

NECROMUNDA

EXPANDED CAMPAIGN RULES

UNOFFICIAL SUPPLEMENT



Created by Kacper Kuc
Artworks by David Bell

EXPANDED CAMPAIGN RULES

This fan-made document, for all the community to use, was made by me and David, who created all these amazing artworks found in the book. It is set of more advanced campaigning rules, using elements of first edition of Necromunda game as well as my personal House Rules, which I find useful throughout my experience of being the Arbitrator.

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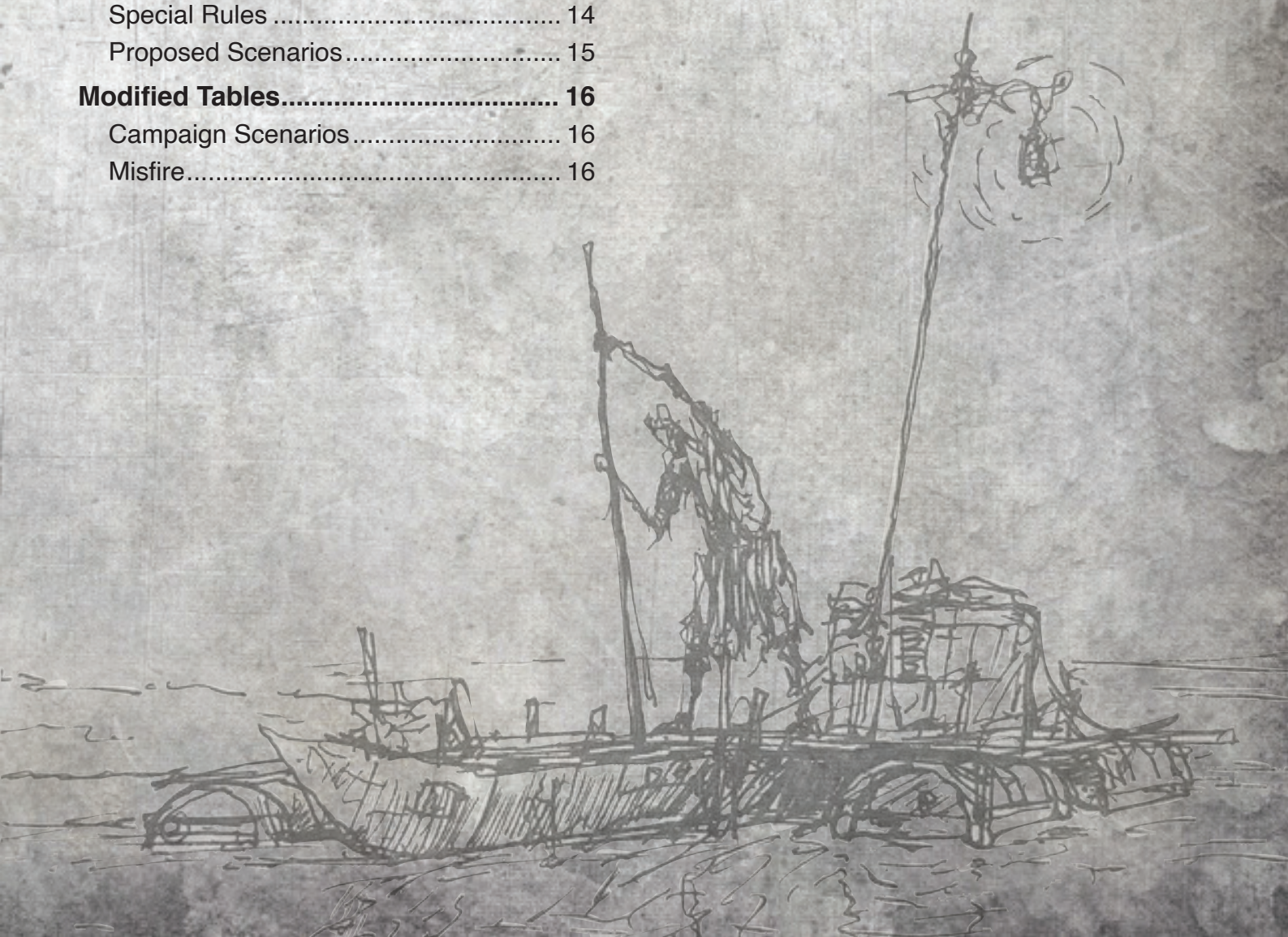
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ABOUT THE BOOK

"Who needs books when you have a stub gun?"

Beki Bewm, Sump City

AIM

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This book was created mostly by me, **Necromunda Arbitrator**, with a substantive help of **Chris Iddon**, to allow players from the community to expand their Necromunda campaigns beyond what is provided in official Games Workshop books. It consists of a set of the most commonly used house rules, balancing mechanics such as House Patronage, ways to include Dramatis Personae in your games, a Trading Post appendix, new action types, both modified and completely new tables such as Zombie Disease, Badzone Explorer for playing scenarios in areas outside of the relative safety of Underhive Settlements, and a vastly expanded Post-Battle Sequence Actions pool for every member of your gang, not just Leaders and Champions.

COMMUNITY

The Necromunda Community is among the most active in all of fandom, with many great individuals providing free and useful content. Every Arbitrator should check out the following content:

- **Goonhammer** Necromunda articles: <https://www.goonhammer.com/necromunda/>
- **Sump City Radio**, an immersive Necromunda podcast hosted by "Hive Scum" Steve and "Underhiver" Chris: <https://anchor.fm/sumpcityradio/>
- **Carl Johnston's** Terrain Posters and Book of Life: https://www.instagram.com/carl_r_johnston/
- **Yaktribe**, the biggest repository and gang builder for every edition of Necromunda: <https://yaktribe.games/>
- These Facebook groups: **Necromunda Worldwide**, **Necromunda Terrain Makers**, **Sump City Radio Group**



**SCRUBIUS,
CAWDOR JUVE**

HOUSE PATRONAGE

"Welcome, brave Orlocks! I am always more than ready to support a good cause against these Delaque. Choose three weapons. How much, you ask? On the House!"

Guilder Thomas Gelt

House Patronage was a balancing mechanic introduced in White Dwarf May 2019 and is not currently available anywhere else. It is a shame, as balancing games is quite important for a fair and enjoyable campaign. On the other hand, the way it previously worked could, if misused, allow players to tailor their list to fight specific opponents. This in turn could sometimes lead to it becoming punishing for stronger gangs, flipping the campaign balance upside down instead of making things even.

General principles of House Patronage are listed below. Arbitrators can set the lower limit, for example 400 Credit difference, to allow for the use of House Patronage. For gangs under that value, players can draw 1 extra Tactic Card per 100 Credit difference.

Rules of using my modified House Patronage are as follows:

- After Step 5 of the pre-battle sequence, Players decide whose gang has the lower Crew Rating. This gang is then named Underdog, and can benefit from House Patronage.
- For each 100 Credits difference between their Crew Ratings, the Underdog can spend 100 Credits from the table below.
- Fighters hired as House Patronage benefit cannot be activated as part of a group activation and do not count as present at the start of the battle for the purpose of Bottle tests.

HOUSE PATRONAGE BENEFITS

Benefit	Cost	Restrictions
0-5: Draw a random Tactics Card	100 each	None
0-2: Choose a Tactics Card	200 each	
0-3: Draw a random Underdog Card	150 each	
0-1: Draw a random House Sub-plot	100	
0-1: Choose a House Sub-plot	200	
0-3: Temporarily hire a Ganger (the Ganger is removed from the roster after this game)	Varies (Base cost of Ganger plus any weapons or wargear available to them from their House List or equivalent. May not use items from the stash.)	Up to half of total House Patronage allowance can be spent to buy benefits from this part of the table.
Unlimited: Recruit 1 or more Juvies (The Juve is added to the gang roster as a permanent member of the gang. Standard gang composition rules still apply. May not be used to recruit Palanite Rookies.)	Varies (Base cost of Juve plus any weapons or wargear available to them from their House List or equivalent. May use items from the stash, though standard equipment restrictions apply.)	
0-1: Hire a Dramatis Personae	Varies	
0-1: Bounty Hunter	Varies (Base cost plus weapons/wargear)	
0-5: Hire a Hive Scum	Varies (Base cost plus weapons/wargear)	

TAVERN MECHANIC

"Yeah, I saw him in town. Where? Now, how much would you pay to know that?"

