



Ninety Fivers Campaign Variant

Each battle in the campaign is fought for the potential control of a Territory, with the winner trying to gain a new Territory, or hold onto one that they already have. Territories are features of the underhive and the ash wastes that are worth something to the gangs, be that a set of old ruins that provide building materials or a safe haven, or a tech bazaar selling all manner of STC technology. Possession of a Territory grants a gang that holds it a benefit – called a Boon – as long as they have gangers to work it, collect protection creds, or ensure access. Gangs claim Territories by winning battles.

THE ARBITRATOR

The Ninety Fivers Campaign does not require an Arbitrator, but allows for one of the players to take on the role of an Arbitrator. It is the Arbitrator's job to keep track of victories, offer guidance for the players and control any random events or elements. In the Ninety Fivers Campaign the Arbitrator's responsibilities include:

- Organising the players and making a list of all of the gangs involved in the campaign.
- Keeping the players informed as to the progression of the campaign and keeping track of the control of Territories.

THE GANGS

Each player in a Ninety Fivers Campaign needs to have a gang. This can be any gang currently available from any of the Necromunda supplements, or those published in White Dwarf magazine or on the Warhammer Community website.

CONTROLLING TERRITORIES

Each Territory is a feature of key interest in the localised area of the underhive and wastes within which the gangs are fighting. A gang gains a Territory by winning a battle and holds onto it by winning future battles fought over its possession.

PRE- AND POST-BATTLE SEQUENCE

The Ninety Fivers Campaign uses all of the standard rules for the pre- and post-battle sequences presented in the 2023 *Necromunda Core Rule Book*, including the gaining and spending of XP, with a very few exceptions detailed here.

SETTING UP THE CAMPAIGN

Setting up a Ninety Fivers Campaign is a task that often falls to the Arbitrator. To set up the campaign, the Arbitrator must make sure that all the players have founded their gang and been given their starting Territories. This is best done in a single evening or session, where everyone playing in the campaign meets and goes through all the steps of setting up the campaign together, and generally gets excited about the fun ahead.

DETERMINE TERRITORIES

Every gang begins the campaign with five territories generated from the Dominion Campaign Territory Table (see following). Some scenarios and rules allow gangs to gain extra territory or lose it to their rivals. The more and better a Territory a gang has, the richer it can become.

MAKING A DECK OF TERRITORIES

You can build a deck of Territories by using half a deck of playing cards to determine the Territories for a campaign. Remove all Hearts, Clubs and Jokers, leaving just Spades and Diamonds. Each card in these remaining suits corresponds to a Territory, as per the table shown below:

Card	Territory
Ace of Diamonds	Settlement
2 of Diamonds	Old Ruins
3 of Diamonds	Rogue Doc Shop
4 of Diamonds	Promethium Cache
5 of Diamonds	Wastes
6 of Diamonds	Sludge Sea
7 of Diamonds	Workshop
8 of Diamonds	Collapsed Dome
9 of Diamonds	Refuse Drift
10 of Diamonds	Corpse Farm
Jack of Diamonds	Bone Shrine
Queen of Diamonds	Drinking Hole
King of Diamonds	Gambling Den
Ace of Spades	Needle Ways
2 of Spades	Synth Still
3 of Spades	Stinger Mould Sprawl
4 of Spades	Narco Den
5 of Spades	Slag Furnace
6 of Spades	Fighting Pit
7 of Spades	Smelting Works
8 of Spades	Mine Workings
9 of Spades	Tunnels
10 of Spades	Toll Crossing
Jack of Spades	Generatorium
Queen of Spades	Archeotech Device
King of Spades	Tech Bazaar

TERRITORY BOONS

Each worked Territory grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang

member, an increase in Reputation, a piece of rare or unique equipment or a special rule. A gang receives the benefits of a Territory's Boon so long as a Ganger works that Territory. If a Territory is not worked by a Ganger, or if the Territory is lost to another gang, the Boon is lost.

