

NECROMUNDA CAMPAIGN

SUMPCITY DOWNTOWN PITFIGHT

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1.0 GENERAL RULES

- **ANMELDUNG:** Die Anmeldung bitte bei mir (Björn) über PN, mit Name der Gang in **Yaktribe** einreichen, um euch in die Kampagne einladen zu können.
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- **ART DER KAMPAGNE:** Sumpcity Downtown Pitfight. Hier kommen, gehen und wechseln die Gebiete am Pokertisch den Besitzer. Wir spielen eine **Dominion** Kampagne mit Territorien.
- **Zusätzliche Regel:** Für jedes Gebiet in eurem Besitz, welches einer anderen Housegang (Goliath, Escher etc.) gehört, **erhöht** sich euer Kopfgeld in der Takeover-Phase Campaign Week 4, je weiterer Campaign Week um je **25 Credits**.
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- **REGELWERKE:** Alle durch GW/FW erschienenen Bücher, Warhammer Community etc..
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- **BEMALPFLICHT:** Grundiert dürfen die Modelle schon sein. Battleready wünschenswert – **KOPFGELDER!**
-
- **WYSIWYG** – Umso mehr ihr euch daran haltet desto besser! Klärt mögliche Unstimmigkeiten vorher ab!
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-
-



2.0 ABLAUF



3.0 MISSIONS:

Before a game, the challenger or gang with the lowest rating picks which table to roll on. Then both players roll a d6, add it and consult the appropriate table. Afterwards, the players set up and play their game

THE TERRITORY TABLE

2D6 Roll Result Scenario Options

2-5	That's My Turf!	1.Takeover (BoR) / 2. Border Dispute (RB) / 3. Sneak Attack (RB)
6-7	Territory	1.Toll Bridge (BoP) / 2. Escape the Pit (RB) / 3. Escape the Badzone (BoP)
8-9	Death Match	1.Standoff (RB) / 2. The Trap (RB) / 3. Ambush (RB)
10-12	Underdog	1.Lower-Ranked player picks Scenario and Attack/Defend

THE LOOT TABLE

2D6 Roll Result Scenario Options

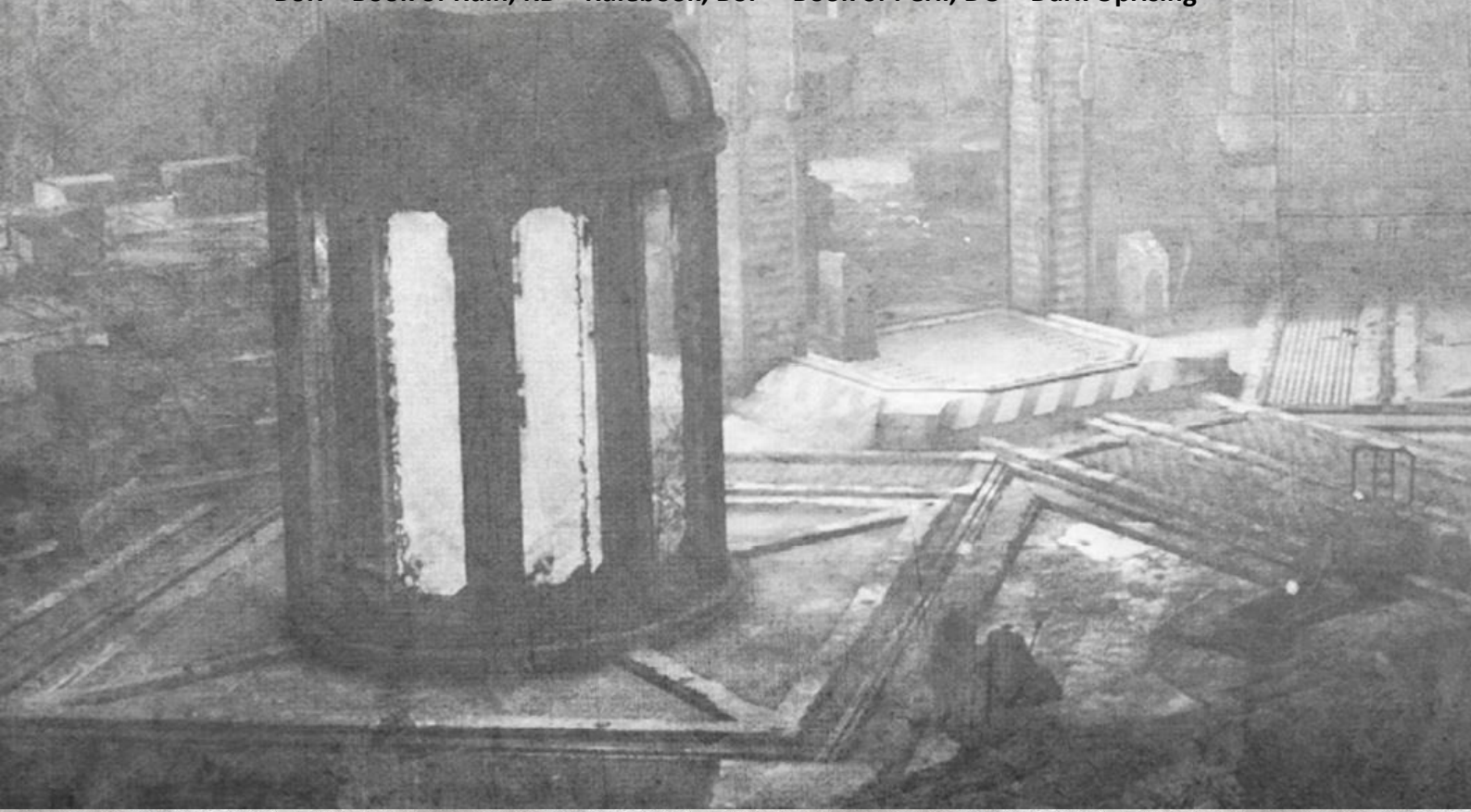
2-5	Crimes	1.Looters (RB) / 2. Propaganda / 3. Escort Mission (RB)
6-7	Treasure	1.Scavenge (DU) / 2. Archaeo-hunters (RB) / 3. Forgotten Riches (RB)
8-9	Death Match	1.Smash & Grab (RB) / 2. Manufactorum Raid (BoP) / 3. Ghost Heist (RB)
10-12	Underdog	1.Lower-Ranked player picks Scenario and Attack/Defend