Salacious Paul, House Delaque

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Hired Guns like Hive Scum and Bounty Hunters, both generic and Dramatis Personae, often have a hard time finding their way into games. Which is a real shame, because they often have beautiful models from Forge World, or provide great background for fan-made conversions. The current mechanic for fielding them is not optimal, as you must pay the Bounty Hunter's full price to hire them for one game only. In House Patronage and Personal Bounties chapters I have proposed different ways to encourage players to use them more often. But there is a problem — without any kind of restrictions, Kal Jericho could be included in game after game, while Eyros Slagmyst would probably be forced to change his job. And let's not even mention Bounty Hunters with webguns.

That is where the Tavern Mechanic comes in, inspired by the old computer game, Heroes of Might and Magic. Each campaign week, the Arbitrator should choose from an overall pool of available Hive Scum and Bounty Hunters (both generic and Dramatis Personae) and put their names in the Tavern table. Players can then recruit these Hired Guns by any means available during this week.

There are two caveats in this:

- Always include at least one Generic Hive Scum to allow players a little flexibility.
- Regardless of the Table, players can always recruit Dramatis Personae from their Houses, i.e. Orlock players can always recruit Slate Merdena, but it should be explained in a narrative way.

EXAMPLE TAVERN TABLE

Tavern

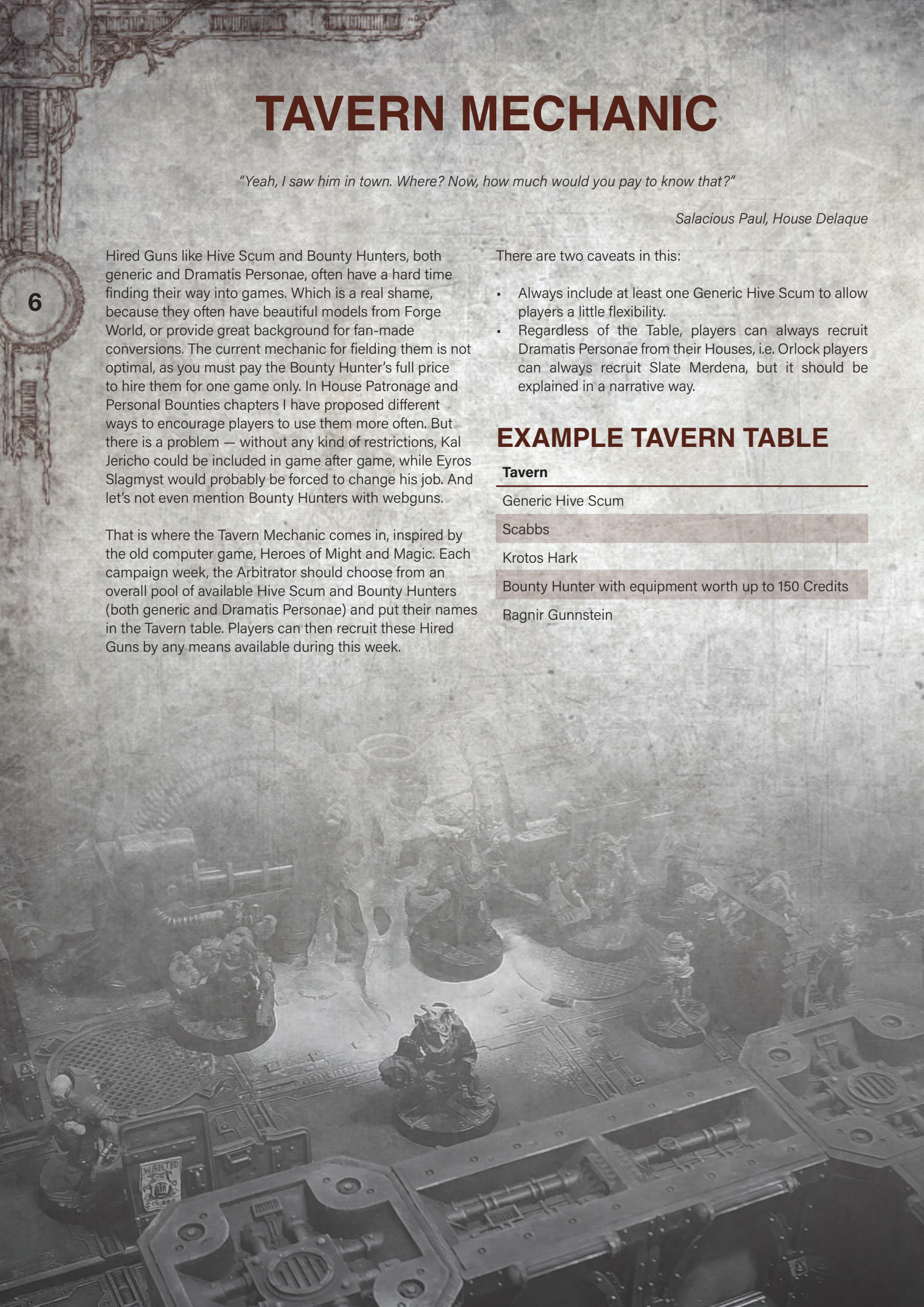
Generic Hive Scum

Scabbs

Krotos Hark

Bounty Hunter with equipment worth up to 150 Credits

Ragnir Gunnstein



PERSONAL BOUNTIES

"Gimme the prize!"

Fledder "Floydo", House Goliath Forge Boss

RULES

At the discretion of the Arbitrator, players can add Hired Guns to their gang, i.e. Bounty Hunters or Hive Scum (both Dramatis Personae and generic), to accomplish a specific task during a game, such as "Kill the enemy Champion" or "Cause at least 3 Seriously Injured results." The main principles of this mechanic are as follows:

- The Hired Gun can take part in the player's game, or any other game played in the current campaign week.
- The Advance hiring cost must be paid before the game, and if the Hired Gun succeeds in their task, the Remaining payment must be made as shown in the Hiring Fee Table.
- This character is controlled either by the Arbitrator or by a player and can start the game already deployed on board or be deployed as part of Reinforcements in a specific Round of the game. Deployment method must be chosen before the game.
- The Hired Gun does not count towards the Crew Limit or Rating.

HIRING FEE TABLE

Cost of Bounty Hunter/Hive Scum	Advance	Remaining payment
0-50 Credits	0	20
51-100 Credits	15	20
101-150 Credits	25	25
151-200 Credits	35	30
200+ Credits	40	40

Distrust: If a player, for any reason, did not make the Remaining payment after the Hired Gun succeeds in their given task, this player's gang loses 1 Reputation and cannot hire any more Hired Guns until the end of the campaign. In addition, in the next battle, two generic Hive Scums are sent after the player's gang and are controlled either by their opponent or the Arbitrator.

USEFUL HOUSE RULES

"Law is for cowards and the weak!"

