

Underside Campaigns

Territory

- The order in which the gangs place their territory is rolled for randomly.
- Each lawful gang starts with 10 points to spend on territories, unless otherwise stated in their roster.
- The costs for each type of territory are as follows -

Terrain	Cost
Desolate	0
Wastes	1
Civilised	2
Premium	4

- Each lawful gang being the game with 7 hexes placed adjacent to a subway hex, surrounded by neutral territories(The dark grey hexes). As follows -



- The players must each roll to see which coloured area they control.
- Once a player has bought the territory it wishes it must place each of them within a hex of its choosing.
- The contents of the territory is rolled for after it has been placed using the territory tables on the next page.
- One hex must be set as the players HQ.
- All hexes that do not have territory assigned to them become desolate hexes.
- For example, Dave buys a single premium territory and 3 civilised territories. He rolls a sweatshop for his premium. He then rolls for his civilised territories and receives a workshop, drinking hole and a market stall. He places them within his hexes. He then assigns the sweatshop as his HQ.



- The grey hexes are neutral territories, the type of each hex is randomly rolled on the table below.

Neutral/Random Territory(D6)	Terrain
-	Desolate
1	Wastes
2-4	Civilised
5-6	Premium

- Once the type of the ex has been determined, roll for the exact contents of that hex using the relevant table.

Outlaws

- Any gang may declare itself as an outlaw gang at the start of the campaign.
- A gang that loses all of its territory may become an outlaw gang rather than admit defeat. Roll a wastes territory for them in the end phase in which they lost their last territory, and place it randomly along the outer map edge.
- Outlaw gangs formed at the start of the campaign get a single hex containing a wastes territory. This must be set as their HQ territory.
- Outlaw gang territory is placed randomly on the outer edge of the map after all other territory has been assigned.
- Outlaws may have any number of territories but may only work one a turn.
- Outlaws only receive half income when working territories.
- Outlaws can voluntarily give up all their hexes in the end phase. They then roll up a wastes territory and it is placed randomly on the outside edge of the map, representing them fleeing to another hidden base. The abandoned hex(es) becomes neutral.
- Outlaws that lose all their territory must roll up another waste territory in their end phase. This hex is randomly placed on the outside of the map and becomes their new HQ territory. They are at half income for the next turn.
- If an Outlaw loses his HQ territory he will be at half income for the next turn and may then assign their HQ to a different territory, or roll for a new, randomly placed one.
- Outlaws may own more than one hex, taking over them in the normal manner. They may only work one territory a turn.
- Looted territory becomes neutral and the territory it contains can be rebuilt at a cost of half its maximum income. e.g. a looted mine workings can be rebuilt for 60/2 or 30 credits. Only a controlling player can rebuild a hex.
- Outlaws territory borders with all friendly territory 4 hexes away.
- Outlaws may attack territory 4 hexes away.
- Outlaws cannot rebuild territory, it is not in their nature.

Orks

- Orks are a bit different. They start with the normal 7 hexes as if they were a lawful gang.
- The ork faction rolls up 5 ork territories on the ork territory table and may then place them anywhere in its 7 hexes.
- The ork faction must then set one hex as its HQ.

Scavvies

- Any territory occupied by a scavvy faction becomes a desolate hex in the next income phase.

Territory Tables

Wastes - 1 Point

d66 Roll	Territory	Income	Special
11	Desolate	0	None.
12	Rad Zone	2d6	On a double the ganger gains the hideous scar injury but no income.
13	Sump Spillage	5	None.
14	Sump Sea	Varies	Roll 1d6. 1 - The model takes a serious injury. 2-3 Nothing. 4-5 3d6 credits. 6 - 1d6x10 credits.
15	Scrap Yard	5	+5 credits income for each loot counter.
16	Chem Pit	2d6	On a double the ganger gains the hideous scar injury but no income.
21-26	Old Ruins	10	None.
31-36	Slag Heap	15	None.
45-46	Mine Workings	d6x10	Captured fighters sent here add +1 to the d6 roll.
51-54	Tunnels	10	3 model Infiltration, ground floor only. Borders with territory 2 hexes away.
55 - 62	Vents	10	3 model Infiltration, top floor only. Borders with territory 2 hexes away.
63	Mineral Outcrop	d6x10	On a 6 you get an extra d6x10 credits.
64	Outpost	15	Roll 1d6 when worked. On a 6 you may modify the scenario table by up to 2.
65	Subway Station	-	Cannot be owned by players. Gives access to the subway system.
66	Roll on the civilised chart.		