THE UNDERHIVE RUMBLE TABLE

2D6 Roll Result Scenario Options

2-5	Disruption	1.Meat Harvest (DU) / 2. Blood Rites (BoR) / 3. Search & Destroy (DU)
6-7	Destruction	1.Dust Up (RB) / 2. Sabotage (RB) / 3. Border Dispute (RB)
8-9	Death Match	1.Murder Cyborg (RB) / 2. Caravan Heist (RB) / 3. Ambush (RB)
10-12	Underdog	1.Lower-Ranked player picks Scenario and Attack/Defend

BoR – Book of Ruin, RB – Rulebook, BoP – Book of Peril, DU – Dark Uprising



4.0 TACTIC CARDS:

TACTIC CARDS

Players build a deck (or list) of **20 cards** of their choice.

Tactic Card decks which include Sector Mechanicus or Zone Mortalis-specific cards, can be swapped in based on whichever terrain style you're playing and for that match.

For games with random card selection, just draw (or roll for) X cards and have at it.

For games where the players choose their cards, you'll generate X+1 cards and discard one of your choice.

When creating Tactic Cards' Deck, players cannot choose these Cards: **History of Violence** and **Dangerous Footing**.



5.0 ADDITIONAL RULES

VISION ARC: Für Ganger ohne Markierung des Sichtfeldes auf der Base, gilt die Blickrichtung des Kopfes als Vision Arc.

INTO THE BADZONES: Zu Beginn jedes Szenarios wird gewürfelt, bei einer gewürfelten 1 geschieht nichts, bei einem Ergebnis von 2-6 befindet ihr euch in einer Badzone und handelt die Punkte nach Book of Perils Seite 46 und 50 ab. Aufgrund der hohen Vielfalt an Events dürfen nicht vorhandene Eventmodelle geproxxt werden.

HOUSE FAVORS: JA!

HOUSE SUB-PLOTS: Geheime Missionen? JA, bitte! (Seite 150 Regelbuch, oder der entsprechende Eintrag in eurem House of ** Book).

TRADING POST UND BLACK MARKET : Für jede Gang verfügbar.

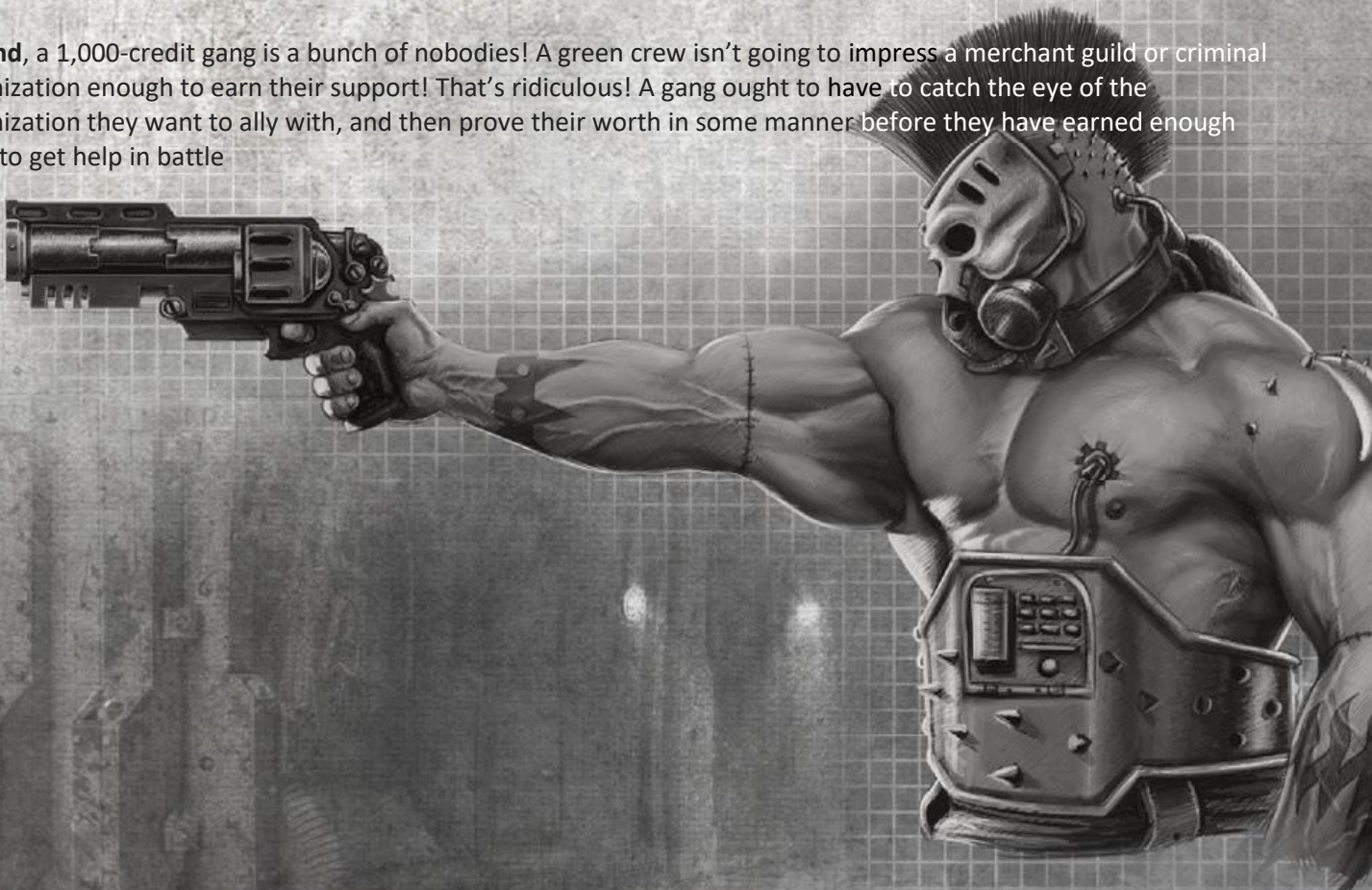
INCOME: Each territory provides Income for the gang that claims it. This Income is paid out at the beginning of every campaign week and not as usual.