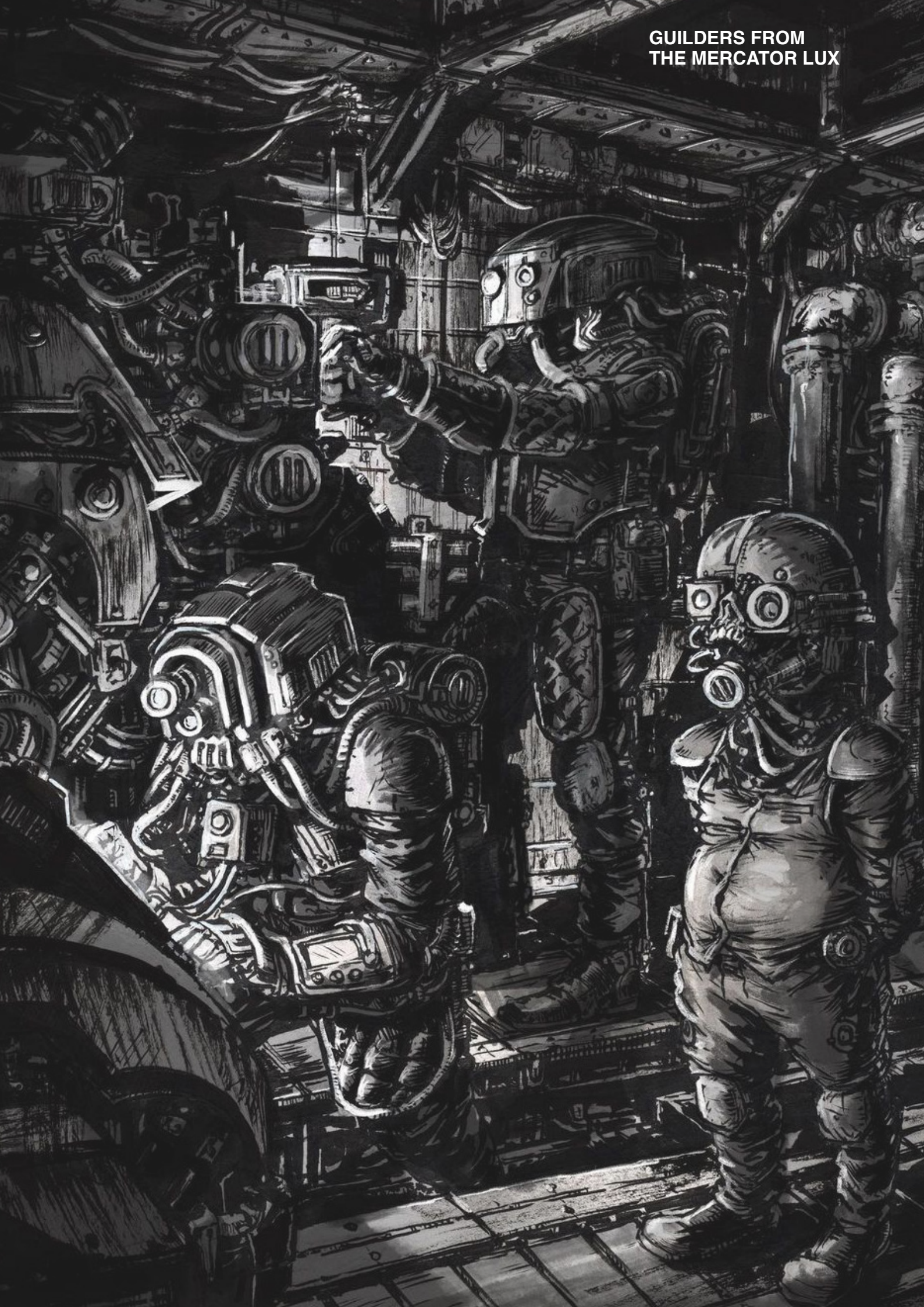
Jerome, Propagandist shot by Enforcers

Below I present a table containing the most useful house rules which have been found to improve and add realism to our Necromunda games. The table also contains clarifications of certain rules, all collected in one place. Not

every rule below is my idea. Some were found on pages like Goonhammer and proved valuable during the course of our campaigns.

House Rule/Clarification	Explanation
When a Fighter is shooting with weapon that has Blast(X) weapon trait or is throwing Grenades under Pitch Black conditions and further than 3" (or 12" if Fighter is equipped with Photo-goggles), apply -1 to Hit modifier in addition to any other.	Currently, Blast weapons completely ignore Pitch Black rules, which is not logical. Hence the -1 to Hit modifier that more accurately reflects how hard it is to locate and shoot someone in complete darkness.
Gang can use Alliances/Favours rules in addition to Subplots.	For me, there is no reason, why Subplots, interesting side missions in their own right, should put in the same place as Favours and Alliances, hence we always draw them, 1 per player.
During campaign play, each Player has one use of Resurrection Packages.	Resurrection Packages are a narrative mechanic found in White Dwarf April 2020, allowing to "resurrect" dead fighters, at certain cost of course. As an Arbitrator, I find this mechanic very useful, as it allows players to "save" one of their precious characters in a narrative way.
Fighter must make Leadership check first if they want to use the Overseer skill. If failed, the skill is not used, and the Fighter's activation ends immediately.	Overseer Skill is one of the strongest skills in the game, so adding a little uncertainty makes it more balanced instead of being no-brainer choice.
Bounty Hunters and Hive Scum, both generic and Dramatis Personae, use rules found in "House of..." books.	This is just simple clarification, as "House of..." books include the latest rules for fielding Hired Guns, and their entries found in older publication are sometimes different.
Fighters can buy a Skill from Secondary Skillset for 12 Experience Points (Credit Increase: +30 credits).	This allows for more variety, and give players wider range of skills to choose from, albeit for a price.
Fighters can have total number of equipment equal to their Strength characteristic +5. (Special Ammunition, Bionics and one-use Items are excluded).	In my group we came to the conclusion that Fighters should have some upper limit of equipment items, and this is the result. It also make things like Servo-harness or Strength characteristic more important.
When creating their Tactics Cards' Deck, players cannot choose these Cards: History of Violence and Dangerous Footing.	These two Cards are not just strong, they are sucking enjoyment out of games and opponent cannot do anything to counter them, so we exclude them from our games
Effects of Falsehood can be negated by making Intelligence Check with -2 penalty. Furthermore, Fighters cannot attack wearer with active Falsehood with weapons that have either Blast (X) or Template traits, if he would be the only target of such an attack.	Falsehoods are potent items, and this allow enemies to somehow react to them. On the other hand, ignoring them by using weapons with Blast (X) or Template traits was just a rule hole.
Blast "fall directly down" while scattering from higher levels of terrain, until they stop on lower level or ground.	This is clarification, because we cannot find in Rulebook, what happen, if Blast scattered from higher level of Terrain and we have chosen this option, instead of letting it "levitate"
Beast's Lair hide until the next Priority Phase, if hit with weapon that does not directly deal Damage, such as Gas or Web weapons.	This is another clarification, that we found in need of being solved.
Fighters can change their weapons, but only for better (pricier most of the times) ones in corresponding types. So, Pistol for Pistol, Heavy for Heavy etc..	Gangers get attached to their weapons, but no ganger would throw away chance to get Bolt pistol instead of rusty stub gun
Bonus: Tactic Cards deck is created by choosing 10 (or 12) cards, half of which must be faction specific (if possible). Using Goonhammer Tier list maximum of 7 cards in deck can be from Tier 1, be it faction specific or not. Before any scenario, players always choose the cards randomly, taking X+1 and discarding one, where X is number of cards specified in Scenario.	There are no specific rules for creating Tactic Cards Deck, so my group choose this one, as it turned out the most balanced, narrative, and fair. Goonhammer Tier list is found here: https://www.goonhammer.com/necromunday-tactics-cards-which-ones-are-good-and-how-to-use-them/

GUILDERS FROM
THE MERCATOR LUX





EXTRA ACTIONS

"Better an empty mag than an enemy who survived."

Sergeant Hellfire, instructing Palatine Enforcers cadets

In this part I present a list of extra actions Fighters can make. These expand the number of options and improve the tactical side of the game, but again, it should not be used in first games or campaigns.

FULL-AUTO (BASIC): Fighter fires his weapon with Rapid Fire(X), counting any Ammo Dice as having rolled 3 hits. After that, this weapon automatically goes Out of Ammo.

TAUNT (SIMPLE): Fighter starts provoking one chosen enemy in 12". This enemy fighter must pass a Cool check, and if failed, he suffers an additional -1 penalty to any hit rolls unless attacking the Fighter who performed this action.

DRAG FALLEN COMRADE (DOUBLE): Fighter drags a fallen comrade out of danger. When this Fighter is within 1" of a friendly Seriously Injured fighter, they can drag them the same way as a Loot Casket, up to their Movement speed.

MAIM/CANIBALISE (BASIC): Fighter starts maiming a fallen, but still conscious fighter, either because they are simply sadistic or want to send a message to the enemy Leader. This action can be performed in place of a Fight action, or a Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table (see page 87 of the *Necromunda Rulebook*) for the fighter being maimed and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note that the Seriously Injured fighter remains on the battlefield and may be maimed again unless they roll a Critical Injury (61-65) or a Memorable Death (66) result, in which case they are removed from the battlefield and considered to have been taken Out of Action.

