

Outlaw Territories

v1.0 by Anthony Case, based on material by Andy Chambers

This article provides modifications to the original Outlaw Territories table. Since the original table only sported 11 territories, as opposed to the regular Territories table having 18, the primary aim for this article was to simply introduce fresh new territories to generate greater variety for outlaw players. Additionally, where possible, non-income related rules were created to add depth to the campaign.

Outlaw Territories

D66	Territory	Income
11-14	Scrofulous Wastes	0
Unfortunately your gang finds nothing but a putrefying refuse dome to hole up in. Any gang fighters sent to forage will only find D3 credits worth of stuff instead of the usual D6 credits.		
15-16	Condemned Dome	0
An entry point leads to a ruinous and dangerously unstable dome. A gang fighter can work the territory in search of abandoned equipment receiving 2D6 credits worth of stuff. However, on a double the entire dome collapses! The fighter working the territory is crushed beneath the falling debris collecting no income for your gang. Cross the dead fighter and all his equipment off your roster. In addition, the territory can no longer be worked and the gang must move on to another area. Cross the territory off your roster and generate another which may be worked in the following post game sequence as usual.		
21-24	Wastes	0
Your gang sets up camp in a disused dome. Although there isn't much profit to be made from the surrounding piles of ruined debris, it remains a relatively safe area to set base.		
25-26	Fungus Grotto	0
Your gang finds an area of debris mottled with varying species of unknown fungi. If any gang fighters are suffering from the effects of starvation then can decide to take the risk of eating the nearby fungi. Roll a D6 for each fighter. On a roll of 1 the fighter eats a deadly strain of fungus and subsequently dies. Cross the dead fighter, but not any equipment, off your roster. On a roll of 2-3 the fighter is poisoned by the fungus. The fighter will still suffer from the effects of starvation and must miss the next fight to recover. On a roll of 4+ the fighter eats a nourishing and safe strain of fungus and will no longer suffer from the effects of starvation.		
31	Drug Den	0
Setting up camp in an unprofitable area of the deadzones, you invite an open door policy for all the miscreants of the Underhive and their illegal activities. Your gang can buy doses of Kalma, 'Slaught and Spur just as if it was a common item. Note this access is separate from the usual drug fixers found at the outlaw trading posts. If you lose the Drug Den territory then the gang will no longer have access to these drugs freely, unless you have already rolled up fixers on the Outlaw Rare Trade chart.		
32	House Contact	0
You make contact with a House member inside one of the larger Underhive settlements who in exchange for access to illegal narcotics is willing to offer goods from the local guilders and merchants. A gang fighter can be sent to meet up with the contact, in which case he will be offered D3 rare items randomly generated from the Rare Trade Chart. Any of these items may be bought following all the usual rules for purchasing rare items, including adding on the random rarity value		
33-34	Acid Pit	0
An old pit lies nearby bubbling with highly poisonous and corrosive chemicals. A gang fighter can collect and sell the chemicals for 2D6 credits, however, if you roll a double or any of the dice roll a 1 then the fighter has fallen into the pit! He collects no income and must take a Toughness test. If the test is passed then he manages to haul himself back up, albeit now horrifically scarred from the sulphurous substances, the fighter now causes <i>fear</i> . If the test is failed then the unfortunate fighter was unable to crawl out and a charred skeleton is now all that remains of him. Cross the fighter from your gang roster and move any of his equipment to the gang's stash.		

35-36

Labyrinth

0

Your gang camps outside the entrance to a maze of twisting crawl holes that stretch for miles. Hive quake tremours can collapse entire domes in on itself creating these large networks of caves and although relatively safe to explore it's easy to take a wrong turn or for the tunnels to shift due to subsidence. If a gang fighter is sent to explore the labyrinth, roll a D6:

1: The fighter becomes lost and disorientated in the darkness. Roll again on this table during the next post game sequence to determine if the fighter finds his way back to base with a haul. The fighter may not participate in the next game and the territory cannot be worked again until the fighter makes it back out from the labyrinth.

2-3: The fighter struggles to find anything of interest in the gloomy crawl holes.

4: The fighter finds some scrap worth D6 credits.

5: The fighter finds valuable stones worth 2D6 credits.

6: The fighter finds a mineral or ore deposit worth 3D6 credits.

41-42

Gambling Haunt

2D6x2

Your gang sets up a gambling haunt in an old disused hole in the wastes. Although it's a lucrative business, especially when the games are crooked in your favour, outlaws are infamous cheaters and are more likely to settle their losing streak with a shoot out. A gang fighter can set up a gambling session generating 2D6x2 credits, however, if you roll a double or either of the dice are a 1 then you lose that amount of credits instead (e.g. a roll of double 3 or a 1 and a 5 means you lose 12 credits). If the gang is unable to pay the debt from its stash then you must sell equipment to cover the cost.

43-44

Sludge Lake

0

Your gang stumbles upon a vast lake of effluent slime built up from the pollutant discharges of leaking pipes and gunk tanks from domes above. Although diving into the lake is extremely dangerous, valuable pieces of scrap and archeotech untouched for hundreds of years can lay half buried at the bottom. If a fighter is sent to explore the depths, roll a D6:

1: The fighter is attacked by a ferocious denizen of the deep! Roll on the Serious Injuries chart to determine the full extent of the encounter, treating any Captured rolls as a Dead result and any Bitter Enmity rolls as a Full Recovery result instead.

2-4: The fighter struggles to find anything of interest in the murky depths.

5: The fighter finds some valuable scrap worth 3D6 credits.