Civilised - 2 Points

d66 Roll	Territory	Income	Special
11	Roll on the wastes table.		
12-16	Water Still	d6x10	None.
21-26	Settlement	30	Roll 1d6. On a 6 you also get a Juve with a knife.
31-34	Holestead	d6x10	None.
35-44	Drinking Hole	d6x10	On a 6 you can modify the scenario table by 1.
45-51	Workshop	d6x10	Ignore 1 ammo failure.
52-53	Guilder Contact	d6x10	+5 credits income for each loot counter.
54 - 56	Market Stall	d6x10	Adds one to the number of rolls on the rare trade chart.
61-65	Friendly Doc	d6x10	The doc acts as a medic, allowing the owner of the territory to re-roll one injury per battle.
66	Roll on the Premium chart.		

Premium - 4 Points

d66 Roll	Territory	Income	Special
11	Roll on the civilised table.		
12-16	Weapon Factory	2d6x10	May ignore one failed ammo roll per battle.
21-26	Scrap Yard	2d6x10	None.
31-36	Sweatshop	2d6x10	If either dice is a 6 you may get a free juve with a knife. If both dice are a 6 you can get 2 free juves.
41-43	Gambling Den	2d6x10	On a double 1 no income but a scummer owes you, you gain his services for free for a turn.
44-46	Bionics Lab	2d6x10	On a double 1 no income is gained but you may have a free bionic implant .
51-53	Spore Cave	2d6x10	On a double 1 no income and hideous scars for anyone working the territory.
54 - 56	Gem Cave	2d6x10	None.
61-65	Archeotech Horde	2d6x10	On a double 1, no income is gained but you get a free piece of archeotech.
66	Green Hivers		Choose any territory.

Cultist Territory

d66 Roll	Territory	Income	Special
11-16	Desolate	0	None.
21-26	Old ruins.	10	None.
31-36	Slag Heap	15	None.
41-46	Settlement	30	Roll 1d6. On a 6 you also get a novice with a knife.
51-53	Holestead	1d6x10	None.
54-56	Weapons Cache	2d6x10	All the credits must be spent on weapons immediately. Any leftover credits are wasted.
61-63	Seminary	1d6x10	Roll 3d6. Each 6 allows the cultists to gain a free novice with a knife.
64-66	Hidden Weapon Cache	3d6x10	All the credits must be spent on weapons or rare trade items immediately. Any leftover credits are wasted.

Miner Territory

d66 Roll	Territory	Income	Special
11-13	Desolate	0	None.
14-16	Rad Zone	2d6	On a double the ganger gains the hideous scar injury but no income.
21-23	Sump Spillage	5	None.
24-33	Scrap Yard	5	+5 credits income for each loot counter.
34-43	Mineral Vein	3d6	None.
44-46	Slag Heap	15	None.
51-54	Tunnels	10	3 model Infiltration, ground floor only. Borders with territory 2 hexes away.
55-62	Drinking Hole	d6x10	On a 6 you can modify the scenario table by 1.
63-66	Mine Workings	d6x10	Captured fighters sent here add +1 to the d6 roll.

Ork Territory

d66 Roll	Territory	Income	Special
11-13	Da Drops	0	'Uge pile of Dung. May scavenge hear at +1.
14-16	Desolate	0	None.
21-22	Sump Sea	Varies	Roll 1d6. 1 - The model takes a serious injury. 2-3 Nothing. 4-5 3d6 credits. 6 - 1d6x10 credits.
23-26	Ammo Pile	5	May ignore one failed ammo roll per battle.
31-32	Scrap Yard	5	+5 credits income for each loot counter.
33-34	Tunnels	10	3 model Infiltration, ground floor only. Borders with territory 2 hexes away.
35-36	Vents	10	3 model Infiltration, top floor only. Borders with territory 2 hexes away.
41-42	Gubbins Pile	5	When rolling to Kustomise you reduce the roll by 1, to a minimum of 1.
43-44	Friendly Dok	5	The dok acts as a medic, allowing the owner of the territory to re-roll one injury per battle.
45-46	Gamblin' Pit	1d6x5	On a 1 a freeboota owes you for bad bet, you get his services for 1 battle.
51-52	Fightin' Pit	5	You can put a boy into the pit to earn an extra 10 creds and 1d6 experience but roll 1d6. On a 1 they take a serious injury.
53-54	Toof Mine	1d6x5	None.
55-56	Brewin' Hole	10	Roll 1d6. On a 6 you can modify the scenario table by 1.
61-62	Squigg Cave	5	Roll 1d6. On a 6 you may have a free squig.
63-64	Fungus Patch	10	Roll 1d6. On a 6 you may choose to have a free grot or yoof.
65-66	Green(er) Hivers	-	Choose any Territory

