

GRAVEGELT ROAD

Campaign Rules and Reference Sheets (V1.4)

Date	8/26	9/2	9/9	9/16	9/23	9/30	DOWNTIME	10/14	10/21	10/28	11/4	11/11	11/18
Phase	Phase 1							Phase 2					
Cycle	Cycle 1		Cycle 2		Cycle 3			Cycle 4		Cycle 5		Cycle 6	
Season	Season of Flame				1-4: Season of Flame 5-6 Changing Seasons			1-4: Season of Ash 5-6 Changing Seasons		Season of Ash			

GAME CULTURE AND EXPECTATIONS

Like most wargames, Necromunda is a competitive (player versus player) game. However, we strongly encourage a storytelling approach and mindset to playing Necromunda rather than thinking of the game as being purely competitive. Necromunda is not “balanced” or “fair”- There are many instances where the odds are stacked against a player from the beginning of a scenario... but that’s where the drama and stories of the game and its characters are born. *This campaign is not a tournament, and ‘success’ is about your positive contributions to our community, not your win rate or your build optimization.*

How to Show Up

Our community has many experienced hobbyists as well as new players. Please follow these guidelines for showing up to your game to make the experience smooth and enjoyable for everyone.

- **Your miniatures must be painted.** They don’t need to be ‘Eavy Metal masterpieces but come with at least basecoats and bases complete. This is essential to supporting our hobby-forward community.
- **Come prepared to play:**
 - Have a firm grasp on the rules of the game, and your gang, and please avoid depending on an Arbitrator to teach or correct you mid-game.
 - Come with hard-copy materials, fighter cards, etc., when able – games slow down dramatically when players try to manage everything on their phone.
- **Be generous.** Defer to your opponent when rules or game state is unclear. If players cannot agree on a rules decision, roll 4+ to decide one way or the other.
- **Remember, you’re playing *with* your opponent, not *at* them.** Take some time to appreciate your opponent’s hobby contributions and chat. Please avoid seeing a game as another step to crush an anonymous rival to climb the table – it’s not a tournament and that’s not how we roll.

THE ARBITRATORS

The Arbitrators are there to provide and administer an engaging campaign setting, manage our online community forum, and help new players dive into this excellent game. Our #1 goal is to create and maintain an engaged, inclusive, and welcoming hobby community.

As such, we do have a role in enforcing sportsmanship, collegiality, and positivity among our players both at the table and online.

The following behaviors **will not be tolerated**, and players will be warned, and potentially removed from the campaign if becomes a recurring issue:

- Any discriminatory language or behavior towards another player or community member. Don’t be an asshole.
- Taking advantage of inexperienced players or creating a negative experience for folks exploring the game.
- Bullying, abusive behavior, or rude conduct at the table or online – if you have an issue, bring it to an Arbitrator.

Conversely, the following behaviors are **highly encouraged**, and will be acknowledged and commended by your Arbitrators!

- Helping new players enter the hobby at their own pace. *When requested*, painting; modeling; rules clarifications; and gameplay insights from fellow players are all appreciated.
- Running multiplayer or narrative scenarios for your fellow players.
- Sharing resources (bits, 3d-prints, books, etc.) is very helpful for new (and experienced!) players.

By joining this campaign, you are agreeing to abide by the game culture and expectations above. Now get out there and score some loot!

CAMPAIGN RULES & FORMAT

Gravegelt Road is custom-made press-your-luck style campaign where Gangs set off on a perilous journey to retrieve lost Archaeotech from the Navis Mortis, *Helmwar's Graveyard*.

The campaign is 100% Ash Wastes battles and will leverage individual gang narratives to shape battles and story arcs during the campaign.

What You'll Need

- A fully painted Ash Wastes Gang at 1500 credits
- Core Rulebook
- Book of the Outlands
- Book with your Faction List
- Book with your additional Vehicle options
- Necromunda Dice, Necromunda Vehicle Dice

What We'll Provide for the Campaign

- 6 Personal Commitment Cards
- 6 Personal Exploit Cards
- Open Hive War Objective and Deployment Cards
- A Secret Downtime Objective
- A Roll20 Space for Managing the Map, Common Market, and other materials (See QR Codes)
- Discord Channel for group comms (See QR Codes)

Additional Stuff to Contribute

- Scenery is always welcome. Fully painted, please.

Campaign Cycles

Each campaign 'Cycle' will be two calendar weeks. The first phase of the campaign will last 3 cycles, followed by one calendar week of downtime, ending with 3 cycles in phase two of the campaign. We meet as a community on Mondays but players are also welcome to meet up for games mid-week.