6: The fighter finds archeotech worth D6x5 credits.

45-46

Irradiated Dome

0

Valuable minerals and scrap devices can be found in irradiated domes, it's just that it is a highly toxic environment to work in. A gang fighter can work the territory receiving 2D6 credits worth of stuff, however, if you roll a double then the fighter has wandered into a highly irradiated area of the dome! The fighter collects no income and must take a Toughness test. If the test is passed then he manages to stagger home without further injury. If the test is failed then the fighter suffers from a high dose of radiation poisoning and must miss the next D3 games in order to recover. Note that the fighter may not participate in any post game actions for those games.

51

Derelict Tunnels

5

Your gang stumbles upon an entrance to a vast network of ruined service ducts. When the gang fights a battle it can use these tunnels to deploy up to three fighters anywhere on the battlefield at ground level. The models are deployed at the end of your first turn but cannot be placed within 8" of enemy models. Roll a D6 for each of the fighters moving through the tunnels after being deployed. On a roll of 1 the fighter has become lost in the crumbling darkness of the tunnels and plays no part in the game, remove the model from the table. Note that any lost fighters can still make a post game action.

52

Ancient Vents

5

Your gang stumbles upon an entrance to a vast network of ruined ventilation shafts. When the gang fights a battle it can use these vents to position up to three fighters anywhere on the battlefield above ground level. The models are deployed at the end of your first turn but cannot be placed within 8" of enemy models. Roll a D6 for each of the fighters moving through the vents after being deployed. On a roll of 1 the fighter has become lost in the crumbling darkness of the vents and plays no part in the game, remove the model from the table. Note that lost fighters can still make a post game action.

53-54

Abandoned Mine

0

Your gang discovers an old abandoned mine workings. Deep in its passages it yields remnants of valuable gems, ores and stone deposits, unfortunately its frail supporting beams look like they could collapse at any moment. A fighter sent to the mines will receive 2D6 credits worth of valuable minerals. Additionally, any captive fighters can also be sent to the mines instead of being sold to slavers, with each captured fighter adding an extra D6 credits to the income. However, if two or more 1s are rolled when working out the income, the mine suddenly collapses! No income will be collected and all the captives will be killed outright, also, the gang fighter sent to work the mine must take an Initiative test. If this is failed the fighter is crushed within the confines of the mine network unable to get out. Cross the dead fighter and all his equipment off your roster. The territory can no longer be worked and the gang must move on to another area. Cross the territory off your roster and generate another which can be worked in the following post game sequence as usual.

55-56

Resource Tap

10

Your gang manages to siphon off an active resource pipe that intertwines through the above domes. A gang fighter can sell the valuable commodity to the locals, whether it be electricity, clean water or ventilation, earning 10 credits.

61

Recycling Dump

0

Your gang sets up camp in an old disused recycling dump. Through age and neglect, the machinery can now only partially recycle to its full capacity, but when activated it can still provide distilled water and food chips. When working out the gang's income, each gang member requires 1 less credit worth of supplies to avoid starvation.

62

Scrap Yard

3D6

You set up a scrap yard in a debris strewn dome, scrounging raw materials and stripping machinery to be sold as parts or for repair jobs. A gang fighter can work the scrap earning 3D6 credits. In addition, each loot counter the gang collects is worth an extra 5 credits each.

63

Derelict Workshop

D3x5

You discover an old derelict workshop in a dilapidated dome. A gang fighter can fire up the machines forging basic metalwork which earn the gang D3x5 credits. In addition, the machinery can be used to repair the gang's unkempt weaponry, the gang ignores the first Ammo test during each battle.

64

Mineral Vein

4D6

Your gang discovers a concentrated vein of valuable gems, ores or stones. A gang fighter can chip out the minerals earning the gang 4D6 credits, however, if two or more 1s are rolled when working out the income then the mineral vein deposit has been exhausted. Cross the territory off your roster and generate another which may be worked in the following post game sequence as usual.

65

Brawling Pit

2D6x2

Your gang digs out a brawling pit in an otherwise unprofitable dome. Selling pit-side seats and admission fees for brawlers can be a lucrative business. A gang fighter can organise a brawl earning the gang 2D6x2 credits, however, on a roll of a double the fighter enthusiastically leaps into the pit and issues a challenge. Roll a D6. On a roll of 3+ the fighter is beaten and bruised but equally dishes out some pain himself. The fighter earns D6 Experience Points. On a roll of 1-2 the unfortunate fighter gets smacked around like a rag scav. Income is still collected but a roll must be made on the Serious Injuries chart to determine the full extent of the plucky fighter's injuries, treating any Captured and Bitter Enmity rolls as a Full Recovery result instead.

66

Toll Blockade

2D6x2

Your gang sets up camp next to an important trade or resource route. A gang fighter can set up a blockade to tax any travellers passing through the area earning the gang 2D6x2 credits. Instead you may choose to increase the cost of the toll, though there is a greater chance of the locals revolting and putting a bounty up for moving you on. You may choose to earn 3D6x2, 4D6x2, 5D6x2 or even 6D6x2 credits, but if you roll any doubles then a group of angry locals backed up by bounty hunters and gangers later arrive as a show of force. You still collect the income but you must cross the territory off your roster and generate another which may be worked in the following post game sequence as usual. Note that there is no chance of a revolt when rolling the standard 2D6x2 income, only when you charge a higher toll.



Thanks to Caelwyn and Widowmaker for additional ideas and/or feedback. All images in this article are copyright of Games Workshop. Note this revision article is completely unofficial from Games Workshop.