The Factions

- Each player controls a *faction*.
- The faction may be named differently to your primary gang if you wish. The player creates his primary gang in the standard way, using 1000 credits.
- Gangs coming into the game late start with an extra 50 credits for each turn they have missed.
- A player is not limited to having a single gang in their faction, but they may start the campaign with only one.

Secondary Gangs

- A player may elect to form a secondary gang at any point.
- Instead of fighting for leadership, a challenger may be given his own, new, gang if possible.
- The new gang must have a new leader who gains all the benefits of a leader (leadership bubble, specialist, unpinning, etc.). The new leader may be from the following -
 - a) A deposed leader may start a secondary gang rather than leave the faction.
 - b) A ganger (not heavy or juve) with a leadership advance.
- Gangers from all of a player's gangs may be used to perform post turn actions.
- Secondary gangs only count half their number when working out the factions income.
- Secondary gang leaders gain all of the benefits of a leader and may not work territories, as usual.
- Secondary gangs must have a gang rating of at least 500 when formed and must follow all of the usual rules for making a new gang (e.g. may not have more juves than other fighters).
- Secondary gangs may not have more members than the primary gang.
- If a gang leader dies then the most senior member of *that* gang takes over as per the usual rules.
- Each gang may perform a separate action during each campaign turn.
- If more than one gang is sent to the same battle then any additional gangs may not turn up for the battle in time. Roll 1d6 for each additional gang, on a 1-4 that gang is late and cannot take part in the battle. If the first gang loses and the second is late, then another battle is fought over that hex, with the new gang.
- The gang rating for each gang is used for rolling on the scenario table. If more than one of your gangs turns up for the battle then you must add both gang ratings together when determining the underdog bonus.
- The leadership bubble for each gang leader only affects fighters from his own gang.

Leadership of a Gang

- If a ganger, not a juve or heavy, ends up with a leadership higher than the leader of their gang then they will challenge them for leadership.
- Roll a d6 to determine what kind of challenge is to be fought -

D6	Result
1-2	Knife fight. The contenders are each given a knife and may not fight with any other weapons or any other equipment. Neither combatant counts as charging.
3-4	Gun fight. The contenders are placed 12" apart and are armed with the weapons they had in their last battle.
5-6	The potential new leader is utterly loyal to the old leader and will not challenge them for leadership.

- 1) A deposed leader may form his own gang. Otherwise he must roll on the table below -

D6	Result
1	The ousted leader slinks away and is never seen again.
2-4	The old leader leaves the gang and becomes a hired gun costing 20% of his cost plus experience.
5-6	The ousted gang leader accepts the new leader and becomes utterly loyal to him, never challenging him.

- Defeated gangers may be dealt with as they see fit, including selling them to the slavers. If they are allowed to stay in the gang then they have been put in their place and will never challenge the leadership again.
- Redemptionists will not challenge for leadership, chaos cultists will.

Faction Retirement

- A player may retire his entire faction at the start of his turn.
- If the new faction is the same house as the last then the player may use one of the old gangers as his new leader. This new leader costs 120 credits, regardless of his experience, any equipment carried by the ganger **may** be bought at the usual price. The new leader gains all the benefits of being a leader including becoming a specialist.
- The new gang gets more credits than a normal starting gang. Subtract 1000 from the value of the old gang and divide the result by 2. This is how many extra credits the new faction gets.
- The new faction takes over the territories of the old.
- This counts as using all of the player's actions that turn, as the new gang settles in.

New Factions

- New players may enter the Underhive at any time. They form a new faction.
- New faction territories are placed on a random outer edge and follow the normal rules for territory creation.
- On the outside hex edges of the new territory 2 new neutral territories are placed with a subway station on the outer edge of the neutral territories, like so -



- New faction gain 50 credits for each campaign turn that their faction has missed so far.