BRACE FOR CHARGE (DOUBLE): The fighter prepares for brutal hand-to-hand combat, knowing that the enemy is nearby. Later this round, if this fighter is being Charged, they will make Reaction attacks at the same time as their opponent's Fight action. Note that in this case it is possible for both Fighters to kill each other, and if the attacker becomes Seriously Injured, they cannot make a Coup de Grace action or Consolidate.



TRADING POST APPENDIX

"Yes, you can be cheapy. But screamers cost 20 Credits. And six Rogue Doc visits cost more than that."

Jimmy "The Smart", Thundertown trader

Searching through older iterations of Necromunda's Rulebooks, I have found a few items which didn't make it into the new edition of the game. Most of them was very flavourful, so I decide to add them. These section that follows presents a collection of additional weapons and Wargear for players to add to their gang. These items can be purchased in the post-battle sequence from the Trading Post, or if players are building gangs for a Skirmish game, they may agree to allow their gangs access to some or all of the equipment that follows.

WARGEAR

PERSONAL EQUIPMENT

Item	Price	Rarity
Screamers	20	Rare (8)
Stunners	30	Rare (9)
Skull-chip	35	Rare (10)
Weapon reloads	25% of base weapon cost	As per weapon
Auto-repairer	50	Rare (12)

**MARCUS "THRICE-DOOMED",
REDEMTOR PRIEST**



WARGEAR RULES

This section contains a full list of new Wargear rules.

SCREAMERS

Screamers are small proximity alarms used to protect a gang's hideout. Individual screamers are tiny but the noise they make is horrendous. A gang will scatter dozens around the perimeter of its hideout in order to warn of approaching intruders.

Screamers are added to Gang's Stash and can only be used for one game after which they are expended. The cost at the Trading Post buys enough Screamers to last for one game. If a gang owns screamers they can be deployed by Defender in the scenarios using Sneak Attack! rules (see page 119 of the *Necromunda Rulebook*). If any intruder models move in their movement phase then roll a D6 (only one roll is made regardless of how many intruders move). On a roll of a 6 one of the intruders steps on a Screamer and sets off the alarm.

STUMMERS

Stummers look like screamers (see above). They are spread about by intruders as they move. Where screamers make a loud noise stummers stop noise dead. Once stummers are activated all sound within a few metres is momentarily muffled and even loud noises are barely audible.

Stummers are added to Gang's Stash and can only be used for one game after which they are expended. The cost at the Trading Post buys enough Stummers to last for one game. If a gang owns Stummers they can be deployed by Attacker in the scenarios using Sneak Attack! rules (see page 119 of the *Necromunda Rulebook*). If the intruding gang has stummers then reduce all chances of setting off the alarm by -1. Stummers also nullify Screamers completely.

SKULL CHIP

This is a small bio-chip that looks like a stud or tiny metal plate covered in circuitry. It is attached to the skull by means of a fine needle-like pin which fixes straight into the brain. The chip melds with the wearer's mind and improves his reaction time and memory functions.

A fighter wearing a skull chip can re-roll any Initiative characteristic-based dice test that he fails. Once implanted the chip cannot be removed and transferred to another fighter.

WEAPON RELOADS

When a fighter carries a weapon such as an autogun or bolter, which fires a great many individual shells in a short burst, he is assumed to carry extra ammunition to last most of the battle. However, a fighter can, if he wants, carry additional magazines, batteries, power packs and fuel over and above the normal amount. This extra ammo is carried in the form of reloads. Carrying extra ammo is expensive, and can be dangerous, but it goes some way to ensure you won't run out of firepower at the critical moment. Although a reload is helpful it doesn't guarantee a fighter will pass an Ammo roll. The Ammo roll doesn't just represent the chance of running out of ammunition or carrying a defective magazine, it also represents the possibility of a gun jamming, overheating or proving defective.

While equipped with Weapon Reloads, fighter add +1 to all Ammo rolls, when using weapon, for which reloads was bought. Rolls of natural 1 are always a failure in this case.

AUTO-REPAIRER

An auto-repairer is a large device kept back in the gang's hideout or in one of its workshops. The machine is used by a gang's specialists to check and repair equipment, scan for hidden structural weaknesses and test batteries, power packs and internal generators and other task, when there is no Ammo-jack around.

If a gang has an auto-repairer added to its Stash, it can be used in Post-battle sequence to check out one of gang's weapons. The gang must include a Specialist to do this and you must assign a fit ganger, without Gang Hierarchy (X) to help him. Neither fighter can be in Recovery. In the next game, any weapon that fails its Ammo roll may roll again, and automatically passes its check on a D6 roll of 4, 5 or 6 regardless of the kind of weapon it is. Weapons which automatically fail an Ammo roll will pass on a 4 or more.

BADZONE EXPLORER

„Let me tell you idiots why you won't survive a single cycle in the Badzones. Let me tell you about the foul air, the spores, the fear fields and the electrogheists. And these are just the hazards that don't consider you their next meal.”

Francis “The Stranger”, best Dome Runner in Thundertown and Scryptown

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Badzone Explorer is a type of game or even a whole campaign where players fight outside of the safety of a settlement, with no Territories or Rackets at stake, instead exploring the Badzones wilderness in search of forgotten riches and Archeotech. This type of game cannot be played without the Arbitrator, who should plan scenarios or even an entire campaign in advance, and in secret from the players. Each scenario should be based around 6 pre-planned traits, as described in the Information Table below.

D6 Information

- 1 Badzone Environments.** See page 46 of the *Necromunda Book of Peril*. Each game should be played in one of those.
- 2 Badzone Events.** See page 50 of the *Necromunda Book of Peril*. Each game should have one Event, lasting for 3 first Rounds of the game and is then discarded as normal.
- 3 Tile set-up.** This should be pre-planned by the Arbitrator.
- 4 Extra Credit rewards.** The Arbitrator should plan extra rewards, both for the Winner and the Loser, to offset the lack of Income from Territories and Rackets.
- 5 Special Loot.** Special item chosen by the Arbitrator, hidden in a Loot Casket.
- 6 Special Effect.** This can be anything or nothing, i.e. an encounter with a Sump Beast.

SPECIAL RULES

The following special rules apply in Badzone Explorer games:

ALONE IN THE DARKNESS

While fighting in Badzones, players cannot use Alliances Retinues or House Favours.

FORGOTTEN RICHES

In each scenario played in the Badzones, all players should place 3 special Loot Caskets on the battlefield (starting with the Underdog). The Loot Caskets must be placed more than 12" away from each other and outside of any player's deployment zone. They are opened in the same way as normal Loot Caskets, but instead of normal effects, players add D3x10 credits for each one opened by their Fighters.

SCOUT

Before the battle, each player can send one of their fighters on a scouting mission to gather information. The player can send a Dome Runner instead, as long as their gang has hired one. The Dome runner has a +1 modifier on their Scout result rolls. The player then rolls 2D6 to see how much information

the Scout was able to gather, and rolls on the Information table the number of times indicated by the Scout result table (re-rolling duplicates). Based on these results, the Arbitrator must reveal information to the player before the battle begins.

2D6 Scout result

- | | |
|-------|---|
| 2 | Bad Luck |
| 3 | Nothing |
| 4-5 | One roll on Information Table |
| 6-7 | Two rolls on Information Table |
| 8-9 | Three rolls on Information Table |
| 10-11 | Four rolls on Information Table |
| 12 | King Hit and two rolls on Information Table |

The two tables below describe the effects of Bad Luck and King Hit results on Scout Table.

D6 Bad Luck

- 1 Swallowed by Badzones.** Fighter is removed from Gang Roster
- 2 Barely Alive.** Fighter is in critical condition, and must visit the Doc in post-battle sequence, or die.
- 3 Ratskin ransom.** Ratskins captured scout and demand D6x10 credits of ransom. If ransom isn't paid, the fighter is never seen again and is removed from Gang Roster.
- 4 Mutie Tribe.** From the first round, Badzone Event Mutie Tribe is in effect (see page 61 of the *Necromunda Book of Peril*).
- 5 Beast's Lair.** Place 3 Beast's Lairs instead of one, while playing scenario.
- 6 That was close.** Luckily, the scout manages to escape.

