 BATTLEFIELD EFFECT After deployment, take turns (starting with the winner of a roll-off) setting up D3+1 Beast Lairs. SUCCESSION 3 WAYPOINT ♥ 7	HALL OF THE ANCESTORS (21) CREDITS 2D6x10 BATTLEFIELD EFFECT Defender gains a -1 bonus to Bottle tests. SUCCESSION 3 WAYPOINT ♥ 8
DEEP RIFT GATE (22) CREDITS 3D6x10 BATTLEFIELD EFFECT - Fighters must re-roll successful Initiative tests to avoid falling. - When Charging, roll 2xD3 and choose the lowest result when determining charge distance. SUCCESSION 3 WAYPOINT ♥ 9	RHO-GOLD BARRACKS (23) CREDITS 2D6x10 BATTLEFIELD EFFECT Re-roll failed Ammo tests. SUCCESSION 3 WAYPOINT ♥ 10	PROMETHIUM REFINERIES OF HIVE NOX (24) CREDITS 2D6x10 BATTLEFIELD EFFECT - Move becomes Basic action (instead of Simple) unless having a respirator. - Blaze weapons gain Unstable. SUCCESSION 3 WAYPOINT ♥ 11
ARMOURY OF KYGOTH HOLDFAST (25) SPECIAL 50% discount at the Trading Post for a single item (rounded up). BATTLEFIELD EFFECT D3 random fighters in each gang suffers a Flesh Wound (after deployment). SUCCESSION 3 WAYPOINT ♥ 12	SCAVENGER'S ROW (26) CREDITS 2D6x10 BATTLEFIELD EFFECT Deploy 4 extra Loot Caskets. Gain 2D6x10 credits for opening most Loot Caskets for the battle. SUCCESSION 3 WAYPOINT ♥ 13	CLAN ENCLAVE (27) PERMANENT STARTING RESOURCE: Permanent starting resource. Cannot be lost or used as the stake for a battle. CREDITS 2D6x10 RECRUIT Roll 2D6: - One die rolls a 6: Juve. - Both roll 6: Ganger (instead). SUCCESSION 3 WAYPOINT PERMANENT