PROSPECT: Replacing a Dead Prospect: If a gang loses one of their Prospects/ Juves, they immediately can replace them with a "free" one, using gear from the stash. Free Credits from the Arbitrator!

GUILDS: We have two main issues with this. (Ruleset page 26-29)

First, it is an inherently unbalanced system. Some Alliances are far more able combatants than others, and some Alliance special rules are far more useful than others. If you're playing your first game in a campaign with a 1,000-credit gang, and your opponent has a 775-credit Corpse Harvesting party with their gang, you're more than likely going to get hosed. Alliances are fun, but this kind of unbalanced gameplay isn't fun.

Second, a 1,000-credit gang is a bunch of nobodies! A green crew isn't going to impress a merchant guild or criminal organization enough to earn their support! That's ridiculous! A gang ought to have to catch the eye of the organization they want to ally with, and then prove their worth in some manner before they have earned enough trust to get help in battle



6.0 BOUNTY SYSTEM



After a game, a player may pay **their own damn credits** to the Arbitrator to issue a bounty on their opponent's gang. This bounty takes effect immediately and lasts until the end of the next campaign round (Downtime and Takeover Phase). We would encourage players to issue bounties for any of the following reasons:

1. Cunning, inventive, or dastardly play.
2. The player's favorite fighter got taken out of action.
3. The player's opponent won.
4. The player's opponent lost.
5. Adult beverages were consumed.
6. Recriminations.
7. The player's opponent has a Delaquer gang (they didn't need to use it, the existence of a Delaquer gang in the house is all the reason that anyone needs).
8. You get the point – literally *any* reason.



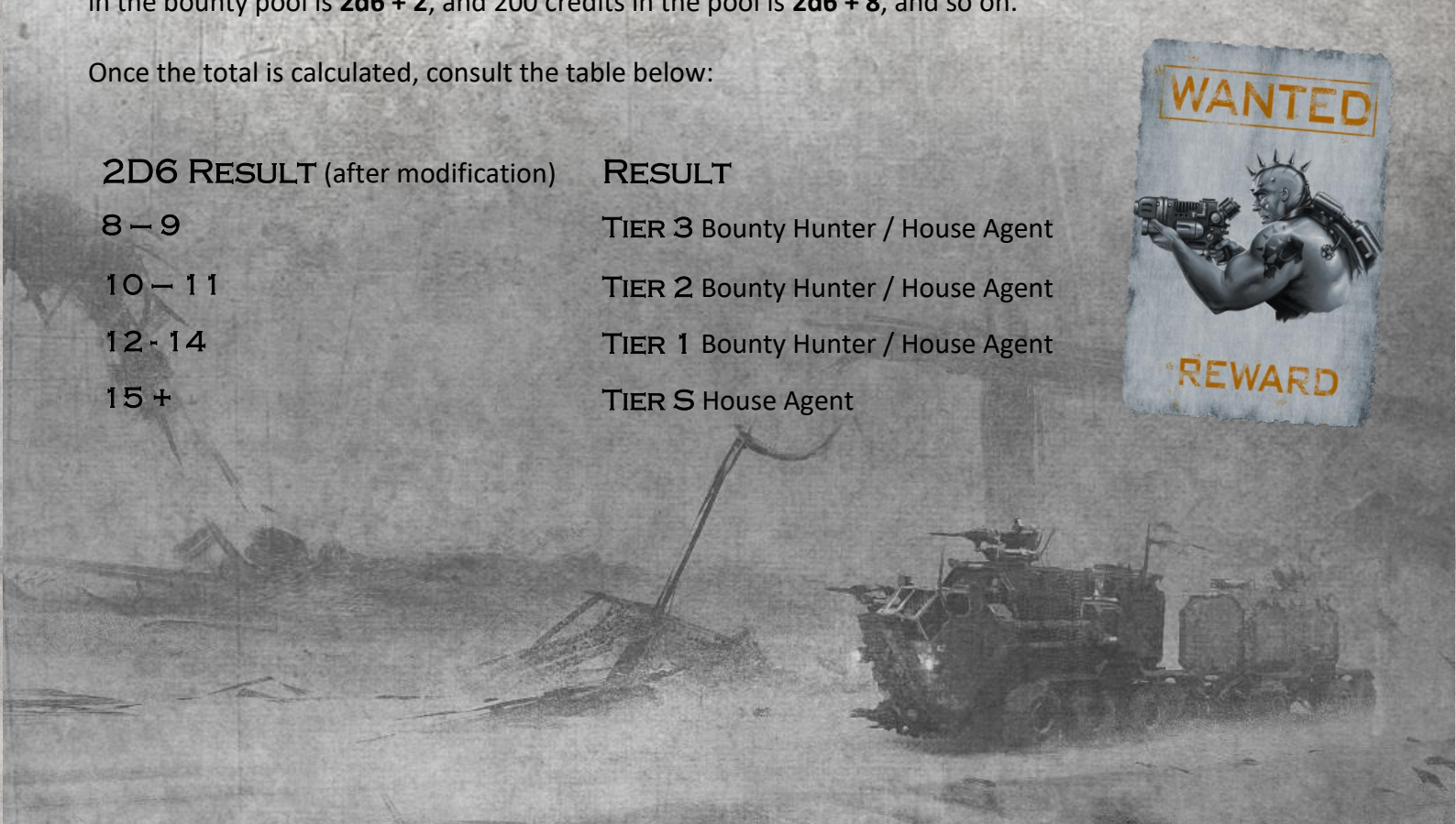
At this point, the Arbitrator will let all the players know that a bounty has been offered on one of the campaign's gangs. **Bounties are tracked in the Yaktribe Gang Roster.** At this point, the player who issued the bounty's participation is provisionally over. This bounty takes effect in their opponent's **future games.**

As a gang's bounty grows larger, they will attract a more and more dangerous sort of Bounty Hunter. It is important to note that multiple gangs can throw their own credits into the pool to create a larger combined bounty against a certain opponent, ensuring that in the next round this infamous player will have more and more difficult battles!