INCOME

At the end of every scenario, as Step 4 of the Post-Battle Sequence, a gang can collect Income from its territories as described below. This is done as soon as the game is over, during the Post Game sequence.

Each Ganger who survives the game and is not in Recovery or Convalescence can generate Income (or gain the other benefits of a territory's Boon) from any one of the gang's territories. This represents their efforts in scavenging the wastes, trading, working, collecting protection money, dealing with favoured contacts, and being a visible gang presence.

Gangers who are in Convalescence or Recovery cannot work territories. They are recuperating instead.

Leaders, Champions, and Juves never work territories to collect Income – only Gangers do so. Leaders spend their time organizing the gang's affairs and sussing out local news. Champions spend their time maintaining their own specialized weapons, training, and repairing the gang's other weapons, or trading for or making new ammunition. Juves have yet to make a name for themselves, and are used as dogsbodies and make no difference to a gang's Income.

Additionally, a gang may receive credits from the Scenario Rewards itself (See Step 3 of the Post-Battle Sequence in the 2023 Necromunda Core Rule Book). These credits are added to the gang's Income, not its Profits, unlike Loot Crates opened during a scenario, which credits are added directly to a gang's Stash, and not its Income..

COLLECTING INCOME

Each Ganger can work a single territory to generate Income from that territory. The player chooses which territories they want to collect Boons from (Income and otherwise), and assigns a different Ganger to work each one. Each worked territory then activates its Boon. Add up all the Income generated by all the worked territories together, after making the appropriate dice rolls.

GIANT KILLER BONUS

When a gang fights and wins against a gang with a higher gang rating, it receives extra Income. The gang's contacts are impressed by its success and local traders are keen to expand their dealings with the new Giant Killers.

The chart below shows the extra Income a gang earns after beating an enemy with a higher Crew rating. This is added to the Income earned from working territories, before working out the Profits added to the gang's Stash:

Difference In Gang Rating	Income Bonus For Winning
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

PROFITS

The more members in a gang, the more it costs to maintain, to buy ammo, and grub, booze, entertainment, and so forth. The number indicated in the chart below is the net Profit in credits earned after deducting basic maintenance costs. That Profit is added to the gang's stash, to be used in visits to the Trading Post. Compare the number of members of the Gang, including Brutes but not including Exotic Pets, Mounts, Hired Guns or Hangers-On (Pets and Mounts are fed out of their owners' share, while Hangers-On and Hired Guns are using the gang to supplement their income already), to the amount of Income the gang has generated, on the following chart:

INCOME	NUMBER OF MODELS IN GANG						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70

EXAMPLE:

Our example gang consists of a Leader, two Champions, four Gangers, and three Jues. The gang fights a scenario and two of the Gangers go out of action. They both survive to fight another day, but are in Recovery. After the game is over, the player works out their Income. There were no Credits Rewards from the Scenario itself, so they move on to consider their territories. They have only two remaining Gangers at this time to work the gang's territories. These are naturally sent to work the two best territories held by the gang. One gives a Boon of 10 credits, the other gives a Boon of D6x10 credits. A roll of 4 gives a total of (10+40=50) credits. There are 10 surviving fighters to support, so the gang is left with a total of 15 credits profit to add to their stash and spend.

REPUTATION

The gang's Reputation is increased by the listed value on a Territory as a direct result of ownership of that Territory, whether the Territory is worked by a Ganger or not. If the gang loses control of the Territory, the bonus is lost.

EQUIPMENT

The gang adds the listed equipment type to its Stash as soon as the Territory is worked by a Ganger. It is gained in the Income Post-battle Actions step of the post-battle sequence, immediately after the battle in which the Territory was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence. The equipment can never be sold or traded and if the Territory is ever lost or not worked, then so is the equipment as it

can no longer be maintained without the expertise present within the Territory.

SPECIAL

The Boon grants a unique benefit to the gang that works the Territory. The benefit follows the rules listed in the relevant entry for the Territory. If the Territory is ever not worked after a scenario, or if the Territory is ever lost, then so is the benefit.

