

OLD RUINS

A complex of old ruins stands tall on the tangled landscape of the underhive. Beneath the ashes and rubble, the tattered treasures of past ages wait.

Income: The gang earns D3x10 credits from this Territory when collecting income. Additionally, add + 1 to the dice roll for each Dome Runner attached to the gang.

SETTLEMENT

Settlements dot the underhive. Most are scrap-shanties, peopled by the brave, the foolish and the desperate.

Income: The gang earns D6x10 credits from this Territory when collecting income.

Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

ROGUE DOC SHOP

A sawbones, blood cleanser or surgeon has set up shop. Any gang willing to provide this rogue healer with protection can count on their loyal service.

Recruit: The gang may recruit a Rogue Doc Hanger-on for free.

PROMETHIUM CACHE

Stacks of fuel drums and tanks fill this half-forgotten reach of the underhive, enough to keep a factory running, or burn half of the Sump down if a stray spark catches it.

Equipment: Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free.

Special: All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.

WASTES

Tracts of ash, shapeless rubble, and twisted metal structures run through the underhive, their size waxing and waning with the ages. Most gangs have to pass through a portion of these wastes as they travel between places of more value.

Special: If challenged in the Occupation phase, the gang may choose the Territory at stake in the battle, even though it would normally be chosen by the challenger. If challenged in the Takeover phase for a Territory the gang already controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

SLUDGE SEA

Effluent and polluted water drains down through the hive to catch in brown pools, forming lakes of fuming, iridescent sludge.

Equipment: Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free.

WORKSHOP

Underhive workshops tend to be a combination of different scrap yards, festooned with belts of ammo and strewn with the carcasses of machines. The denizens of such places are often strange recluses, who mutter to their machines and create strange totems out of their rusting treasure.

Recruit: The gang may recruit an Ammo-jack Hanger-on for free.

COLLAPSED DOME

Many of the ancient domes that honeycomb the underhive eventually collapse under the weight of time, leaving treasures trapped beneath the wreckage and the structure above liable to fall apart at the smallest misstep.

Income: When collecting income from this Territory, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the gang suffers a Lasting Injury.

REFUSE DRIFT (CAWDOR)

Vast agglomerations of refuse gather in areas of the underhive in drifts that shift like dunes in a desert.

Income: The gang earns 2D6x5 credits from this Territory when collecting income. However, if a double is rolled, a randomly determined fighter has a nasty encounter with a waste-lurker and must miss the next battle whilst they recover. No income is lost.

(Cawdor) Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

(Cawdor) Income: The gang earns 2D6x5 credits from this Territory when collecting income. A Cawdor gang has no risk of encountering a nasty waste-lurker.

CORPSE FARM (CAWDOR)

Everyone must eat, and the corpse farm takes the flesh of the dead and makes it into the corpse-starch that feeds the hive. Underhive corpse farms do a brisk, if shunned, trade in the bodies of the dead.

Income: When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

(Cawdor) Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

(Cawdor) Income: When collecting income, the gang gains 2D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

GAMBLING DEN (DELAQUE)

Gambling is rife in the underhive, with fortunes won on the turn of a card and lost on the spin of a bolt shell, and debts are easily piled up by those who don't know when to quit.

Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

(Delaque) Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Income: Special rules, see Gang War IV, pg. 66

(Delaque) Special: The Delaquer player that controls this Territory may nominate a single enemy fighter at the start of the battle. The Delaquer have called in the fighter's debt marker, and in return for keeping all of their limbs intact, the fighter agrees to take no part in the coming battle. The nominated fighter misses the battle.

STINGER MOULD SPRAWL (ESCHER)

Stinger mould is a rare fungus that grows where rad-waste has saturated a fungus sprawl. The fungus can be deadly, but also offers near-miraculous healing properties.

Special: During the post-battle sequence, the gang controlling this Territory may re-roll a single Lasting Injury roll on a fighter. Note that a Memorable Death result may not be re-rolled.

(Escher) Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

(Escher) Special: An Escher gang may either (1) remove a single existing Lasting Injury from a fighter, or (2) re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result.

BONE SHRINE (CAWDOR)

Shrines of bones and noose-ropes are common in the underhive, and even the most cold-blooded ganger will rarely pass one without throwing in a cred as a plea for a blessing.

Income: The gang earns 2D6x5 credits from this Territory when collecting income.

(Cawdor) Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

(Cawdor) Income: The gang earns 4D6x5 credits from this Territory when collecting income.

NEEDLE WAYS (DELAQUE)

The Needle Ways are the vents, crawl tunnels and pipes that thread through the mass of the hive. Those that can navigate them can pass unseen between almost anywhere.

Special: Whilst it controls this Territory, the gang may infiltrate up to three fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot.

(Delaque) Special: A Delaquer gang that controls this Territory may infiltrate two groups of up to three fighters using the method detailed above. The fighters in each group must be specified before the battle.