If a player is playing against a gang that carries a bounty, they may roll 2d6 in the pre-battle sequence after Crews have been selected. **For every 25 credits worth of bounty, add 1 to this roll.** For example, 50 credits in the bounty pool is **2d6 + 2**, and 200 credits in the pool is **2d6 + 8**, and so on.

Once the total is calculated, consult the table below:

2D6 RESULT (after modification)	RESULT
8 – 9	TIER 3 Bounty Hunter / House Agent
10 – 11	TIER 2 Bounty Hunter / House Agent
12 - 14	TIER 1 Bounty Hunter / House Agent
15 +	TIER S House Agent



IMPORTANT RULES:

- 1. Dramatis Personae Bounty Hunters CAN be added to a gang in this manner.**
 - Each Tier has an option for a custom Bounty Hunter.
- 2. Bounty Hunters added to a crew in this way are free, gear and all.**
 - Be they custom or Dramatis Personae, they cost nothing to the player that has “earned” the right to use them. Custom Bounty Hunters are explained in more detail below.
- 3. Bounty Hunters added in this manner are used in the subsequent game and for no longer.**
 - You don’t get to keep ‘em to use against the next guy! They’ve got other stuff to do.
- 4. This method of using Bounty Hunters does not replace the other methods of using Bounty Hunters.**
 - Players can hire Bounty Hunters in any of the three methods described above in addition to this method.
- 5. Only one Bounty Hunter can be added to a crew in this manner.**
 - If a Bounty Hunter has rules that allow them to work in concert with another Bounty Hunter, then the player may use two in this battle, but only if they’ve secured their participation through other means. Kal can come free with a lucky roll, but Scabs is still gonna demand top dollar for any side-kickin’.
- 6. Bounty Hunters added in this way are considered to not have the “We’ll get our bit...” special rule.**
 - Since Bounty Hunters added in this way are free to the player using them, there does not need to be a rule that extends their contracts in a way to mitigate their cost.
- 7. In every other way, a Bounty Hunter added to a gang in this manner acts like a Bounty Hunter.**
 - Though guaranteed we’ve probably missed some rules interaction that breaks the game somehow, so use your best **Rules as Intended** judgement here.
 -
- 8. Dramatis Personae Bounty Hunters are not listed below?**
 - Dramatis Personae Bounty Hunters from your own House of X always count as Tier 2.
 - Still can’t find your Dramatis Personae Bounty Hunter – Ask the Arbitrator.



6.1 THE TIER LIST

TIER 3

- **Tier 3 Custom Bounty Hunter:** Equipped with 75 credits worth of gear from the Trading Post or Black Market and may use items and weapons of a Rarity or Illegality of 9 or less.
- Alyce Shiver.
- Baertrum Arturos III
- Eyros Slagmyst
- Krotos Hark
- Mortanna Shroud
- Thaetos 23-2
- Yolanda Skorn

TIER 2

- **Tier 2 Custom Bounty Hunter:** Equipped with 150 credits worth of gear from the Trading Post or Black Market and may use items and weapons of a Rarity or Illegality of 10 or less.
- Apollus Cage
- Aramista/Arbalesta Dae Catallus
- Djangar "Gunfists"
- Gor Half-Horn
- Grendl Grendlsen
- The Headsman
- Kria Kytoro
- Rex Spires
- Vandoth the Fallen

TIER 1

- **Tier 1 Custom Bounty Hunter:** Equipped with 225 credits worth of gear from the Trading Post or Black Market and may use items and weapons of a Rarity or Illegality of 11 or less.
- Atilus the Axe
- Belladonna
- The Deserter
- Freikstorn Strix:
- The Hermaphage Magos
- Kal Jericho
- Ortuum 8-8
- Slate Merdena
- T.H.R.U.G. 12 "Sparky"
- Vorgen "Gunner" Mortz
- Yar Umbra

S-TIER

- Klovis the Redeemer
- Arachnotek Golem
- Cyniss, the mother of poisons
- Ajex Gorgoth
- Margo Merdena
- Servant of the Silent ones



7.0 UNDERDOG MECHANICS

THE HOUSE PATRONAGE TABLE

After the players have selected their crews, obtain the Crew Ratings for each gang by adding up the value of the fighters in each crew. The player with the lower crew value get the difference in crew value as credits to use on the following table:

HOUSE PATRONAGE BENEFIT

CREDIT COST

0-5: Draw a random Tactics Card

100 each

0-2: Choose a Tactics Card

200 each

0-3: Draw a random Underdog Card

150 each

0-1: Draw a random House Sub-plot

100

0-1: Choose a House Sub-plot

200

0-3: Temporarily hire a Ganger (the Ganger is removed from the roster after this game)

Varies (Base cost of the ganger plus any weapons or wargear available to them from their House List or equivalent. **May not** use items from the stash.)

Unlimited: Recruit 1 or more Juves (The Juve is added to the gang roster as a permanent member of the gang. Standard gang composition rules still apply. May not be used to recruit Palanite Rookies.)

Varies (Base cost of the Juve plus any weapons or wargear available to them from their House List or equivalent. May use items from the stash, though standard equipment restrictions apply)

0-1: Hire a Dramatis Personae

Varies

0-1: Bounty Hunter

Varies (Base cost plus weapons/wargear)

0-5: Hire a Hive Scum

Varies (Base cost plus weapons/wargear)

8.0 RESURRECTION PACKAGE

1. ARCHEO-REBIRTH

BENEFITS:

A living piece of abominable technology has affixed itself to the fighter's body, burrowing mechatendrils deep inside their flesh. If the wearer suffers a Lasting Injury result of Humiliated, Head Injury, Eye Injury, Hand Injury, Hobbled, Spinal Injury or Enfeebled, they count the result as Out Cold instead. Each time the fighter avoids a Lasting Injury in this way, make a note of it.

PRICE:

Whatever dark technology is keeping the fighter alive has also burrowed its way into their brain. Whenever the fighter activates, they must roll a D6. If the result is equal to or less than the total number of times they have avoided a Lasting Injury (see Benefits) they gain the Insane Condition.