D6 King Hit

- 1 Missing juve.** While scouting, the fighter found a missing juve who is ready to join his saviour. Add free Juve to your gang Roster.
- 2 Small loot.** Add D6x10 Credits to Gang Stash
- 3 The Scout.** Player will know all the information.
- 4 High Value Target.** Place High Value Target on board while playing scenario (see page 73 of the *Necromunda Book of Peril*).
- 5 Big loot.** Add 3D3x10 Credits to Gang Stash.
- 6 King hit.** Player can choose any effect he wants.

PROPOSED SCENARIOS

The table below is for players wanting to generate scenarios which fit thematically with a given environment.

After the Badzone Environment is selected (See page 46 of the *Necromunda Book of Peril*), a player should roll D6 to see what scenario they will play.

Environment	Scenarios (<i>BR</i> — <i>Necromunda Rulebook</i> , <i>BP</i> — <i>Book of Peril</i>)		
	1-2	3-4	5-6
Ancient Manufactorum	Escape the Badzone (BoP 78)	Archeo-hunters (BR 172)	Underdog's choice
Dome Jungle	Fungal Horror (BoP 84)	Forgotten Riches (BR 138)	Underdog's choice
Stygian Depths	Toll Bridge (BoP 86)	Scavenge (BoR 66)	Underdog's choice
Sump Sea			
Unstable Dome	The Convoyer (BoP 82)	Escape the Pit (BR 162)	Underdog's choice
Warp-tainted Dome	The Marauders (BR 140)	Ghost Harvest (BR 170)	Underdog's choice



MODIFIED TABLES

"Underhivers are just scum, every single one of them. The only things they understand are fear and power."

Vorgilius von Kleist, Major of the Thundertown settlement

In this chapter I present a few extra tables for players who want to expand certain aspects of their games. Of course, these are all additional rules which add to the already vast bulk of core rules, so I strongly suggest not implementing them in your first games or campaigns as a player or Arbitrator.

CAMPAIGN SCENARIOS

This is an alternative, perhaps more interesting and fair method of choosing scenarios, incorporating most interesting ones from the *Necromunda Rulebook*, *Book of Peril* and *Book of Ruin*. This is also a D6 table, as it has equal chances for any result, unlike a 2d6 table where the results of 6, 7 and 8 are statistically the most likely to be rolled. When using this table, the Attacker should roll a D6 and choose one scenario from the corresponding pair.

D6 Scenarios (BR — *Necromunda Rulebook*, BR — *Book of Ruin*, BP — *Book of Peril*)

- | | |
|---|---|
| 1 | The Trap (BR 136) Slaughter (BoR 77) |
| 2 | Sneak Attack (BR 142) Search and Destroy (BoR 70) |
| 3 | Escape the Pit (BR 162) The Conveyer (BoP 82) |
| 4 | Border Dispute (BR 130) Propaganda (BoR 64) |
| 5 | Forgotten Riches (BR 138) Ghast Harvest (BR 170) |
| 6 | Takeover (BoR 70) Scavenge (BoR 66) |

MISFIRE

When a Blast misfires (see page 65 of the *Necromunda Rulebook*), instead of placing the blast marker above fighter, player should roll a D6 and consult the table below for a result.

D6 Misfire

- | | |
|-----|--|
| 1 | Explosion. Centre the Blast marker above the Fighter and resolve the attack. |
| 2 | Fall off. Centre the Blast marker above the Fighter, scatter it D6" and resolve the attack. |
| 3 | Ricochet. Centre the Blast marker above the Fighter, scatter it 2D6" and resolve the attack. |
| 4-5 | Dome Collapse. The projectile goes off above the fighter's head, dealing Strength 3 AP- Damage 1 hit due to falling Debris. |
| 6 | It's a dud. Nothing happens |

ALLIANCE SCENARIOS

This is just slightly modified Alliance Scenarios Table, including Guard Duty scenarios for both Guild and Criminal Allies, but without Caravan Heist Scenario. This is a narrative Scenario that can be great fun for both players, but it could also be campaign-breaking due to the possibility of gaining several hundred Credits of income. For this reason, it is recommended to leave this one for arbitrated or multiplayer scenarios.

D3 Scenarios (Page nr. from *Necromunda Rulebook*)

	Guilds	Criminals
1	Smash and Grab (144)	Downtown Dust-up (164)
2	Looters (126)	The Hit (180)
3	Escort Mission (174)	Ghast Harvest (170)

ZOMBIE INFECTION

When Fighter is put Out of Action, by any kind of Zombie, roll on this table instead of the Lasting Injuries table.

D6 Result

- | | |
|-----|---|
| 1 | Lost. Zombie infection takes Fighter away. His or her misery is ended with round to the head. |
| 2 | Last chance. Treat this result as Critical Injury, but the Doc fee cost 3d6x10 Credits. |
| 3 | Cut it off. Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table. |
| 4-6 | Lucky. Roll on the Lasting Injuries table as normal (see page 87 of the <i>Necromunda Rulebook</i>). |

TOTAL INCOME LIMIT

The bigger the gang the more it must spend for maintenance, repair and other spendings. On the other hand, gangers will start getting excessive when having particularly big paycheck. Gang must spend % of their base income on "life costs", and one-game income, after these costs, as well as feeding and Rogue-doc cost cannot exceed one show in table below.

Gang Fighters	Income (Credits)	
	% of income spent on repairs	Max. income
1-4	10	100
5-8	15	150
9-12	20	200
12+	25	250

LASTING INJURIES

This is an alternative Lasting Injuries table with more effects. Furthermore, there is no minimum limit for Strength, Toughness, Intelligence, Movement, Ballistic and Weapon Skill. If any of these drops to 0 for any Fighter, they cannot participate in battles until given corresponding Bionics or Cyberteknika.

D6	Result
11	Lesson Learned: The fighter goes Into Recovery but gains D3 Experience.
12	Impressive Scars: Add +1 to fighter's Leadership characteristic.
13	Horrible Scars: The fighter gains the Fearsome skill.
14-26	Out Cold: The fighter misses the rest of the battle, but avoids any long term injuries. The fighter recovers in time to perform post-battle actions.
31	Bitter enmity. This fighter craves revenge. They can re-roll hit rolls of 1 when fighting against any gang from the faction of the enemy who put them Out of Action.
32-45	Grievous Injury: The fighter goes Into Recovery
46	Humiliated: The fighter goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	Head Injury: The fighter goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	Eye Injury: The fighter goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	Hand Injury: The fighter goes Into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	Hobbled: The fighter goes Into Recovery. In addition, their Movement characteristic is decreased by 1.
55	Spinal Injury: The fighter goes Into Recovery. In addition, their Strength characteristic is decreased by 1.
56	Enfeebled: The fighter goes Into Recovery. In addition, their Toughness characteristic is decreased by 1.
61	Multiple Injuries: The fighter twice on this table and applies both results, re-rolling results of 61-66.
62	Captured: The fighter is captured by the enemy gang.
63-65	Critical Injury: The fighter is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 92 of the <i>Necromunda Rulebook</i>) in the post-battle sequence, they will die.
66	Memorable Death: The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an attack action, the attacker gains 1 additional Experience.



17

EUSTAX WASSAGE
GUILD PROCURATOR

POST-BATTLE

"Any scum can pretend, that he is Gang Boss. But to control something bigger than a dingy drinking hole, one needs something more than a stub gun and few drunkard friends."

Lando, Road Boss, House Orlock

18

In this chapter I present advance mechanics and additional post-battle actions, with brackets indicating, who can make them. This serves to add more depth to actions that can be taken between battles, and make gang economy much more important.