Creating Your Gang

Players create a gang from their Gang List using 1500 credits to spend on Fighters, Vehicles, Hangers-on, and Brutes (per Reputation).

Additionally, players will need to submit the narrative beats of their gang by completing the form in the QR Codes below.

Gang Tactics

Players construct a list of 18 Gang Tactics as detailed in the custom method detailed in Core Rulebook pg. 234. In addition, these Gang Tactics are exhausted from a player's list when used as described in the Limited Method on pg. 234. Once a player has used all tactics then their list is repopulated.

Permissible Gang Tactics

Players may create their tactics list from any of the sources listed below per their Gang faction. Any item marked with a * can be found here.

Players **may not** select any tactic that in any way adds additional fighters to their crew.

Gang	Permitted Tactics
Goliath	Core Gang Tactics, Ash Wastes Gang Tactics*, House of Chains, Cinderak Burning
Escher	Core Gang Tactics, Ash Wastes Gang Tactics*, House of Blades, Cinderak Burning
Orlock	Core Gang Tactics, Ash Wastes Gang Tactics*, House of Iron, Book of the Outlands
Van Saar	Core Gang Tactics, Ash Wastes Gang Tactics*, House of Artifice, Ruins of Jardlan
Cawdor	Core Gang Tactics, Ash Wastes Gang Tactics*, House of Faith, Vaults of Temenos
Delaque	Core Gang Tactics, Ash Wastes Gang Tactics*, House of Shadow, Apocrypha Necromunda
Enforcers + Badzone Enforcers	Core Gang Tactics, Ash Wastes Gang Tactics*, Enforcer Card Pack*
Corpse Grinder Cult	Core Gang Tactics, Ash Wastes Gang Tactics*, Corpse Grinder Card Pack*
Helot Cult	Core Gang Tactics, Ash Wastes Gang Tactics*
Genestealer Cult	Core Gang Tactics, Ash Wastes Gang Tactics*
Slave Ogryns	Core Gang Tactics, Ash Wastes Gang Tactics*, Slave Ogryn Card Pack*
Ash Waste Nomads	Core Gang Tactics, Ash Wastes Gang Tactics*, Book of the Outlands
Squat Prospectors	Core Gang Tactics, Ash Wastes Gang Tactics*, Book of the Outlands
Venators	Core Gang Tactics, Ash Wastes Gang Tactics*,
Outcasts	Core Gang Tactics, Ash Wastes Gang Tactics*, Outcast Tactics*

Alliances

Players may not make Guild, Criminal, or Noble House Alliances in this campaign.

Hired Guns

Hired guns will be managed at the discretion of the Arbitrator

Trading Post

Gangs cannot visit the trading post to gain items in this campaign. They cannot take the Seek Rare/Illegal Items post-battle action. They can, however, hire new fighters, hangers-on, and brutes when back at Pilgrim's Grave Base Camp.

Skills/Rules that Adjust Scenario Rolls

If a rule allows a player to adjust a scenario roll, they instead draw an additional card during Deployment or Objective selection and choose from the three options.

Auguries

There is a unique item in this Campaign called an Augury, which represents clues or insights into finding rare loot. Auguries are added to a player's stash and remain between games until used.

House Patronage

House Patronage (Core Rulebook 238) is in effect, but players may not use any options that permit the temporary hiring of fighters or Hangers-on of any kind.

Loot Caskets

To represent the potential rewards for scavenging in-battle, players may find clues to even greater riches when opening a loot casket. Use the following table instead of the one from the Core Rulebook when you successfully open a loot casket:

D6 Roll	Effect
1	Frag Grenade Explosion Centered on Casket
2-3	Nothing Much – D6 Credits
4-5	1 Augury
6	1 Augury + 1 Scavenge Roll in Post-Battle for this game (if player stays On the Road).

Captured Fighters

Fighters may be captured and rescued as normal in this Campaign. When rescuing, replace steps 3-5 in the following section by using the **Rescue Mission scenario** from Core Rulebook 216.

Personal Objectives

Personal Objectives represent the demands of your patrons (Commitments) or the vulnerabilities of your opponents (Exploits) which may be achieved to win the battle. In most cases, your Personal Objectives are kept secret from your opponent until achieved. A player will have one Commitment and one Exploit as options to achieve in battle, but **only the first personal objective achieved counts for victory and rewards**.

If a Personal Objective sets a negative condition on the player at the start of the battle, they may choose to apply that penalty or not. If they choose not to, they may not achieve this Personal Objective.