END GAME:

Eventually the fighter will become more machine than human. If the fighter has ever avoided 6 Lasting Injuries since taking this Resurrection Package (see Benefits), they vanish into the underhive never to be seen again, and the player must remove them from their gang roster.

2. ADEBT OF BLOOD

BENEFITS:

When this Resurrection Package is chosen, the Arbitrator or the player must choose a Criminal, Guild or Noble ally. The fighter's gang immediately enters into an alliance with the chosen faction, forsaking all other allies. While the resurrected fighter is alive, the gang will always be allied to the chosen faction. In addition, extra fighters gained from the allies (i.e. Guild representatives or Criminal allies, etc.) ignore the Band Apart rules, and so count as part of the fighter's gang, can gain experience (using the gang's skill tables for skill advances) and suffer Lasting Injuries.

PRICE:

The fighter's gang must change their alignment to match that of their new allies (i.e. if they were a Law Abiding gang and a Criminal alliance was made, they must become an Outlaw gang). In addition, the fighter's gang can never voluntarily Test the Alliance with their new allies.

END GAME:

The cost levied by the allies is always a hefty one. After each battle the fighter's gang wins, the fighter must either hand themselves over to their allies, or give up a gang member (not including hired guns or fighters gained through their allies). The chosen fighter is removed from the gang roster. This continues until the fighter surrenders to their allies.



3. DAEMONIC POSSESSION

BENEFITS:

There is a supernatural horror that emanates from the fighter, infecting all around them. The fighter gains the Fearsome skill if they do not have it, and enemy fighters must pass a Cool check to target them with ranged weapons. In addition, they gain the Unsanctioned Psyker special rule and may generate a random psychic power from the Helot Chaos Cult psychic powers list.

PRICE:

The Daemon within the fighter demands souls if it is to get stronger. During the post-battle sequence of every battle (whether the fighter was part of the player's crew or not) they will lose a point of Toughness, unless they performed a Coup de Grace action during the battle or the player sacrifices one of their other fighters (a sacrificed fighter is killed just as if they had rolled a Memorable Death result on the Lasting Injury table). If the fighter's Toughness ever reaches 0, they are dead for good.

END GAME:

Once the Daemon has consumed its fill, it will no longer need the fighter, breaking free of the weak mortal vessel. Each time the fighter takes a soul (i.e. performs a Coup de Grace action or a friendly fighter is sacrificed) make a note. In the post-battle sequence, before deciding whether or not to sacrifice a friendly fighter (see Price) roll 2D6. If the result is equal to or lower than the number of souls the fighter has consumed, they are immediately killed as the Daemon breaks free.

4. DARK PACT

BENEFITS:

The fighter may perform a Dark Ritual during the post-battle sequence, just as if they were part of a Helot Chaos Cult gang. If the fighter is already part of a Helot Chaos Cult gang then they may add 2 to the dice roll when performing Dark Rituals. In addition, they gain the Unsanctioned Psyker special rule and may generate a random psychic power from the Helot Chaos Cult psychic powers list.

PRICE:

The fighter's gang cannot sell Captives to the Guild, and must instead sacrifice them to the Dark Gods, just as if they were a Helot Chaos Cult. If they are already part of a Helot Chaos Cult then this rule has no effects. In addition, the dark reputation of the fighter has gotten around, and the gang immediately become Outlaws.

END GAME:

It is the will of the Dark Gods to bestow terrible gifts upon their servant. Once the fighter's gang has sacrificed three Captives to the Ruinous Powers, the fighter is transformed into a Chaos Spawn, and may be retained by the gang, whether or not the gang is a Helot Chaos Cult.

6. CANNIBAL CORPSE

BENEFITS:

The fighter cannot be pinned, ignores Flesh Wounds and automatically passes any Cool checks they are required to take. In addition, while weapons with the Blaze trait can set them on fire, whilst subject to the Blaze condition, the fighter may act normally during their activation, rather than acting as described by the Blaze trait.

PRICE:

The fighter can only ever perform a single action in each of their activations, suffers a -4 hit with all weapons that do not have the Melee or Versatile trait, and must perform the Charge or Coup de Grace actions if able. They also cannot perform Group Activations with fighters who are not also zombies (see End Game).

END GAME:

The fighter is inexorably driven to create more zombies. After each battle, one randomly determined fighter in the player's gang becomes a zombie (see Price). Once a fighter is a zombie, they cannot be deleted from the gang roster during the post-battle sequence. Once every fighter in the gang is a zombie, it is disbanded, as they wander off into the underhive looking for fresh meat ...

6. REVENANT

BENEFITS:

When this Resurrection Package is chosen, make a note of the enemy fighter responsible for the resurrected fighter's death. If the fighter wasn't killed by an enemy fighter (i.e. they fell to their death, etc.), then choose the Leader of the enemy gang the resurrected fighter was facing when they died. Whenever the resurrected fighter faces this chosen enemy, they may re-roll failed hit and wound rolls, as well as the Injury dice, when making attacks against them.

PRICE:

The fighter must try to kill their killer. Each time their gang doesn't face the enemy's gang in a battle (whether or not the chosen enemy is part of their opponent's crew), they must roll a D6. On a 4+ they lose a point of Strength. If they are reduced to 0 Strength, they die and are removed from the gang roster.

END GAME:

If the fighter ever kills their enemy (rolls a Memorable Death result on the Lasting Injury table or sends them to the Doc and they are not saved), then the fighter retires and is removed from the gang roster. If their enemy is killed by someone else, or retires, they must choose a new fighter from the enemy fighter's gang – this new fighter becomes their chosen enemy.

7. XENOS RESURRECTION

BENEFITS:

The fighter is not entirely human anymore. Each time the fighter suffers a Lasting Injury, the fighter counts the effect as Out Cold unless a Memorable Death or a Critical Injury was generated. When the fighter avoids a Lasting Injury in this way, however, the player must make a note.

PRICE:

Each time the fighter avoids a Lasting Injury, they permanently become more alien. All effects are cumulative. If they have survived 1 Lasting Injury, they cannot use or benefit from the Leading by Example rule. If they have survived 2 Lasting Injuries, they cannot make or take part in Group Activations. If they have survived 3 Lasting Injuries, they cannot be the target of friendly Gang Tactics. Finally, if they have survived 4 or more Lasting Injuries, then friendly fighters may never voluntarily be deployed or move within 3" of the fighter.

