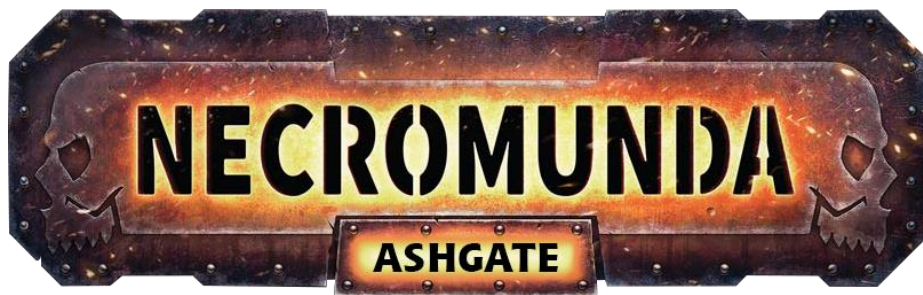




Players Pack

Campaign Arbitrator: Nathan Haslam

The settlement of Ashgate is a guild stronghold near the shell of hive Secundus. Due to its close proximity to a rampgate that supplies trade between hives as well as an external gate that leads to nearby shanties and allows for trade with the wasteland nomads, Ashgate is a major trade hub. The final piece of the settlements success is the unspoken ease of access to the underhive thanks to nearby effluent pumping sinks and abandoned freight elevators. Ashgate pays its dues uphive and protects trade coming through its nearby gates and receives relatively little interference from the great houses. Rumours have arrived however that could either make or break this settlements prosperity. A prospector stumbled into town three days ago, delirious with hunger and yammering about a find of a lifetime. While this kind of thing happens regularly, the claimant being kidnapped from a bar and witnesses being murdered isn't. The rumours are flying around that the man let slip something too dangerous or valuable and was taken. Some people are saying Spore deposits, others say Archeotech cache, but whatever the real reason, gangs from all over are mobilising to try and find the missing prospector and his secret.



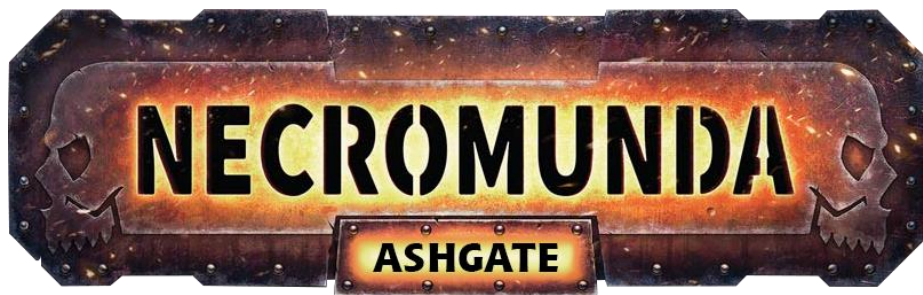
Act 1: finding the prize

During the first phase of the campaign, players will find their gangs according to the standard Necromunda Underhive (2017) Gang War rules. After this step is complete, one gang will secretly be notified that they were the ones to snatch the prospector. It is highly recommended that the gang who has the prospector keeps this secret for as long as they hold onto him. This is determined randomly by the campaign arbitrator. Players will pair off for their cycle 1 matches, playing Sabotage missions with the following change: Battlefield - The defender must set up a building at least 4x4 inches and mark an entrance (all other doors or windows are considered boarded or bricked up). This target represents the defender's safehouse/stronghold and the attacker will try to destroy its reinforced entrance in order to raid it. Destroying the entrance follows the same rules as 'Destroying the Target' in the Sabotage mission.

The arbitrator will assign defender/attacker roles so that the gang with the prospector is guaranteed to be a defender. All other match-ups are decided randomly. The onus of act 1 matches is to raid an opposing gang's stronghold or safehouse to find the prospector. If an attacker who is matched up against the defender who had the prospector at the beginning of the cycle wins, having destroyed the entrance, they have secured the prospector for themselves. Whichever gang has the prospector at the end of the cycle gets to roll off with the CM to see if they successfully interrogate the prospector and learn his secret. It is assumed that in the 3 days prior to cycle 1, the prospector was still too dehydrated and delirious to reveal his secret. This roll is made either in person by the player or by the arbitrator if they cannot meet before the end of the cycle. The interrogation roll is made on a d6 and is successful on 6+, adding the current cycle to the roll (ie; cycle 1 will be 5+, cycle 2 will be 4+, and so on). Once a gang has successfully interrogated the prospector, they will gain 2 reputation and the campaign will move to act 2. From cycle 2 onwards, match-ups will be made by challenge from the lowest rated gang to the highest (The lowest rated gang will challenge first and then the next highest unchallenged gang will get to issue a challenge and so on).

"Rumours are that a gang snatched a crazed prospector out of a bar and murdered witnesses. That kind of thing reeks of a valuable secret and now all the gangs of Ashgate are mobilising to try and own that secret for themselves. While there are no accurate rumours on who has the prospector, gangs have their natural grudges or are willing to listen to wild rumours to try and get an edge. All over town, gangs are raiding each other's hideouts and safehouses trying to take the prospector for themselves before he spills his secrets. Whoever can learn those secrets first will have a significant lead over their rivals but even that won't guarantee success as nothing stays secret for long down here."