NARCO DEN (ESCHER)

Narco dens are filled with the scent of exotic smoke, and the bubble and hiss of fume-bottles and chem-injectors. Rich and poor alike come to such places to chase dreams and forget nightmares.

Income: The gang earns D6x5 credits from this Territory when collecting income.

(Escher) Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

(Escher) Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Synth Still, this is increased to D6x10.

DRINKING HOLE (DELAQUE)

Reeking of liquor, sweat and blood, a drinking den is where many hivers go to numb their sorrows, or to find their courage at the bottom of a bottle of Wildsnake or Second Best.

Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

(Delaque) Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: Whilst it controls this Territory, any fighter in the gang may re-roll any failed Cool checks. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. The marked fighters suffer a -1 to hit penalty for the rest of the battle.

(Delaque) Special: A Delaquer gang may not use the standard Boon. Instead, the player of the Delaquer gang that controls this Territory may nominate three enemy fighters at the start of the battle, and places an Intoxicated marker on each fighter's card to show that their drink was spiked. The marked fighters suffer -1 to all tests and checks for the duration of the battle.

SYNTH STILL (ESCHER)

Constructed from tangles of reclaimed pipes, vats and cylinders, a synth still in skilled hands can produce the finest poisons, medicines and narcotics.

Special: Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common.

(Escher) Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

(Escher) Special: Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common, and halves the cost of these items (rounding up).

SLAG FURNACE (GOLIATH)

Glowing with heat and spattered with molten metal, a slag furnace smelts slag and ore so that the metals they contain can be poured off.

Income: The gang earns D6x5 credits from this Territory when collecting income.

(Goliath) Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

(Goliath) Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

FIGHTING PIT (GOLIATH)

Violence is life, death, and entertainment in the underhive, and some of the most feared fighters are made on the cinder floors of fighting pits under the eyes of baying crowds.

Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

(Goliath) Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

TUNNELS (ORLOCK)

The tunnels that run through the hive are the primary ways that people move between locations. Those that control them can move freely and attack where they wish.

Special: Special rules, see Gang War IV, pg. 69

(Orlock) Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

(Orlock) Special: An Orlock gang may choose to deploy up to six fighters via tunnels using the method detailed above. The fighters in each group must be specified before the battle.

ARCHAEOTECH DEVICE (VAN SAAR)

These are relics from a long lost age, when the hive had not grown to the sky. They possess strange capabilities, wondrous power and danger in equal measure.

Special: Any number of weapons owned by the gang may be given one of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional Traits.

(Van Saar) Reputation: Whilst it controls this Territory, the gang adds + 2 to its Reputation.

(Van Saar) Special: A Van Saar gang may give any number of weapons it owns two of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given these Traits. These weapons also gain the Unstable trait. If the Territory is lost, the weapons lose these additional Traits.

SMELTING WORKS (GOLIATH)

Crags and seams of valuable slag can be found across the underhive, mute markers to the ancient industries that grew the Spire.

Income: The gang earns D6x5 credits from this Territory when collecting income.

(Goliath) Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Slag Furnace, this is increased to D6x10 credits.

TOLL CROSSING (ORLOCK)

Income: The gang earns D6x5 credits from this Territory when collecting income.

Income: The gang earns D6x5 credits from this Territory when collecting income.

(Orlock) Special: Whilst it controls this Territory, an Orlock gang has Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.

TECH BAZAAR (VAN SAAR)

An underhive tech bazaar buzzes with the calls of bullet merchants echoing above haggling tech-prospectors, while agents of the Gun-guild watch and take their due.

Equipment: Special rules, see Gang War IV, pg. 71

Income: The gang earns D6x10 credits from this Territory when collecting income.

(Van Saar) Income: The gang earns D6x10 credits from this Territory when collecting income. If the gang also controls an Archaeotech Device, this is increased to 2D6x10.

(Van Saar) Reputation: Whilst it controls this Territory, the gang adds+ 1 to its Reputation.

MINE WORKINGS (ORLOCK)

An open cast mine bored into a mineral mass can yield a fortune in carbonite gems, cognate ore, argent and emeralds, all waiting to be ripped from the ground.

Income: The gang earns D6x10 credits from this Territory when collecting income. The gang may set Captured fighters to work in the mines rather than selling them to the Guilders. For every Captive working the mine, roll an additional D6 to generate income. If the Territory changes control, all of the Captives remain working the mine. A Captive sent to the mines may not subsequently be Sold to the Guild. While a Captive is working the mine, their gang may attempt a Rescue Mission at any time.

(Orlock) Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

GENERATORIUM (VAN SAAR)

Much of the light and power in the underhive relies on taps into energy conduits or barely functioning generators. Those that control the source of such power can let it flow ... or cut it off at a whim.

Special: Special rules, see Gang War IV, pg. 69

(Van Saar) Reputation: Whilst it controls this Territory, the gang adds + 1 to its Reputation.