END GAME:

Eventually the fighter's humanity is consumed by the alien within, and they become something else entirely. Once the fighter has survived 4 or more Lasting Injuries since taking the Resurrection Package, each time they suffer a new Lasting Injury they must roll 2D6. If the result of the dice roll is equal to or lower than the current number of Lasting Injuries they have survived, they immediately transform into a Beast's Lair (or creature chosen by the Arbitrator) and will always attack the nearest fighters (friend or foe) on their activation (or move towards the nearest fighter if they are a creature). After the battle, permanently remove the fighter from the gang roster.

8. SKIN-DEEP DOPPELGANGER

BENEFITS:

The fighter is not quite the same. When they are resurrected, the fighter may alter any skill advances they have received – effectively gaining back any spent experience points on skills and spending them again on new skills. When choosing skills, including their starting skill for being a Leader or Champion, they may choose from any skill category and not just those available to their gang.

PRICE:

Other members of the gang are a little unnerved by the Doppelganger. The fighter cannot make or participate in Group Activations, nor can they use or benefit from the Leading by Example rule.

END GAME: The fighter is following their own secret agenda. At the end of each battle the fighter takes part in, roll 3D6. If a double is rolled, the fighter disappears for a battle (effectively going into Recovery), while if a triple is rolled they vanish entirely and are removed from the gang's roster.

9.0 SKILLS

AGILITY

There are no changes to Agility skills. They're all pretty good! A gang that manages to get multiple mobility skills on their key fighters is going to be a nightmare to deal with, in a really fun way!

BRAVADO

- **BIG BROTHER:** Whilst this fighter is Standing and Active, any friendly fighter with the Gang Fighter (X) special rule that is within 9" and line of sight of this fighter may use this fighter's Cool characteristic for Nerve tests instead of their own. *In addition, in the End Phase, this fighter may choose a friendly fighter with the Gang Fighter (X) special rule who is Prone and Seriously Injured within 9". The selected fighter may roll one additional Injury dice during their Recovery test this phase.*

- **KING HIT:** When making an unarmed attack (see the Necromunda Rulebook), this fighter may choose to roll a single Attack dice, irrespective of their Attacks characteristic or any other bonuses. If they choose to do so, the attack gains the Knockback, Shock, Pulverise, and Concussion traits. *If the fighter is successful in taking their target Out of Action or inflicting a Serious Injury, every enemy fighter within 6" must take a Nerve test or become Broken. In addition, until the End Phase of this turn, enemy fighters must first pass a Willpower check if they wish to make a **Charge (double)** action that would result in making any attacks against this fighter. If that check is failed, they cannot move and their activation ends immediately.*

- **STEADY HANDS:** When this fighter is activated, before declaring their first action, this fighter may perform a **Reload (simple)** action for free. This does not prevent them from performing the same action twice more during their activation should they choose. *In addition, if this fighter is Standing and Active and did not or has yet to make a **Move, Fall Back, Take Cover**, or any other action that would result in any sort of movement, then this fighter counts as having taken a **Take Aim (basic)** action*

BRAWN

- **BULGING BICEPS:** This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter can carry. *When this fighter chooses to wield an Unwieldy weapon in two hands, the fighter may add 1 to their hit rolls and 1 to their Strength characteristic. In addition, this fighter may shoot Unwieldy ranged weapons with a basic action instead of a double action.*

- **CRUSHING BLOW:** *The fighter may sacrifice one of their attack dice (to a minimum of 1) to give the rest of their attacks +1 to hit, +1 Strength, and +1 Damage. Weapons with the Sidearm trait may not be used in conjunction with this skill.*

- **IRON JAW:** This fighter's Toughness is treated as being two higher than normal when another fighter makes unarmed attacks against them in close combat. *Additionally, when this fighter suffers a Serious Injury as a result of a melee attack, roll a d6. If the result of that roll is equal to or less than this Fighters current Toughness characteristic (taking into account any pieces of wargear like a Stimm-slug Stash or a Servo-harness), then that Serious Injury is downgraded to a Flesh Wound.*

COMBAT

- **COMBAT MASTER:** This fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are engaged with. *Additionally, this fighter can never be Disarmed, and may turn to face any direction for free before each round of combat begins without suffering any penalties to their hit rolls for the following round of combat.*
- **COUNTER ATTACK:** When this fighter makes Reaction attacks in close combat, they roll one additional Attack dice for each of the attacker's Attacks that failed to hit *or wound* (whether or not they were missed, parried, etc.)

CUNNING

- **ESCAPE ARTIST:** *When this fighter makes a **Retreat (basic)** action, it automatically succeeds and this fighter cannot be the target of any Reaction attacks. In addition, this fighter can never be captured. If they've been captured after the battle, it is assumed that they made some sort of masterful escape, and are returned to their gang with all of their equipment*
- **OVERWATCH:** If this fighter is Standing and Active, and has a Ready marker on them, they can interrupt a visible enemy fighter's action as soon as it is declared, but before it is carried out. This fighter loses their Ready marker, then immediately makes a **Shoot (Basic)** action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately – their action(s) are not made. *Weapons with the Blast (X") or Template traits may not be used to make Overwatch attacks.*

FEROCITY

- **FEARSOME:** If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately. *In addition, if this Fighter moves within base-to-base contact with any enemy fighters as a result of a Charge (double) action, those fighters must take a Cool check. If they fail, they become Broken.*
- **IMPETUOUS:** When this fighter consolidates at the end of a close combat, they can move up to 4", rather than the usual 2". *If this fighter has made a **Charge (double)** action this turn and is no longer Engaged with a Standing and Active enemy fighter, then this fighter may Consolidate to a new combat if they are able to move into base-to-base contact with another enemy fighter. They may not make any more attacks this activation, but are considered to be Engaged with any enemy fighters they are in base-to-base contact with*

FINESSE

Much like Agility skills, Finesse skills are all worth having. Way to go House Escher!