Alliances

- Any gang may ally with another during the post-turn phase.
- An alliance must be announced to the other players and must have a name(i.e. The Morlock alliance).
- A player may oppose an attack on an allied hex that it may attack itself.
- When two or more allied gangs fight together, they add their gang rating together when determining gang ratings.
- Allied gangs may combine their attack actions on a hex if they may both attack it, if they lose then each gang will lose the territory that they attacked from.
- Allied gangs are treated as a single gang during the scenario and share the same turn.
- If an alliance takes over a territory then the members must decide who takes over. If the members cannot decide then the leaders of both gangs fight for it as if it was a leadership challenge.
- An alliance may be ended at any time.

The Campaign Turn

- The campaign turn is split into three segments, Pre-Action, Action and Post Turn segments.

Pre-Action Segment

- At the start of each campaign turn roll for a new event on the event table.

D66 Roll	Campaign Event
11	Hive Quake. For each battle this turn a roll for treacherous conditions must be made.
12	Zombie plague. For each battle this turn 1d6 zombies arrive on a random table edge after all players have set up. This event continues for 2d6 turns. Each time it is rolled another 1d6 zombies will turn up and the event will last for another 1d6 turns.
13	Mutant Invasion. Players may use the monster roll from the scavengers scenario for any scenario this turn.
14	Shortages. All equipment and weapon costs are doubled until the next turn.
15	Scavvy King. All non outlaws must halve their Income until the next turn.
16	New Turf. Roll randomly to see what type of territory is up for grabs. Place it on a random desolate hex or next to a random outer hex edge. It is neutral to begin with.
21	Tunnel Cave In. No tunnels may be used this turn.
22	Guild Sanctions. No rolls may be made on the rare trade chart this turn, players may instead use the outlaw trade chart.
23	Bad Ammo. All the ammo being brought into the underside is sub-standard. Everyone has a -1 to all ammo rolls this turn.
24	Bounty. The locals are sick and tired of the gangs pushing them around. All gang fighters now have a bounty of 1d6x5 credits in their heads.
25	Slave Traders. No juves may be hired this turn.
26	New Turf. Roll randomly to see what type of territory is up for grabs. Place it on a random desolate hex or next to a random outer hex edge. It is neutral to begin with.
31	Such is the way of Chaos. All players gets 1d3 free fight event cards before each battle this turn.
32	Power Fluctuations. Roll for bad light treacherous conditions before each fight.
33	Discontentment. If a gang with an underdog bonus of 200+ wins this turn then they take over the territory automatically.
34	Beer Shortage. For this turn all hirelings cost half to hire(rounded up) as they have nothing better to do but fight.
35	Time to quit. The gang fighter with the most old battle wounds retires, he is replaced with a free juve with a knife. If there are several candidates, roll randomly to see who retires.
36	The Quick and the Dead. The guilders are staging a gunfight. Anyone may send a gang to fight in the tournament and this does not count as an action. If only one faction joins up then the tournament is cancelled. If more than one gang joins the tournament roll randomly to see the order in which they will fight. Unlike normal the gangs may choose which models they wish to fight in the battle but models that go out of action may not be chosen for further rounds of gunfighting. The winner of the tournament is given a rare trade item rolled for after the tournament finishes.
41	House feud. Randomly choose two house gangs, they hate each other for the duration of the turn.
42	Boom Time. Each gang adds 2d6x5 to its income this turn.
43	Hive fog. Roll for toxic fog before each fight.
44	Bountiful Fungus Harvest. When working out income halve the number in your gang. Outlaws may add +2 to all foraging rolls.
45	New Cavern. Double the number of loot counters for scavenger fights and all hoard missions will earn 3d6x10 credits instead of 3d6x5.
46	New Turf. Roll randomly to see what type of territory is up for grabs. It is neutral to begin with. In addition, it is under the control of the guilders and they are using it to stage a lord of the spire match. Any player may use an action to participate one of their gangs in the match, regardless of map position. The winner of the lord of the spire battle takes the territory and any further battles over this hex are fought as normal. The new territory is placed on a random outer hex edge of their territory.
51	Caravan. All players double the number of rare trade rolls they make.
52	Over-Production. A randomly rolled common weapon costs half price this turn.
53	The Hoard. A massive hoard has been found out in the badlands and all the gangs scramble to take control of it. Any player may use an action to send a single gang to try to take control of the hoard. The player with the lowest rating becomes the defender in a hoard scenario, with the other participants being the attackers. The hoard is worth 3d6x20 credits and also has a single piece of archeotech in it that the winner can take(see outlanders book page 12).
54	Prison Break. All new gangers are hired with 3d6 experience. Juves get 1d6 experience.
55	Stinger Mould Harvest. A player may pay 5 creds to re-roll any injury, once.
56	New Turf. A toll bridge has been discovered. Place it on a random desolate hex or next to a random outer hex edge. It is neutral to begin with. Any battles fought over this hex must use the toll bridge scenario.
61	New Dome. A player may buy new territory at 100 credits each. They may be placed on any desolate hex owned by the player or on an outer tile edge of his choosing. Roll randomly to see what the hex contains after it is placed.
62	Master Teacher. For 25 credits a player may chose which advance his gang fighter gains when he advances. If a skill is chosen it must still be rolled for randomly.
63	Defence force surplus. This turn flack jackets, photo-visors and respirators are common items.
64	The Healer. A skilled wyrd may heal injuries for 50 credits.
65	Safari. Rich idiots take a holiday to the underside. Each player adds 1d6x25 credits to his stash for ripping them off.
66	Archeotech. A dome full of archeotech has been looted. This turn any player may buy archeotech as if it was a common item(see outlanders book page 12).