STARVATION

Ganger needs to eat if he wants to fight for his gang. Player must spend 3 Credits per Fighter for his minimum provisions in each Post Battle Sequence. Brutes and bigger fighters (what are defined as bigger should be agreed before with Arbitrator, for me it would be Goliaths Stimmer for example). If a player doesn't have enough credits, each Fighter not fed in this manner gains a Starvation marker which lowers their Toughness by 1 until they are fed again. If a Fighter's Toughness drops to 0, they are removed from the Gang Roster.

COLLECTING INCOME

Crippled and sick fighters cannot bring money nor terrorize settlements. Gang can collect income from as many Territories or Rackets as it has fighters not in the Recovery. In addition **Total Income** depends on number of fighters in gang (see page 16).

SCAVENGING ACTION

Gangers and Juves, who usually have no better things to do between battles, can be sent by their Leaders to search through Trash heaps and find "opportunities". **This action can be made by any Juve or Ganger type of Fighter.**

D6	Scavenge loot
1	Bad luck. Something terrible happened. Fighter goes into Recovery.
2-3	Nothing useful. They find some useless thrash.
4	Some thrash. Add D3 Credits to Gang's the Stash.
5	Valuable thrash. Add D6 Credits to the Gang's Stash.
6	Big loot. Surprisingly, ganger found something truly useful. Add D3x10 Credits to Gang's Stash.

TRADE EXCHANGE ACTION*

This is any kind of economic interaction between two gangs controlled by players. First, they need to agree who is the Petitioner and who is the Seller. The Petitioner then rolls on a table below to see what kind of representative can make this action. Secondly, the Petitioner must pass a Leadership test with modifiers shown in the second table. If failed, no action occurs. **If one gang is Law Abiding and the other Outlaw, the Law Abiding player rolls D6, on a 5+ they are immediately declared Outlaw.**

Difference between Buyer and Trader Reputation	Type of representative
6 or more	Any Type
from 5 to -5	Any Type except Juve
-6 or less	Leader or Champion

MODIFIER TABLE

Factor	Modifier
Non-weapon equipment from Stash	0
Non-weapon equipment from House Armoury	-1
Weapons and grenades from Stash	-1
Weapons and grenades from House Armoury	-2
Special interactions, at Arbitrator permission (Cyberteknika, Escher Alchemy)	-2
Number of previous successful Trade Exchange Actions between two gangs	0
Different Alliance	-1
Higher Reputation of the Petitioner	+1 for each 5 points
Two-sided trade Action	+2
Territory/Racket transfer	+1
Credits transfer	+3

** If Petitioner's gang has Underhive Trader Hanger-on with Connected Trader Specialization, it can, instead of performing his Trade Action, perform Trade Exchange Action. If he does, the Leadership check is automatically passed. (Rules for Underhive Trader are found on page 36 of the Necromunda Book of the Outcast).*

UPGRADE WEAPON ACTION

Gangers sometimes ask Hive Mechanics or Ammo-Jacks to modify basic weapons, as they often have simple and sturdy mechanisms which can withstand such crude attempts at modification. But power comes at a price and meddling with the weapon's mechanism can also create disadvantages.

In the post-battle sequence, a Fighter can make an Upgrade Weapon Action by paying D3x10 Credits to the local mechanic or ask a hired Ammo-Jack to upgrade it for free. Each one can perform only one such action per sequence. Fighter then makes 2 D3 rolls, one for Upgrade and one for Malfunction. Only basic weapons and their pistol equivalents can be upgraded this way (i.e. you can upgrade an autopistol, as its main weapon is the autogun which is basic, but cannot upgrade a plasma pistol, as its main weapon is a special weapon). **This action can be made by any type of Fighter.**

D3 Upgrade

1 Greater Punch. Add +1 to the weapon's Strength.

2 Increased range. Add +6" to long range, and +3" to short range. If weapon has the Template trait, reroll this result.

3 Higher velocity. Add -1 to weapons AP.

Malfunction

Hard maintenance. Reload action becomes Double and weapon loses the Plentiful trait if it had one.

Kicks some. When firing with this weapon, the Fighter suffers additional -1 to hit. If the weapon has Template trait, reroll this result.

Ammo guzzler. This weapon gains the Scarce trait and loses Plentiful trait if it had one.



EXPERIENCE

"Push it to the limit!"

Tonny "The Scar"

20

Current system of spending Experience Points is quite good in my opinion, but the way Fighters earn their Experience points is not. In my opinion, there is too few ways of gaining them and Fighters with supportive roles have even harder time to advance, as most experience comes from putting Enemies Out of Action. Below I propose new table with more ways of gaining Experience. (Positions in **red** are from current rules and found on XX page of the Necromunda Rulebook.)

This new system will allow Fighters to progress faster, so for the sake of game balance, I advise to put following restriction: Fighter cannot buy the same Advancements in a row. **For example, if Fighter spent 8 Experience points for +1 Toughness, he cannot upgrade his Toughness again, until he buy other Advancement, such as different Characteristic upgrade or a Skill.**

Ways to gain Experience

Experience Reward

Fighter's Action caused an enemy fighter to go Out of Action. *[per enemy fighter]*

+1 XP (add +1 XP, if Enemy Fighter was Leader or Champion and/or another +1 XP, if enemy fighter has rolled 66 on the Lasting Injuries Table)

Fighter has successfully Railed and returned to Action. *[once per Rally]*

+1 XP

Scenario reward. *[depending on scenario]*

Depending on scenario

Fighter's Actions caused one or more enemy fighters to go Prone and Seriously Injured. *[once per battle]*

+1 XP

Fighter has fought against opponent with higher Gang Rating. *[once per battle]*

+1 XP

Fighter successfully interacted at least once with environment. For example: he killed Beast's Lair, opened door/loot casket, unlocked terminal etc. Failed attempts does not count. *[once per battle]*

+1 XP

Fighter survived the battle without going to Recovery. *[once per battle]*

+1 XP

Fighter Recovered from Seriously Injured and after that performed any action other than Stand Up(Basic), Move(Simple) or Crawl(Double). *[once per battle]*

