



Guilder's Leap Campaign

Listen up you worthless Scav, This is the chance of a lifetime.

Bloody Guilders're sitting on a pile of 'tech in the Underhive. Actually it was a strange business, not good for us... useful stuff lost, see?

Way I heard it some Guilder bastard called Maxim Pettig was smuggling weapons from uphive into the underhive to help us to... throw a going away party fer a "friend" when the someone caught up with him.

They fired a flare over the convoy t'signal the ambush and it must have touched somethin' off because the next thing anyone knew the convoy wen' up like a sump burn and the enforcers had to ID Pettig's body from his dental records after a work crew managed to pull his skull out of the roof of the dome.

Anyway, in the crater they finds an 'ole leading down to a little bit of paradise, 'tech everywhere, all that toss enough to make a savvy kind of fella very rich.

Named it Guilder's Leap after Ol' Petig's explosive high jump.

Problem is that the place is swarming with Guilders and their watchmen and the other Houses are moving in too. House want us ta send you and a few new lads in quietly so the other houses don't twig.

Choosing a gang

Only the standard House gangs from the *Necromunda: Underhive Rulebook* may be taken.

Making a gang

A gang starts with 500 credits at gang creation to spend on recruits

A gang must consist of 3 or more members at gang creation.

One Leader must be taken for every gang no more no less.

One Heavy may be hired per gang

Any number of Gangers may be hired

No Juves may be hired at gang creation

Specialists:

At Gang creation, one Ganger can be hired with the *Specialist* techno skill for an additional 10 credits

New Turf:

After gang creation no further Gangers can be hired only Juves and replacement Heavies may be hired

Maximum gang size mechanic

A gang's maximum number of members must always be equal or less than the Leadership score of it's Leader plus half the number of normal territories he owns (rounding down)

In the event of this no longer being the case the gang member that contributes the least to the gang's rating will leave the gang, in the event of a tie the tied models fight a duel in hand to hand to determine who gets to stay.

Income

In Guilder's leap gangs must operate quietly in order to escape the Guild's watchmen. As such instead of the normal income system Guilder's Leap uses a system of territories gained to determine income.

Territories:

Gang Hideout

Every gang starts with a Gang Hideout this is your gang's base of operations and generates income at a rate of 20 credits after every game plus 10 credits for every normal territory the Gang captures this represents the resources quietly funnelled down to your gang from their house backers.

After any game the winners roll a D6

1. The territory is ruined by the fighting

2-4. gain a normal territory

5 or 6. Gain a special territory

All territories must have their owning gang (and what kind of territory they are) recorded on the campaign map.

Normal Territories

These territories simply increase the influence of the gang that holds them increasing maximum size and Gang Hideout income.

Special Territories

Special territories are those areas of the underhive that provide the shrewd, stupid or foolhardy with a chance of a little extra cash. They are fiercely kept secret to avoid guilder attention, some gang leaders are given to not even telling their superiors

Special territories don't count toward Gang Hideout income or maximum gang size. Special territories are not as broadly useful as normal territories but they can be exceptionally profitable.

Special territories must be worked by Gangers in order to generate income. Gangers sent to work territories cannot be used in rescue missions or to generate extra rare trade items.

If the post-game roll generates a special territory roll 2D6 on this table.

Special Territory Generation

2	Chem Pit	2D6	An extensive & highly dangerous chemical pit lies nearby. The pit is a source of all kinds of poisonous or corrosive substances. You can collect chemicals from the pit for sale. The work is extremely hazardous. If you roll a double or a 6 the ganger falls into the chem pit but manages to haul himself free. He struggles back to base with <i>horrific scars</i> , (see serious injuries) his skin blistered with burns. No income is collected.
3	Tunnels	10	Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the dome. When the gang fights a battle it can use these ducts to position up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way behind the enemy using their secret tunnels
4	Abandoned Mine	D6x5	In a secret location your gang has discovered a mine. The excavations yield gems or some other valuable ores or stones. Friends of the fighters are already working in return for a slice of the proceeds. You can collect D6x10 credits as your share of the profits to date. If you capture an enemy you can set him to work in your mine. Each captive worker adds +1 to your income from the mine.
5	Black Market Contact	2D6x5	A local trader has offered you favourable rates in return for your business. If you wish to deal with your contact you are able to increase your income substantially. You can trade recovered loot counters to your contact for an extra +5 credits each.
6	Rat Fighting Pit	2D6	Your gang has ferreted out an illegal gambling den and talked the owners into giving you a cut, but these are dangerous, unpredictable people. A ganger can be sent to collect On a double 1 they set the rats on you, the ganger fights free but suffers a <i>hand injury</i> (see serious injuries.) No income is collected.
7	Hidden Settlement	30	Families own holes or shops inside the settlement where the gang is based. The gang offers protection in exchange for providing food, shelter, & access to the local traders. If a ganger works the settlement he collects 30 credits. If the territory is used there is a chance of a youngster leaving the settlement to join your gang. Roll a D6. On a 6 you may recruit a Juve with a Knife for free.
8	Drug Den	2D6	You have happened upon a drug den slapping junkies around lets you wring a few credits out of the worthless scummers. On a double 6 the ganger has gotten too pushy and the junkies dealers dope him and throw him out of the den the Ganger suffers from the effect of hallucinogen next game. No income is collected.
9	Hive-Spider Den	2D6x5	Your gang has discovered a cave where many kinds of rare Hive-Spiders live. A ganger can scavenge the area around the cave for their victims and sell it to local traders. If you roll double 1 when scavenging the collecting ganger has been attacked by the Spiders, he escapes but is poisoned. The poison renders him unconscious. Recovery is automatic, but the ganger will not be able to fight battles until he recovers by rolling a 4+ at the start of a game. No income is collected.
10	Re-cyk Plant	D6x5	Your gang has found a recycling plant for producing food from "biological materials." A ganger can feed some common slimes, fungi and moulds into the machine's grinder and sell the resultant sustenance wafers to local traders. If you capture an enemy you can set him to work feeding the machine. Each captive worker adds +1 to your income. Alternately you can feed the captive to the machine for a one time payment of 30 credits instead of the roll.
11	Vents	10	The gang has found a concealed entrance into a network of ancient 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. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models.
12	Green Hivers	Choose	You befriend a group of settlers who have migrated from Hive City to the Underhive to start a new life. Thanks to your contacts and influence you are able to give the green hivers a good start, and naturally they are grateful for your assistance and only too pleased to help in the future. You may choose any type of territory from the chart. The territory represents the vocation of the settlers or a discovery they have chanced across in their journey to the Underhive. The territory yields the appropriate income for its type.



Upkeep

In order to run a Gang in the underhive a gang leader must provide food, booze, entertainment and (probably most importantly) ammo for himself and his followers to keep them happy, it costs 2 credits per gang member after every game to keep them healthy and content.

Starvation and Discontent.

If upkeep cannot be paid all stats are reduced by one (to a minimum of one) until after the next game.

After the next game if upkeep can be paid all stats will revert to normal. If it cannot all stats take a further -1 (for a total of -2 to all stats to a minimum of 1) if after two games upkeep is still not paid then the undernourished gang member will slip away desperately attempting to find food. Leaving the gang permanently taking only their cheapest weapon.