LOSING AND GAINING TERRITORIES

When fighting a Scenario, if the winning gang takes at least three enemy fighters out of action (including Brutes, Hangers-On, Hired Guns, but not including Exotic Pets), *and* inflicts at least three times as many casualties as it suffers itself, then it can take over one randomly selected territory from the opposing gang.

A gang can hold up to ten territories, and no more. If a gang with ten territories captures a territory from another gang, instead the two gangs exchange randomly chosen territories. Alternatively, the winning gang can choose not to claim the territory, keeping instead the ten territories that they already have.

A gang always has at least one territory. If a gang loses their last territory, they randomly choose a single new starting territory. This of course can duplicate a territory held by another gang, and this (or the addition to the campaign of new gangs) is the principal way in which new territories could enter a campaign.

TRADE

Buying Rare (X) or Illegal (X) items from the Trading Post can only be done if the gang's Leader and/or Champion(s), etc, make a Trade post-battle action. The gang may purchase a number of Rare (X) and Illegal (X) items up to the total of their bonus on this Rare Trade roll.

EXPANDED TERRITORIES LIST

In a campaign with many gangs and many players, a lot of territories will be duplicated. If looking for a bit more variety, the Arbitrator can instead make use of this list when drawing for territories. Duplicates can still occur, but the list is expanded by including rackets from the Law and Misrule Campaign (marked with a *) as well as the territories from the Dominion Campaign (Marked with a ^).

Like territories, rackets need to be worked by having an available Ganger work the territory post-battle. Rackets do not give advanced boons for members of specific Houses the way that territories do, but rather they grant advanced boons if you have the other rackets they are connected to, listed in each racket's description.

Card	Territory
Ace of Diamonds	Settlement ^
2 of Diamonds	Old Ruins ^
3 of Diamonds	Rogue Doc Shop ^
4 of Diamonds	Promethium Cache ^
5 of Diamonds	Wastes ^
6 of Diamonds	Sludge Sea ^
7 of Diamonds	Workshop ^
8 of Diamonds	Collapsed Dome ^
9 of Diamonds	Refuse Drift ^
10 of Diamonds	Corpse Farm ^
Jack of Diamonds	Bone Shrine ^
Queen of Diamonds	Drinking Hole ^

King of Diamonds	Gambling Den ^
Ace of Spades	Needle Ways ^
2 of Spades	Synth Still ^
3 of Spades	Stinger Mold Sprawl^
4 of Spades	Narco Den ^
5 of Spades	Slag Furnace ^
6 of Spades	Fighting Pit ^
7 of Spades	Smelting Works ^
8 of Spades	Mine Workings ^
9 of Spades	Tunnels ^
10 of Spades	Toll Crossing ^
Jack of Spades	Generatorium ^
Queen of Spades	Archeotech Device ^
King of Spades	Tech Bazaar ^
Ace of Hearts	Narco-Distribution *
Two of Hearts	Out-Hive Smuggling *
Three of Hearts	Ghast Prospecting *
Four of Hearts	Cold Trade *
Five of Hearts	Life Coin Exchange *
Six of Hearts	XenoBeast Trafficking *
Seven of Hearts	Whisper Brokers *
Eight of Hearts	Corpse Guild Bond*
Nine of Hearts	Slave Guild Bond *
Ten of Hearts	Prometheum Guild Bond *
Jack of Hearts	Guild of Coin Bond *
Queen of Hearts	Water Guild Bond *
King of Hearts	Archeotech Auctioning*

LOOT CRATES

As a reminder, any credits from Loot Crates opened during a scenario are added directly to a gang's Stash, and not to their Income. They don't get filtered through the Income Table, and so can be of especial interest to a gang that has fallen on hard times, or with few Territories that generate Income. While some scenarios include additional Loot Crates (often as scenario objectives), as standard all scenarios include two Loot Crates if there are no additional rules in this regard.