

General Ideas

- =]17[= may be played in skirmish mode, but it really shines as an Arbitrated campaign. An Investigation is a short campaign that focuses on a single event, mystery, or mcguffin. All parties involved have some stake in the outcome of the Investigation. Any published campaign rules could be used as a starting point to be altered as the Arbitrator sees fit. Alternatively, an entirely unique set of campaign rules could be crafted. Multiple Investigations may be strung together into a longer and more epic campaign spanning many battles and locations. Any rewards for triumphs during an Investigation should be detailed by the Arbitrator at an appropriate plot point, although the true rewards for this style of gaming aren't the spoils, but rather the stories told along the way.
- Gangs should be renamed to Cohorts, Gangers to Agents, and Juves to Initiates. These names evoke the essence of Inquisitorial cells and their clandestine endeavours. Other titles may be more appropriate for non-Inquisitorial forces.
- Territories & Rackets should be renamed to Assets. Each Asset may be re-themed by the Arbitrator to better fit the Investigation and Cohort that controls it.
- Considering how Inquisitors and their rivals tend to keep low profiles, it may be prudent to rename Reputation to Influence. Influence may be reduced or reset to zero after each Investigation as determined by the Arbitrator.
- At the conclusion of an Investigation players may wish to start splinter Cohorts or simply retire fighters to reduce their Cohort rating to below the starting limit of the next Investigation. Take turns being the Arbitrator, and tell some great stories!

Core Tweaks

- Agents (and other Ganger equivalents) start as Specialists.
- Any fighter may be recruited with the subtype of Minion. Minions advance randomly using the Ganger advancement table, and may become Specialists as normal. This is an option for people who prefer random advancement.
- Fighters are recruited from any gang, which represent different archetypes rather than the gangs of Necromunda. Multiple different Archetypes can be part of the same Cohort. A fighter's archetype is used for skill selection and characteristic maximums. Cohorts have no composition restrictions.

❖ Cawdor = Serf	❖ Delaque = Spy
❖ Escher = Acrobat	❖ Goliath = Brute
❖ Orlock = Menial	❖ Van Saar = Techno
❖ Chaos Cult = Devotee	❖ Genestealer Cult = Mutant
❖ Enforcer = Enforcer	❖ Corpse Grinder = Berserker
❖ Venator = Mercenary/Abhuman/Xenos	
- Cohorts must declare what gang they count as for the purposes of campaign play; House Gang, Chaos Cult, Venators, etc. Alternatively, the Arbitrator will specify how all Cohorts operate.

- Advancements may be purchased for a fighter when they are added to a Cohort. Each advance costs the number of credits listed on the advancement table. Increase the fighter's advances total accordingly. Such advances should be appropriate for the fighter and not a means of power gaming.
- Any fighter may be upgraded to a Unsanctioned Psyker for 40 credits, or a Sanctioned Psyker for 60 credits, adding to their cost. Psykers select 1 power and access to further powers as Primary Skills. They must select from an existing discipline, or make one by choosing 6 powers from up to 3 disciplines.
- Gang equipment lists are not used. Fighters may be equipped with common items from the Trading Post or Black Market. Items from a gang's equipment list which are not also available at the Trading Post are added to it with a rarity of 10.
- Rare/Illegal items may be purchased when founding a Cohort. The total rarity/illegality of all items purchased at this time must not exceed a value set by the Arbitrator, 30-40 is a good range. Venators use these rules in lieu of their normal rarity restrictions.
- Any fighter may use any weapon, and may carry up to 5 weapons, only one of which may be Unwieldy.
- Any fighter may have additional equipment sets.
- Hired Guns and Hangers-on may be recruited upon founding a Cohort. Exotic Pets and Brutes may be recruited as well, within the rarity/illegality limitation as explained above.

Additional Tweaks

- The starting number of credits for each Cohort may be adjusted by the Arbitrator as they see fit.
- Instead of paying for Advances when founding a Cohort, skirmish advancement rules may be used for campaign play.
- The Arbitrator and players should construct tactics card decks together to reflect the fighting style, nature, and abilities of a Cohort. Gang restrictions are ignored.
- In order to encourage variety, used tactics cards may not be added to that Cohort's deck in the next battle.
- Cohorts may spend Influence on planning. After receiving tactics cards a player may choose one additional card from the deck for each Influence spent.
- The Arbitrator may declare certain fighters as unaware of each other at the start of a battle. Fighters may not act in a way that would be inconsistent with this. This will of course require separation of character and player knowledge. Use the Sneak Attack rules for spotting attackers when a fighter could possibly notice an enemy they are unaware of. Shooting and yelled alerts are other means of becoming aware of enemies.
- If a fighter attempts an action not covered by the rules, the Arbitrator should declare the action type (simple, basic, or double) and call for a characteristic test with an appropriate modifier. Intimidation, trickery, persuasion, and using the environment are all examples of such actions. Refer to the Hack Terminal, and Force Door actions for examples of how to adjudicate unconventional actions.