LEADERSHIP

• **INSPIRATIONAL:** If a friendly fighter within 6" of this fighter fails a Cool, Leadership, or Willpower check, make a Leadership check for this fighter. If the Leadership check is passed, then the *failed* check also counts as having been passed.

MENTOR: Make a Leadership check for this fighter each time another friendly fighter within 9" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

• **OVERSEER:** If the fighter is Active, they can attempt to make the following action:

ORDER (DOUBLE): Choose a friendly fighter within 6". *The fighter attempting the Order action must take a Leadership check. If passed, the selected fighter can immediately make two actions as though it were their turn to activate, even if they are not ready. If they are Ready, these actions do not remove their Ready marker.*

• **REGROUP:** If this fighter is Standing and Active at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly fighter that is currently subject to the Broken condition and within 12" immediately recovers from being Broken.

MUSCLE

• **FISTS OF STEEL:** Unarmed attacks made by this fighter count as *being made with a set of weapons with the Paired trait that have a Strength 2 higher than normal and inflict 2 damage.*

• **IMMOVABLE STANCE:** This fighter may perform the Tank (basic) action during their activation:

• **Tank (basic):** Until the start of this fighter's next activation, this fighter increases their armour save by 2 to a maximum of 2+ and cannot be moved from their current location by any skills such as Hurl or Overseer, or any weapon traits such as Knockback or Drag, nor can they be Pinned. *A Tank (Basic) action can never be combined with any action that would cause the fighter to move in any way in the same turn.*

• **UNLEASH THE BEAST:** This fighter may perform the Flex (simple) action while they are Active and Engaged:

Flex (simple): *All fighters (friend or foe) in base-to-base contact with this fighter must roll off with this fighter with 1d6. The Flexing fighter may add their Strength characteristic to the roll. If the Flexing fighter wins the roll off, the other fighter is moved d3" directly away from the Flexing fighter and is placed Prone. If the Flexing fighter loses this roll-off, then nothing happens. If there are multiple fighters being pushed, the player controlling this fighter chooses the order in which they are moved, but a roll-off must be made for each fighter being pushed.*

PALANITE DRILL

• **NON-VERBAL COMMUNICATION:** If this fighter is Standing and Active, they can attempt to make the following action:

COMMS (BASIC): *The fighter with this skill may take a Leadership check. If passed, pick a friendly fighter within 6". That fighter may immediately make one of the following actions: Move (simple), Take Cover (basic), Operate Door (basic), Access Terminal (basic), or Force Door (basic).*

• **RESTRAINT PROTOCOLS:** Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (simple) action:

• **RESTRAIN (SIMPLE):** Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (simple) action. This fighter is adept at shackling their opponents, even in the heat of battle. The enemy fighter is taken out of action, but each time this fighter performs this action, make a note that they have restrained an enemy fighter. During the Wrap-up, add 1 to the dice roll to determine if an enemy fighter has been Captured for each enemy fighter that has been restrained. *The fighter that performed the Restrain (simple) action gains an additional point of XP*

SAVAGERY

• **AVATAR OF BLOOD:** For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the Melee trait, they may immediately *regain 1 lost Wound they have suffered in this battle. If this fighter hasn't lost any wounds or doesn't have multiple wounds, then they may discard one Flesh Wound they have previously suffered.*

SAVANT

• **BALLISTICS EXPERT:** *When this fighter makes an Aim (Basic) action they gain an additional +1 modifier to their hit roll.*

• **CONNECTED:** This fighter can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence. *The fighter also gets access to either the Trading Post or Black Market's special reserve inventory (see page 10). When this skill is selected, the player must choose which shop they have connections with, and this skill only works for that shop. Mark this down on their fighter card. However, this skill can be taken more than once, as a ganger can become Connected with both the Black Market and Trading Post. If the fighter has multiple instances of the Connected skill on their fighter card, they may also take a further Trade post-battle action.*

• **SAVVY TRADER:** *When this fighter visits the Trading Post or Black Market as a post-battle action, the cost of one item may be reduced by 20 credits on this visit (to a minimum of 10 credits). Note that this means one item, not one type of item. A single power sword may be purchased for 30 credits, but a second power sword would still cost 50 credits.*

SHOOTING

In a move that will surprise no one, we've decided that the Shooting skills are fine as they are. No kidding, right?

TECH

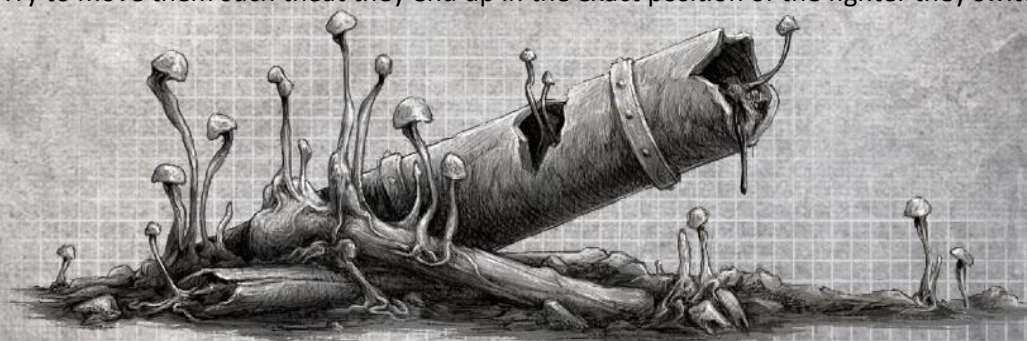
- **COLD AND CALCULATING:** *This fighter may substitute their Intelligence characteristic for any and all Cool and Willpower checks they may be required to take.*
- **MENTAL MASTERY:** This fighter cannot become subject to the *Insane* or *Broken* conditions. In addition if this fighter is chosen as the target of a Wyrd Power, and is Standing and Active or Prone and Pinned, they may attempt to Disrupt the power as if they were a Psyker.
- **PHOTONIC ENGINEER:** *This fighter may apply a +1 modifier to the Strength characteristic of all las weapons used by them.*
- **RAD-PHAGED:** When this fighter is hit by a weapon with the Gas or Toxin traits, the opposing player must roll two d6 and discard the highest roll when rolling to see if this fighter is affected. In addition, should this fighter suffer a hit from a weapon with the Rad-phage trait, roll an additional d6 as normal. However, on a roll of 4 or higher, they do not suffer an additional Flesh Wound or *any damage from the weapon*. Instead the fighter may discard a Flesh Wound they have already suffered. *Also, any fighters that end their activation within 3" of this fighter must take a Rad-phage test as if they were hit by a weapon with the Rad-phage trait.* Finally, in any scenario that uses the Pitch Black rules, this fighter always counts as being Revealed.