- Determine the player rating of each player. This is the combined gang rating of each of that players gangs.
- Each player chooses his actions for each of his gangs that turn. This is done in descending order of player rating. The player with the highest player rating must perform their action(s) first and then the second highest, etc.

Action Segment

Each player may make a single action for each of his gangs. The actions that may be performed are attack, fortify, explore, retrieval, rescue, do nothing or invoke guilder protection.

A) Attack

- A faction must state which hex it is attacking from. They may only attack a hex that they border with.
- A faction must state what scenario it wants to use when attacking.
- An ambush may only be used as a non-hireling perk to convert a gang fight into an ambush.
- Any cash rewards from the scenario are taken from the income of the defending gang.
- Vents and tunnels border with territory 2 hexes away. This is for the owner only.
- Outlaw territory borders with hexes 4 hexes away. This is for the owner only.
- Your scout value is the value you may normally adjust the scenario table roll by.
- Your scout value is multiplied by 100 and may be spent on Non-Hireling Perks.
- A defending faction may choose which gang it using to defend with.
- If the scenario was a gang fight or ambush then the territory is taken over with an out-of-action ratio of 2:1.
- If the attacker loses a gang fight or ambush when trying to take a territory and the ratio is 2:1, then they lose the territory they were attacking from.
- Special circumstances for the battle may also apply.

Circumstance	Effect
Attacked hex does not border with a hex owned by the defending faction.	The attacker may infiltrate 1d6 models if the scenario allows
Attacked hex contains tunnels or vents.	The battle must be fought on tunnel scenery.
If an attacked hex contains a drinking hole.	The attacker may choose to fight the bar fight as the attacker.
The attacked hex is owned by an outlaw.	The outlaw player may choose to roll for a random hazardous condition for the battle.
The attacked hex is fortified or contains a settlement.	The defender may set up 2d3 barricades before they deploy their gang.

B) Fortify

- The gang sets up fortifications in a hex in an attempt to keep out intruders.
- Fortifying a hex costs 15 credits.
- The hex is fortified in that players action.
- A player defending a fortified hex gets to place 2d3 barricades after they deploy their gang during a battle.
- Settlements are always considered to be fortified. There is no need to fortify them any more.

C) Explore

- A gang may explore a desolate hex that it controls or into a badlands that borders with a hex it controls.
- Roll 1d6, on a 5-6 the gang has found something. Roll for territory on the wastes table. On a 1 a random member of the gang must make a roll on the serious injury table instead.
- If the gang is attempting to explore beyond into the badlands roll 1d6. On a 6 the gang has found something, roll for a random territory on the territory table. On a 1 a random member of the gang must make a roll on the serious injury table instead.
- Newly discovered territory is owned by the player that found it.
- Ratskin scouts that have been hired for the turn(not as a perk) may use an explore action during the income segment.
- New territory may be worked during the post-action segment in which they were discovered.

D) Retrieval

- If a gang fighter dies, then a player may send a gang to retrieve the body and its equipment.
- Any player sharing a border with the retrieving player may oppose the attempt.
- If the attempt is unopposed then the gang retrieves the body and equipment.
- If the attempt is opposed then a hoard scenario is played with the retrieving gang being the defender and all those gang opposing the attempt being the attackers.
- The winner gets the body and its gear instead of the usual hoard. Note that some bodies carry a bounty that may be claimed.