Hangers-on

Hangers-on are a valuable commodity on the Road, as they can provide much-needed bonuses while gangs traverse the hazards of the Ash Wastes. However, there are few places to hide in the wastes, making it all the more perilous for those unaccustomed to battle.

For the purposes of choosing crews, Hangers-on always count as though they are fighting on home turf (i.e. they always have a chance of being included in your starting crew).

Advancements

Fighters that gain advancements in the course of the campaign increase their cost per the standard rules of the game, but in a slimmed-down manner. Ignore the “Cost Increases” columns on Core Rulebook pg. 149 and instead use the following system:

- Gang Fighters and Exotic Pets increase their cost by +5 credits per advancement
- Gang Hierarchy and Brutes increase their cost by +10 credits per advancement

Leading and Trailing Gangs

When considering gangs in the pre-battle sequence, the gang that is further down the road is known as the “Leading Gang” while the gang further back on the road is known as the “Trailing Gang”

PRE-BATTLE SEQUENCE

1. **Challenge Opponent**
2. **Move down the Road:** Both Players Move their Gangs forward 1 road section on the map. Then, check to see if the Trailing Gang earns a travel bonus based on the Leading Gang's position, and advance again on the road accordingly.
3. **Determine Attacker & Defender:** The Leading Gang is automatically the Defender while their opponent is the Attacker. Roll off if both players are on the same road section.
4. **Attacker Selects Universal Objective:** The Attacker draws two Objective Cards from the Open Hive War card deck and chooses one to be the Universal Objective
5. **Defender Selects Deployment:** The Defender draws two Deployment Cards from the Open Hive War card deck and chooses one to be the deployment zones for the battle.
6. **Road & Weather Conditions:** Players make note of the Road and Weather conditions for the battle. Road conditions are determined by the road section the Defender is on, and Weather is determined by the Arbitrator every cycle. If both players agree, they may also roll randomly on the relevant Road and Weather conditions tables (Core Rulebook 197).
7. **Place Scenery:** Players take turns sequentially placing scenery items on the board (1 large piece or road section, or three items of scatter scenery). The board should be between 25% and 33% filled with scenery by the end, and players should aim to set up scenery in a way that supports the scenario. The road should span from one end of the battlefield to the opposite end but turns and junctions are totally appropriate.
8. **Determine Deployment Zones:** if the deployment card has identical zones for both players, players roll, and the winner selects their deployment zone.
9. **Players Draw Personal Objectives:** Each player draws one random card from their own Commitment deck, and one random card from their opponent's Exploit deck. These are their Personal Objectives for the battle.
10. **Choose Crews:** Players may choose their crew from among any fighters that have not returned to Base Camp. In any scenario with reinforcements, players select half their crew (rounded down) to be in reserve.
11. **Players Select Tactics**
12. **Deploy Gangs:** Attacker Deploys their entire crew in their deployment zone. Defender then Deploys their entire crew in their deployment zone.
13. **Place Objectives and Loot:** Place any objective markers (if required by the Universal Objective), and players take turns placing a total of D3+1 loot caskets 12" away from any model and outside of any deployment zone (if not possible, at least 12" away from any model).
14. **Roll for Priority & Begin Battle**

SCENARIO RULES

Crews

All crew sizes are Custom (12)

Gang Tactics

Both players choose two gang tactics. For every 100 credits in crew rating a gang is outmatched, they may randomly determine an additional tactic. If a gang is outmatched by 400 credits or more, they may use the House Patronage table (Core Rulebook 238).

Deployment

If a deployment shows more than one deployment zone for a player then they must place at least one fighter in each of the zones indicated.

Reinforcements

A reinforcements deployment uses the rules for reinforcements as detailed in the Necromunda Core Rulebook (p. 191). Reinforcements consist of at least half of the player's crew, chosen by the player. D3 reinforcements will arrive at the end of the end phase of the second round, and in each end phase thereafter.

Sneak Attacks

A sneak attack deployment uses the rules for sneak attacks, as detailed in the Necromunda Core Rulebook (pg. 192). Sneak attack deployment also uses the rules for reinforcements.

Controlling Objectives

A player controls an objective if, at the beginning of the end phase, there are more fighters from their gang within 2" of the objective than there are enemy fighters. Seriously injured fighters are ignored for the purpose of controlling objectives. Objectives cannot be scored in the first round, or until the round after the alarm is raised if the scenario uses the sneak attack rules.