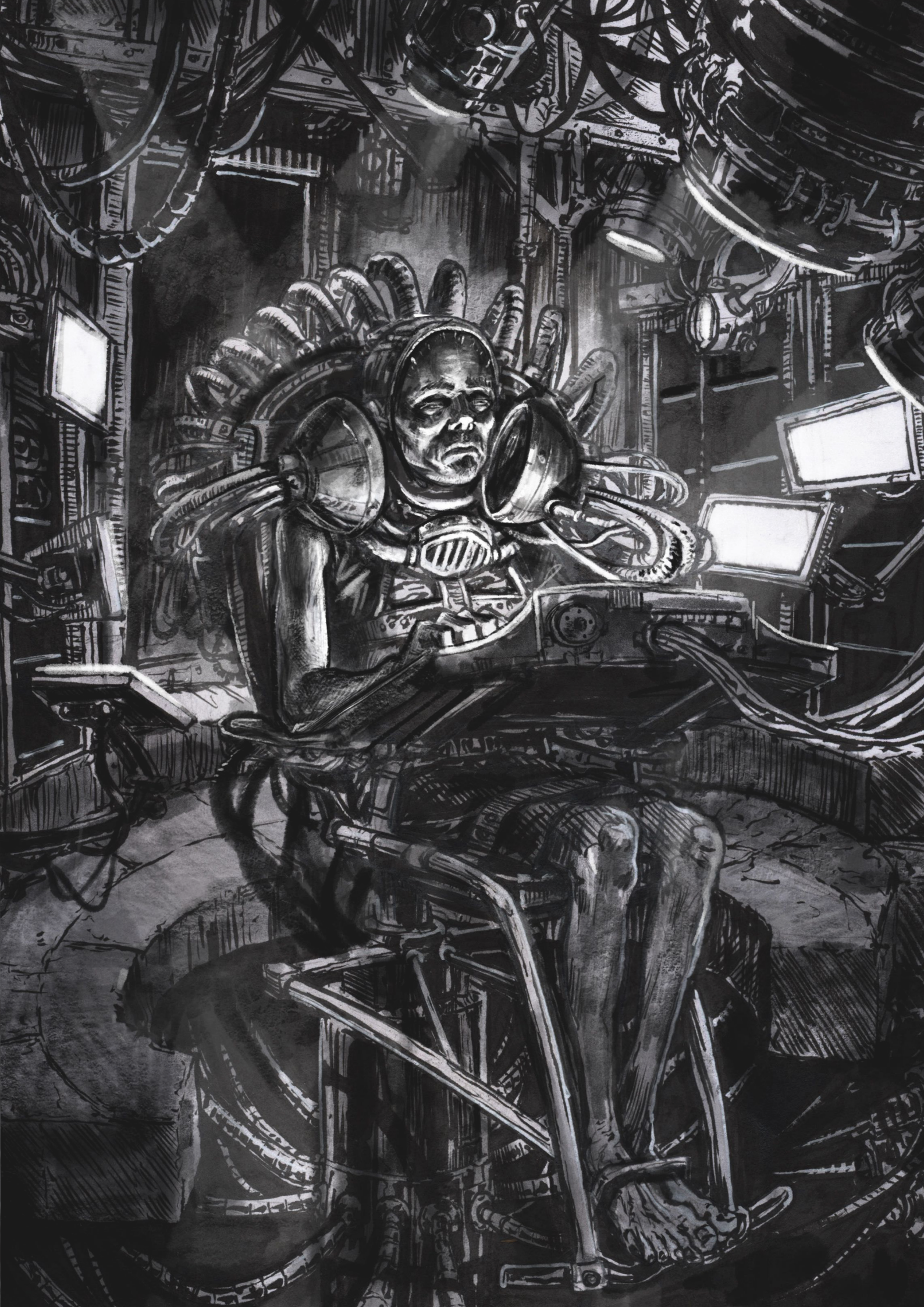
+1 XP

Fighter successfully casted a Wyrd power. *[once per battle]*

+1 XP

Any other way found in rules (i.e. Ancient Terminal). *[varies]*

Varies



GUILDERS TRADING POST

MAIN PRINCIPLE

Guilders Trading Post is an alternative to normal Trading Post / Black Market mechanic, which turns this simple Post-battle Action into a mini-game, making it more unpredictable and immersive, while at the same time making rare and powerful equipment less common. When using this mechanic, players cannot access the Trading Post or the Black Market in any other way. They also cannot recruit non-gang specific Brutes and Exotic Pets (Except for Ambot, Jotun H-Grade Servitors and Gang-specific ones). Hanger-ons, Fighters from the Player's Gang List can be recruited as normal in every Post-battle sequence.

RULES

Guilder Trading Post is a mini-scenario called Trade Scenario (see the next page), happening directly after players finished their main game, when players can buy and sell items. Depending on time available, it could happen after every game, but I would advise making it only once per 1 or 2 campaign weeks and in Downtime. It will also require a number of market stalls and Hive Dwellers representing various Traders, as Guilder Trading Post must be created (it should not take more than two 24"x24" tiles to set up).

SETTING UP STALLS

The Arbitrator should create a Guilder Trading Post with 3 + Number of players participating Stalls, randomly generated from the table (see page 24). Before rolling, each player can decide, that instead of one roll, they will use Special Contacts, which are unlocked by having specific aliance or hanger-on. This allows them to choose one stall allowed by their contacts. Each Stall have one Trader with Hive Dweller Profile. Then, if Players wish, the Arbitrator can add Drinking Hole Stall, with **Orders**, which are described on page 25.

EVENT TABLE

D6 **Event** (players add +1 for Each Roll already made)

- | | |
|-----|---|
| 1 | Luck: Enforcers and Guilders Security did not notice anything. Nothing happens. |
| 2-3 | Suspicious: Traders watch a Player's Gang carefully. Price of every item bought by this Player's fighters is increased by 50%. |
| 4-5 | Pacification: Enforcers intervene to kill troublemakers. Arbitrator should place 3 Palanite Enforcers Patrolmen equipped with Enforcer Boltguns. From now on, they are treated as a separate gang controlled by the Arbitrator and must try to kill all Fighters from this Player's Gang. Their actions can also cause rolling on this Table, which are treated as caused by the Player who rolled this Event. |
| 6 | Lockdown: Traders closed their stalls and run. Scenario ends immediately. |

SPECIAL ACTIONS

TRADE (BASIC)

When within 3" from a Trader, a fighter can try to buy goods from him. Fighter should make Leadership test. If failed, nothing happened. If passed, the fighter can buy any number of items from the corresponding Stall which are automatically added to Gang Stash. Leader can re-roll this test twice per scenario, while champion can re-roll it once. Outlaw fighters must pass Cool check if they want to access non-Illegal items, while Law-Abiding fighters must pass Intelligence check to access Illegal items. Each gang can perform only one Trade action per Stall per turn. This Action can also be used to collect **Order** from Drinking Hole Stall.

SELL (BASIC)

When within 3" from a Trader, a fighter can try to sell goods to him. Fighter should make Leadership test. If failed, nothing happened. If passed, the fighter can sell any number of items from Gang Stash. When goods which this fighter is selling are from the corresponding Stall, it will add 2 to its Leadership Check. Otherwise, it will subtract 2.

INTIMIDATE (BASIC)

Instead of Trade or Sell Actions, a fighter can perform this one. The Fighter should make a Strength check. If passed, the fighter can buy or sell any number of items from the corresponding Stall, which are automatically added or taken from the Gang Stash. If failed, Trader will laugh at him and will not sell or buy anything from this fighter's gang in this scenario.

STEAL (BASIC)

Fighter can make an Initiative test. If passed, player can choose 6 items from the corresponding Stall (up to Rarity 11) and randomly generates, which one they have stolen. If failed, this Trader will not sell or buy anything from this fighter's gang in this scenario. They should also roll at the end of turn on the Event Table (see below). Any fighter who steals from a Trader is banned from participating in this kind of scenario until the end of the Campaign. Moreover, its gang will lose 5 Reputation and become Outlaw.

TRADE SCENARIO

Guilders set up trading post. Gangs send their men to buy extravagant goods and rare weapons.

BATTLEFIELD

Players create the battlefield as described on the previous page. The Arbitrator can change the number of stalls to better fit the campaign environment.

ATTACKER AND DEFENDER

In this scenario, there is no attacker or defender. The Gang with higher Reputation has first Priority. If both Players have equal Reputation, they should roll-off and the winner has first Priority.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Both Players use the Custom Selection (3) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

PEACEFUL TRADE

Criminals and troublemakers are not welcome on Trading Post. If fighter attack in any way other fighter or any of the Traders. They should roll at the end of turn on the Event Table (see previous page). If fighter puts a Trader Out of Action and survive the battle, player can choose 6 items from the corresponding Stall and randomly generates 2 adding them to Gang Stash. Any fighter who attacks Trader is banned from participating in this kind of scenario until the end of the Campaign. Moreover, its gang will lose 5 Reputation and become Outlaw.

TACTICS CARDS / HOUSE PATRONAGE

Players cannot use Tactic Cards, nor they can use House Patronage in this Scenario

ENDING THE BATTLE

The battle ends after Round 5.

FLEEING THE BATTLEFIELD

Both gangs automatically pass any Nerve or Bottle checks they are required to make. At the end of any turn, if a fighter is 3" from any battlefield edge, it can be removed from the play.

VICTORY

The player who made the most Trade Action is the winner.