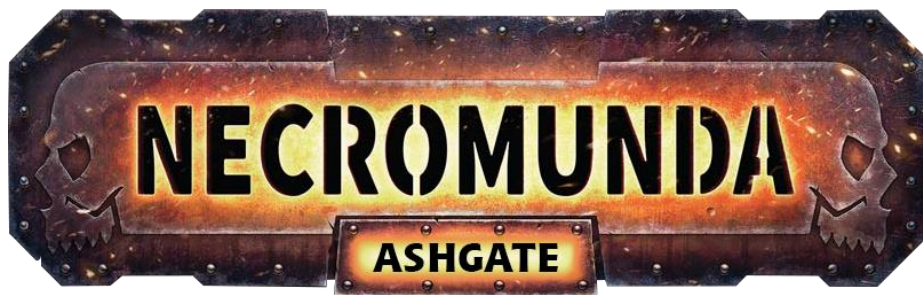


Act 2: the chase

The prospector claims to have found an abandoned bunker that contains a Spore deposit. He gave as best a description of his route that he could but in his dehydrated state he was not precise. The gang who succeeded in interrogating the prospector becomes the chase leader at the start of act 2. Being chase leader means that your first mission in a act 2 cycle will always be Ambush, with the following changes: The chase leader is always the attacker and for the first cycle of act 2, will also have home turf advantage. This is to represent a gang who is following the prospector's directions, laying traps and ambushing any gangs that are following them or trying to sniff out the prize for themselves. If at least half or more of the defenders escape the ambush, their gang has managed to snoop, steal or otherwise divine the route forward and they become the new chase leader. Any gang that is not chase leader or their opponent for an act 2 cycle, determines their mission as per the normal campaign rules. While gangs are desperate to get to the find first, they can't ignore the territorial disputes and other conflicts that makes up the life of a gang. Act 2 only has three cycles and the chase leader at the end of the third is the first to the find. They gain 2 reputation and campaign will move to act 3.

"It's a race to the find of the century. A whole service depot that was forgotten when they built the military highways. Sealed up all this time and growing a gold mine of Spore. Not like the odd cave or deposit that the odd gang stumbles upon but enough to make a guilden wet themselves with delight. A find like that would make a gang famous and probably get the proper backing of their patron house. Or it could buy a whole lot of booze and guns. But every ganger and their mutt is going to want to be the first one there. If you know the secret location, get there quick but make sure you aren't followed or there's going to be a fight on your hands."



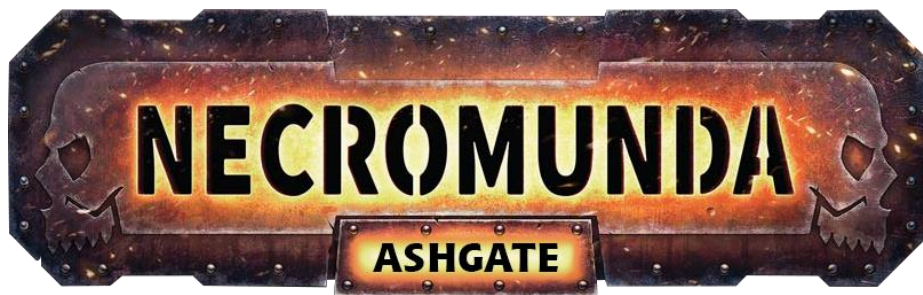


Act 3: defending the find.

Past broken and rusted bulkheads and toxic rivers of effluent, one gang followed the prospector's sketchy directions and found a motherlode. An abandoned supply depot for the military highway that is now a giant deposit of Spore. This lucky gang does not get to revel in the luxury of wealth just yet, as other gangs are hot on their heels and the proper ownership of this find is about to be contested in a good ol' fashioned turf war. The gang that ended act 2 as the chase leader begins act 3 as the reigning defender of the find. The defender of the find will always have home turf advantage and your first mission in an act 3 cycle will be Border Dispute. If a gang ends a match against the current defender of the find with fighters still on the battlefield, and the defender has none, then they have seized the find and become the new defenders for the following cycle. Any match that is not between the defender of the find and an opponent, determines their mission as per the normal campaign rules. There is still room for other gangs to dominate Ashgate and negate the advantage such a lucrative find would bring to their opponents. If a gang can retain the title of defender of the find for three consecutive cycles, they have secured the find for themselves and held it long enough to be reinforced by their patron house/faction. They gain 2 reputation and the campaign will move the finale.

"Someone found a motherlode fairly close to Ashgate and the local gangs are tearing each other apart to claim it as theirs. The fever seems to have caught on and this whole sector of the hive seems to be erupting in gang fights and turf wars. Keep your brats indoors and stock up on food because it's going to get worse before it gets better."





Campaign finale

Instead of the regular Apotheosis cycle, the first Ashgate campaign will end with a grand clash. The gang who successfully claimed the find in act 3 will become the defender in a custom scenario. They will gain fortifications and special defences as well as home turf advantage to help them defend their claim against a final combined push. The other gangs have warily agreed to a combined assault but without a clear cut alliance, these rival gangs are just as likely to turn upon each other and settle grudges in the heat of battle. This custom scenario will see all remaining gangs face off against each other on a large battlefield set up by the arbitrator to represent the final defence of the spore bunker. Starting with the final defender of the find from act 3, each player will choose a point on the table edge and set up their gang within 12 inches of this point. The remaining gangs in descending order of highest reputation to lowest (with gang rating and then experience gained used for tie breaking). Victory will be determined by the last remaining gang with fighters still on the battlefield. Each time a gang completely bottles out, the remaining gangs each gain 2 reputation. If a gang ends the game with no fighters remaining on the table, they lose 1 reputation and d3 territories. If the victorious gang is the defender, they have proven their strength to the gangs of Ashgate and will be able to exploit the wealth of their claim, otherwise, a gang has seized control during the mayhem and can take advantage of the time it will take their rivals to recover, so they can exploit the find for themselves.