Winning the Battle

During the battle, players may achieve the Universal Objective and **up to one** of their Personal Objectives. Battles are won by the player who achieves the most Scenario and Personal Objectives (essentially each player can score up to two total objectives). If players score the same number of objectives (e.g. one player scores the Scenario Objective, and their opponent scores their Personal Objective), then the battle is a draw.

In the case of a **Rescue Mission**, the "Victory" paragraph in Core Rulebook pg. 216 counts as the Universal Objective for the battle. Players may still achieve Personal Objectives, and the game is formally 'won' using the same system above.

Objective Rewards

Ignore the Rewards text on the Objective card and replace with the following.

- Players nominate their favorite opposing fighter in the match. That fighter gains 1xp.
- Both players earn D3x10 credits for participating in the battle
- Any fighter that participated earns 1xp plus any modifier for road section.
- The player that scored the Universal Objective earns +D3 Reputation
- +1 Rep if it was your first time playing an opponent.

Earning Additional Credits

Players may earn additional credits from skills, wrecking vehicles, taking Unsanctioned Psykers Out of Action, etc.

Post-Battle Sequence

After the battle has concluded, each player may make scavenge roles, and then must decide if they will stay on the road or head back to Base Camp. Their decision affects how their post-battle sequence plays out.

Scavenging

Gangs that complete a battle get to reap the rewards of scavenged loot. Players make a number of rolls to scavenge, with any modifiers applied based on the road section they are currently on (note, you always use the road section your gang is on, even if you 'battled' with conditions for a section further down the road).

- 1 for participating in the battle
- 1 for winning the battle
- Bonuses from road section for winning
- Bonuses from loot caskets opened in battle

For each Scavenge roll, Roll D66 on the Scavenge Table below. Players gain a single item from that item category up to the rarity/illegality value designated on the road section + Auguries used (see below).

Using Auguries

Before making any scavenge rolls, players may use any number of Auguries to increase the rarity/illegality of all their scavenged loot by 1 per Augury used. Players remove any used Auguries from their stash.

Scavenge Modifiers

When rolling D66 for the item category, players may 'shift' the category one space horizontally or vertically for each "Scavenge Modifier" designated on the road section. Players may not 'wrap' their move to the opposite side of the table.

Stay on Road or Return to Base Camp

After clearing the battlefield and scavenge for rare goods, gangs have a serious choice to consider – whether they stay on the road and brave the dangers ahead or head back to base camp and regroup.

1. Stay on the Road

Gangs that stay on the road will continue to make their way towards the Navis Mortis despite the oncoming danger and any losses they have suffered.

Injured Fighters

Any fighters that suffered a lasting injury result that puts them in Recovery are automatically sent back to base camp and are unavailable for use on the road until the gang returns to base camp. Recovery is automatically cleared at Basecamp.

If a fighter suffers a 61-65 Critical Injury result, the player may decide to conduct a Medical Escort Post-Battle action with an appropriate fighter. Both the escorting fighter and the injured fighter are automatically returned to Base Camp. Players who conduct a medical escort action are permitted to sell any items in their stash before or after rolling for the Doc's fee.

Rogue Docs

Rogue docs may conduct a Medical Escort post-battle action, but must return to base like other fighters.

Sloppers & Rules that Clear Recovery

A gang with a Sloppler or other mechanic that removes recovery may roll in the post-battle sequence to see if a fighter clears recovery, rather than in the next pre-battle sequence.

2. Return to Base Camp

Gangs will eventually need to head back to resupply before the dangers of the road overwhelm them. Players move their gang back to Base Camp on the map. Players may also receive a Penalty or Bonus to their Reputation based on the road section they return from.

Resupply

When a gang returns to Base Camp, they have three options for how to proceed:

- **Sell Loot and Resupply:** The player opts to sell their loot and use the proceeds to strengthen their gang. Players may sell any items from their Stash. Players may also freely spend credits from their Stash to purchase fighters, hangers-on, brutes, or equipment from their House Equipment lists or the **Common Market** (see below). Players may conduct Medical Escort, Negotiate Repairs, Sell to Guilders, Claim Bounties, or Dispose of Captives post-battle actions.
- **Seek Aid from your Patron:** The gang receives 200cr to spend immediately on fighters and their equipment, or to fund Medical Escort or Negotiate repairs post-battle actions, but they lose all items and credits in their stash (excluding Auguries). This cannot be used to hire brutes or Hangers-on, or used to

purchase from the Common Market, and unspent credits are lost. Players may conduct Medical Escort, Negotiate Repairs, Sell to Guilders, Claim Bounties, or Dispose of Captives post-battle actions.