REWARDS

EXPERIENCE

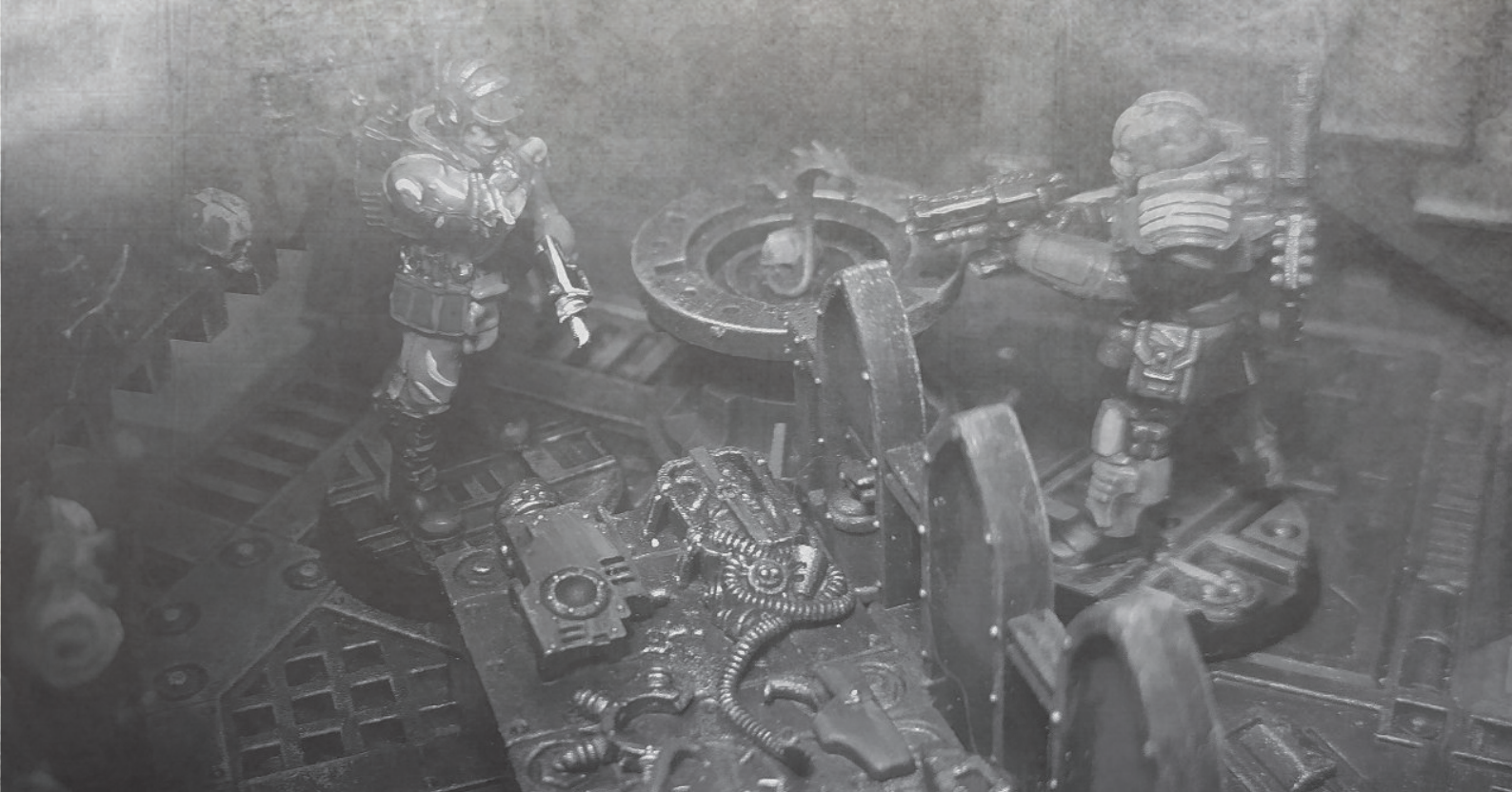
Each fighter that took part in the scenario earns 1 Experience point.

Each fighter who successfully performed at least one **Special Action** earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

Gang which successfully performed at least one **Special Action** gains 1 Reputation.



STALL TABLE

D66	Name	Goods	Special Contacts	
			Hanger-on	Alliance
11-13	Synth-still	Medi-kits, Chems and Drinks/Potions.	Chem-dealer	Narco Lords
14-16	Rogue Doc Shack	Medical Escort for D6x10 Credits, Bionics	Rogue Doc	-
21-26	Flea Trader	Wargear other than Grenades and Ammo with Rarity of 11 or less.	Dome Runner	Guild of Coin
31-32	Guilder Agent	Wargear other than Grenades and Ammo with Rarity of 12 or more.	Underhive Trader	Imperial Impostors
33-36	Small Arms Dealer	Weapons and Grenades with Rarity of 11 or less.	Ammo-jack	Iron Guild
41-42	Bullet Merchant	Ammo and Grenades.	Bullet Merchant	Rogue Factoria
43	Psi-shop	Ghast, Psi-Amplifiers.	Whisper Merchant	House Ty / Psi-Sindica
44-46	Black Market Proxy	Equipment with Illegality of 11 or less.	Scabber	-
51	Black Market Emissary	Equipment with Illegality of 12 or more.	-	Cold Traders
52	Military Contractor	Weapons with Rarity Grenades of 12 or more.	-	House Greim
52-53	Tech Merchant	Plasma or Grav Weapons, Ammo and Grenades.	Tech Merchant	-
54-56	Promethium Emissary	Weapons, Ammo and Grenades with Blaze or Melta traits.	-	Promethium Guild
61-63	Live-cargo Hunter	Weapons, Ammo and Grenades with Shock, Web or Concussive traits.	-	Slave Guild
64-66	Beastmaster	Exotic Pets and Brutes.	Brute Handler	Cold Traders

DRINKING HOLE STALL

Drinking Hole is a special Stall with a Trader, who instead of items can give Special Order to a Gang. D3 + Number of Players Special Orders are generated before each Trade Scenario. To take Special Order, a fighter must perform

Trade (Basic) action in the Drinking Each Stall. Order taken become unavailable for other participating gangs. Each gang can only take one order per Scenario.

D23	Order	Reward
11	Wanted Scum: <i>Gang must kill worthless scum who offend wrong person.</i> During the next scenario, the Arbitrator should place Hive Scum armed with Autogun, Mesh Armour and Smoke Grenades on the battlefield. Gang, who took this Order must put this Scum Out of Action before the scenario ends. Hive Scum must be controlled either by the Arbitrator or an enemy player.	+1 Reputation +2D3x5 Credits
12	Critters extermination: <i>Critters have infested tunnels and they need to be cleansed.</i> During the next scenario, the Arbitrator should place 3 Carrion Hunters models(see page 176 of the <i>Necromunda Rulebook</i>) on the battlefield. Gang, who took this Order must put as many Carrion Hunters as it can before the scenario ends. These critters must be controlled either by the Arbitrator or an enemy player.	+2 Reputation +D3x10 Credits per Critter
13	Beast Hunt: <i>Underhive Monster is terrorizing nearby territory and must be slayed.</i> During the next scenario, the Arbitrator should place Peril Secundus Xenos Abomination model (see page 100 of the <i>Necromunda Book of Ruin</i>) on the battlefield. Gang, who took this Order must put this Abomination Out of Action before the scenario ends. Abomination must be controlled either by the Arbitrator or an enemy player.	+3 Reputation +6D3x5 Credits
21	Special Loot: <i>Loot need to be reclaimed from certain territory.</i> During the next scenario, the Arbitrator should place 2 Special Loot Caskets outside of deployment zone of the Gang, who took this order. To complete this order, the gang must open Special Loot Caskets before the scenario ends.	+1 Reputation +D3x5 Credits per Casket
22	Data theft: <i>Valuable Data must be downloaded from terminals.</i> During the next scenario, the Arbitrator should place 3 Terminals outside of deployment zone of the Gang, who took this order. To complete this order, gang must download Data Banks from each terminal by performing Access Terminal(Base) Action which requires Fighter to pass an Intelligence check, before the scenario ends.	+2 Reputation +D3x10 Credits per Data Bank
23	Archeo-hunters: <i>Archeotech must be found on nearby territory.</i> During the next scenario, the Arbitrator should nominate secretly one tile (or terrain structure in case of Sector Mechanicus), on which Archeotech Device will be hidden. Fighters from Gang which took this order can perform Search (Basic) Action to locate the Device by passing an Intelligence check with -1 Penalty. If they perform it on the correct tile, Archeotech Device is placed within 1" from Fighter who found it and can be dragged in the same way as a Loot Casket. To complete this order, Archeotech Device must be dragged back to the Gang's deployment zone. Enemy Gang can try to steal it, by dragging the Device to their Deployment Zone, before the scenario ends. If they do, they are the ones who will receive rewards for completing this Order instead. Either Gang can cheat their employer by keeping the Device to themselves at the cost of -D3 Reputation. If they do, add Archeotech Device to the Gang's Stash.	+3 Reputation +3D3x10 Credits