E) Rescue

- A player may make a rescue attempt if they have a gang fighter held captive by another gang.
- A rescue attempt may be performed in any turn that the model remains captive.
- If the model is to be killed, eaten or sold to the guilders then this will be done in the post-action phase after the capturing faction decides to do so.

F) Do Nothing

- The faction doesn't have to do anything. The faction members can take it easy and chill out this turn, drinking to much and making the most of their territory.

G) Invoke Guilder Protection

- A faction may invoke the protection of the guilders.
- All of a factions gangs must perform this action.
- The player may not be attacked that turn.
- The player cannot perform any actions or gain any income that turn from any of his gangs.
- This has been added to allow for holidays and other absences from the campaign. **Beware it's use as it will stunt the growth of your gang(s) compared to the others in the campaign.**

H) Oppose an Action

- The actions that may be opposed are -
 - a) Retrieval
 - b) An attack action on a neutral hex.
 - c) An attack on an ally.
- A faction that declares an oppose action may wait until one of these actions has been declared by an enemy.
- A faction may only oppose a retrieval attempt if it borders with the faction attempting the retrieval.
- A faction may only oppose an attack on a neutral hex if it borders with that hex.
- A gang may elect to protect one of its allied factions when they are attacked, as long as it borders
- This doesn't mean they cannot attack their so called allies :D

Post Turn Segment

- The post turn segment is divided into the income phase and trading phase.

Income Phase

- Income is gained in the income phase of each turn rather than after each battle.
- All living gangers may be used to perform post turn actions, not just the ones that didn't go out of action.
- Extra gangs only count half their number when working out the factions income.
- Secondary outlaw gang members still need to be fed as normal.
- A ganger from any of the factions gangs may be used to work a territory. Each territory that has been worked by a ganger gets to either re-roll the income for that territory or add 10 credits to a fixed income territory.
- Ratskin scouts that have been hired for the turn(not gained as a perk) may use an explore action during the income segment.

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
1000-1499	+200
1500+	+250

Income Vs. Profit Table

Income	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+	155	150	145	135	125	100	70

Trading Phase

- The gangs of a faction may only retrieve and place items in the gang stash during the trading phase.
- Gangers not working territory may still be used to look for an extra rare trade item.
- New gang fighters and hirelings may only be recruited in the trading phase, not after each battle. They are also paid in the trading segment and will fight for a full turn for a single payment. This is also true for zombies and snotlings.
- New equipment may only be bought in the post turn segment, not after each battle.
- Rolls for inventors and settlements are made in the trading segment, not after each battle.
- Ratskins may be used to
- Any challenges for leadership occur only in the post turn segment, not after battles.

Gang Rating

- Gang rating is determined by the value of all the models + Experience.

Underdog Bonus and Perks

- When a gang fights another gang with a higher rating then it gains an underdog bonus.
- The underdog bonus is the difference in the gang rating.
- The underdog bonus may be used to gain a giant killer bonus if the underdog wins as well as bonus experience.

Difference in Gang Rating	Experience Bonus Win/Loss	Income Bonus For Winning
1-49	+1/+0	+5
50-99	+2/+1	+10
100-149	+3/+2	+15
150-199	+4/+3	+20
200-249	+5/+4	+25
250-499	+6/+5	+50
500-749	+7/+6	+100
750-999	+8/+7	+150
1000-1499	+9/+8	+200
1500+	+10/+9	+250

- The underdog bonus may be used to buy hirelings for free before the battle.

Hireling Perks	Underdog Cost
Zombies(Scavvie Only)	100
Snotlings(Ork Only)	100
Pit Slave	100
Scummer	150
Ratskin Scout	150
Freebootaz(Ork Only)	150
Ratling Sniper	250
Squat Longbeard	250
Wyrd	250
Wyrd Boy(Ork Only)	300
Bounty Hunter(Lawful Only)	350
Ogryn Bodyguard	500
Special Character	1000

- The underdog bonus may be used before the battle to buy perks, the underdog bonus is reduced by the cost of the perk.

Non-Hireling Perks	Underdog Cost
Battle Event Card(1).	50
Re-roll one dice in the battle, the second roll must be kept.	75
Re-Roll one serious injury..	75
Ignore One Failed Ammo Roll.	100
Convert a gang fight to an ambush in which they are the attacker.	300