- **Fresh Expedition:** Alternatively, the gang can have a fresh restart. All items and credits in the gang's stash are lost (excluding Auguries) but the player gains 1500cr to use to rebuild the gang from scratch. All gang fighters, hangers-on, brutes, etc. are removed from the Gang Roster. The player may then re-hire any fighters from their gang, or new fighters, using the allocated 1500cr. Reputation is unaffected, and fighters retain any advancements and XP if rehired.

Common Market

The Arbitrator will maintain a common market of goods that have been sold during the course of the campaign. Players at basecamp may purchase items as the cost displayed. Purchased items are removed from the market.

Battling for Road Section 8

Road Section 8 is the end of the line, the heart of the Navis Mortis. Any players who finish a battle on Road Section 8 must Return to Base Camp in the Post-Battle.

QR CODES

Campaign Packet Permalink (PDF)



Narrative Generator Form



Tactics Card Spreadsheets



Seattle Necromunda Discord Link



Roll 20 Campaign Pages



SCAVENGE MATRIX

D66 Roll	10	20	30	40	50	60
1	Field Armor (PG. 275)	Armor (PG. 272)	Vehicle Upgrade (OUTLANDS 65)	Close Combat Weapons (PG. 270)	Special Weapon (PG. 266)	Grenades (PG. 269)
2	Bionics (PG. 276)	Armor (PG. 272)	Vehicle Upgrade (OUTLANDS 65)	Close Combat Weapons (PG. 270)	Special Weapon (PG. 266)	Grenades (PG. 269)
3	Bionics (PG. 276)	Armor (PG. 272)	Gang Equipment (PG. 278)	Basic Weapon (PG. 263)	Weapon Accessories (PG. 298)	Chems - D3 Doses (PG. 294)
4	Bionics (PG. 276)	Personal Equipment (PG. 280)	Gang Equipment (PG. 278)	Basic Weapon (PG. 263)	Weapon Accessories (PG. 298)	Chems - D3 Doses (PG. 294)
5	Servo Skull (PG. 302)	Personal Equipment (PG. 280)	Vehicle Wargear (OUTLANDS 69)	Pistol (PG. 264)	Heavy Weapon (PG. 268)	Exotic Beast (PG. 306)
6	Status Item (PG. 300)	Personal Equipment (PG. 280)	Vehicle Wargear (OUTLANDS 69)	Pistol (PG. 264)	Heavy Weapon (PG. 268)	Exotic Beast (PG. 306)

ROAD LADDER/MAP DRAFT (FINAL VERSION IN ROLL20)

Region	Near Wastes		Deep Wastes			Wild Wastes		
Road Section	1	2	3	4	5	6	7	8
Scavenge Modifiers	None	+1	+1	+2	+2, +1 Roll for Winner	+3, +1 Roll for Winner	+3, +2 Rolls for Winner	+4, +3 Rolls for Winner
Scavenge Rarity/Illegality	7	8	9	10	11	12	13	14
Available Loot	Rare Items		+ Illegal Items			+ Spire Black Market & Whispering Weapons		
XP Bonus	0		+2			+4		
Travel Bonus for Trailing Gang	None		+1 from Near Wastes			+2 from Near Wastes, +1 from Deep Wastes		
Rep Mod for Returning to Camp	-2		0			+2		+5

CHANGE LOG

- V1.4 – 2024/09/10
 - Changed the D3 rep from winner to player who achieved the universal objective
 - Players may now scavenge in post-battle even if they return to camp.
 - Added terminology for “Leading” and “Trailing” gangs for ease of reading
 - Added addendum for Sloppers when staying on the road.
 - Clarified language for moving down the road in pre-battle sequence and eliminated arbitrator determination for gaining travel bonus.
- V1.3 – 2024/08/27
 - Clarified that gangs that fresh restart keep Advancements and XP
 - Fighters that go into recovery are automatically cleared of recovery at Basecamp
 - Re-ordered “Choose Crew”, “Select Tactics”, and “Deployment” steps in the Pre-Battle sequence.
 - Added +1 Rep for playing a new opponent.
 - Added modified credit increase system for Advancements
- V1.2 – 2024/08/20
 - Added additional structure/changes to the “Return to Base” post battle sequence option. Players who take the 200cr stipend now lose their stash.
 - Added reference to the common market.
- V1.1 – 2024/08/13
 - Included clarification/nerf for Rogue Doc
 - Included pre-game step for choosing crews and determining crew rating
 - Added Open Hive War rules
 - Added scenario adjustment rule
 - Reorganized QR Codes and improved headings
 - Removed background image
- V1.0 – 2024/08/01
 - Packet Formally Published after playtesting