

Infamy and Outlaws

Infamy is a measure of how vilified a gang is among local hivers, and in the eyes of the Guilders - who may as well be the law in the Underhive. Gangs start with 0 Infamy.

Gaining Infamy

Infamy is gained in the following ways:

- Playing Infamous scenarios: Gain Infamy equal to reputation gained.
 - Ambush: Attacker only
 - Caravan Heist: Attacker only
 - Spook Hunt: All gangs
 - Archeo Hunters: All gangs
 - Prison Break: All gangs
 - Smash and Grab: Attackers only
- Destroying Special Territories: 1D6 Infamy.
- Harming civilians: 1 Infamy for each civilian seriously injured or put out of action.
- Harming Watchman, Enforcers, Guilders or other notables: 1D3 Infamy for each notable seriously injured or put out of action.
- Other campaign specific actions as dictated by the Arbitrator.

Tough Customers

For each 10 points of Infamy a gang has, items at the trading post are increased by 1 Rarity, as it is harder to find vendors willing to sell to infamous gangs. This is effectively the inverse of Reputation in this regard.

Additionally, the Houses do not want to be caught dealing with unsavory gangs, lawful appearances must be maintained. Subtract a gang's Infamy from all rolls on the table to appeal to their House for aid.

Reporting Gangs to the Watchmen

After a game played against an infamous gang, their opponent may report them to the watchmen, so long as they themselves are not outlaws. Roll 2d6 and add the number in Infamy points the accused gang has. If the result is 15+ they are Outlawed. If the roll is double 1s, the accused are found to be squeaky clean and may reduce their Infamy by 1D6.

Turf and Territories

Outlawed gangs lose all but 1 of their Turf and all but 1 of their Special Territories. Any Income gained from their Special Territories is halved because of the innumerable difficulties of functioning out in the badzones without the support of the Guilders.

An Outlaw gang cannot hold more than one Special Territory at a time because in the badzones a gang can't risk splitting up to protect more than location. This means an Outlaw gang that gains an additional Special Territory has two choices:

- OCCUPY. The gang takes the new Special Territory and abandons their old hideout (delete it from the gang roster).

Or

- LOOT. The gang loots the new territory of anything valuable, destroying it in the process. If you loot a territory you gain double the basic income value of the territory, of 60 credits whichever is higher. In the case of a territory with a variable income its value is always the double the maximum for that kind, to a maximum of 120 credits. This income is not halved as it is for working Special Territory out in the badzones.

Guild Price

A gang that has been outlawed may be able to buy off its Outlaw status by paying a guild price for hivers they have killed and property they have destroyed. The guild price levied against an Outlaw gang to buy back their freedom and enter the settlements is a tenth (10%) of their gang rating at the time they were outlawed.

Persistent Offenders

Unfortunately the guild price for Outlaw gangs is increased every time they commit another crime - in other words every time they play another game unless it's against another Outlaw gang. Each game adds another D6x10 credits onto the Outlaws' guild price. Note down the increase in price after each game and keep a running total.

Bounties, Dead or Alive

When a non-outlaw gang sells a fighter from an Outlawed gang to the Guilders, they earn the full value of each fighter in credits rather than the usual half. When an Outlawed gang deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, their non-outlaw opponent they just fought may immediately claim half of that fighter's value rounded up to the nearest 5 credits as bounty.

Hush Money

A new post game action is available to all gangs, Pay Hush Money: The fighter makes sure people stop talking about them with bribes, gifts and charm. The player decides how many much Infamy they are trying to remove paying d3x5 credits for each. Then the fighter makes a leadership test, modified by -1 per point of Infamy they are attempting to buy off. If passed they reduce their Infamy by the declared amount. Any credits spent are lost regardless of the outcome of the roll.

Acting the Villain

Gangs, whether they are Outlaws or not, may leverage their Infamy when working Turf, once per cycle when taking the Work Turf post-battle action, a gang may add its Infamy to the roll for one fighter. A gang's Infamy is increased by 1 afterwards as their brutal methods enrage and terrify the local hivers.