PIETY

- **LORD OF RATS:** Friendly Juve (or Prospect) fighters that are within 12" of this fighter and can draw line of sight to them may apply a +2 modifier to their Cool checks and Willpower checks. Rats, including Necromunda Rats, Bomb Delivery Rats, and any rats that feature in a battle due to a scenario or environment special rule, that end their movement within 3" of the fighter are immediately moved by the smallest amount possible so that they are at least 3" away from the fighter. *Finally, the fighter with this skill counts as always passing their Intelligence check to when using Bomb Delivery Rats.*

OBFUSCATION

- **FAKE OUT:** Whenever this fighter's gang makes a roll on a table to determine what scenario is played, this fighter's gang may roll three d6 rather than the usual two. One of these dice (chosen by the player) must be discarded. Additionally, at the beginning of the first battle round, after the first Priority roll has been made, if this fighter is on the battlefield, their controlling player may re-deploy d3 fighters. These re-deployments must follow all the rules for deployment as outlined in the scenario.
- **DOPPELGANGER:** During the Select Crews step of the pre-battle sequence, this fighter's gang may attempt to include an extra fighter than normally allowed by the scenario. Have the leader of the enemy gang make an Intelligence check. If they fail, this fighter's gang may include one extra fighter in their starting crew. Additionally, if after a Charge (Double) action, this fighter is in base-to-base contact with an enemy fighter, they may choose a friendly Delaquer fighter who is not Engaged within 3" and has Line of Sight to this fighter, and may switch places with that fighter. Try to move them such that they end up in the exact position of the fighter they switched places with.



10.0 ADVANCEMENTS

Cost Advancement – Leaders, Champions, Javes, Specialists, Prospects, and Brutes Rating Increase

5 XP Choose a skill from one of the fighter's Primary skill sets +20 Credits

5 XP The fighter gains a random skill from one of their Secondary skill sets +20 Credits

8 XP Choose a skill from one of the fighter's Secondary skill sets +30 Credits

12 XP The fighter gains a random skill from ANY chosen skill set (specialist gang skill sets like Palanite Drill or Finesse may not be chosen for this advancement, unless the fighter is a member of the gang that has access to these skill sets normally) +30 Credits

Advancements for Gangers and Exotic Beasts

In conjunction with our new tables for other fighter types, gangers and beasts get access to a new, but familiar, 2d6 roll. For 5 XP (not 6, but 5!) gangers and beasts can roll upon the following table. Let's take a look:

2D6 Roll Advancement Rating Increase

2	Become a specialist N/A
3, 4, or 5	Randomly select a Skill from the fighter's Secondary skill sets +20 Credits
6 or 7	Randomly select a Skill from the fighter's Primary skill sets +20 Credits
8, 9, or 10	Choose a Skill from the fighter's Primary skill sets +20 Credits
11 or 12	Choose a Skill from the fighter's Secondary skill sets +30 Credits

If, while rolling advancements for your gangers, you randomly select a skill that your ganger already has, you may instead choose a skill in that same category to assign to that fighter. This represents that fighter's familiarity with their chosen skillset.



11.0 LOOT CASKETS

LOOT CASKETS

There will always be at least two loot caskets placed on any battlefield, as described previously, but many scenarios include far more. Loot caskets can contain anything from food supplies to valuable munitions - their exact contents will not be known until they are opened. Standing and Active fighters within 1" of a loot casket may perform actions to open or carry a loot casket, as described on page 21.

OPENING LOOT CASKETS

If a loot casket is opened by a fighter, roll a D6 on the table below to determine its contents:

D6 Result

- 1 Dangerous Goods.** The loot casket has been booby trapped. Replace it with a Frag trap (see page 63).
- 2-3 Creds!** The loot casket contains a small stash of Creds. You receive D3x5 Creds.
- 4 Drugs!** The loot casket contains a stash of drugs. Roll on the *Drugs!* table below to determine what drug you find. Then, make a Willpower test for the ganger, if failed, the ganger immediately takes the drugs.
- 5 Special Issue Ammo** The loot casket contains an ammo stash. Roll on the Ammo table to determine what your ganger finds. The ganger's weapon automatically gains that ability for the rest of the fight.
- 6 Fancy Stuff!** The loot casket contains an item sure to make other gangs jealous. Roll on the Status Items table below. The item is added to the gang's stash.



DRUGS!

Roll a D12 on the table below to determine the drug:

D12 Result

- 1 Frenzon**
- 2 Ghast**
- 3 Icrotic Slime**
- 4 Kalma**
- 5 Obscura**
- 6 'Slaut**
- 7 Spur**
- 8 Stinger Mould**
- 9 Wild Snake**
- 10 Second Best**
- 11 Stimm Slug Stash**
- 12 Lho Sticks**

AMMO!

Roll a D6 on the table below to determine the effect:

D6 Result

- 1 Blaze / Unstable**
- 2 Rad-Phage / Unstable**
- 3 Toxin / Unstable**
- 4 Gas / Unstable**
- 5 Siesmic / Unstable**
- 6 Shock / Unstable**

STATUS ITEMS!

Roll a D6 on the table below to determine the item:

D6 Result

- 1 Fancy Hat** — +1 to roll at Trading Post
- 2 Mung Vase**
- 3 Opulent Jewelry**
- 4 Gold-plated Gun**
- 5 Exotic Furs**
- 6 Uphive Raiments**

12.0 BADZONE TERRAIN

USE ALL THE BADZONES TERRAIN RULES AS WRITTEN IN THE BOOK OF PERIL PAGE 64 - 75

Fuel Drums and Ammo Crates: Drums and crates make for good cover, if potentially dangerous cover. Treat Fuel Barrels and Ammo Crates as Dangerous Industrial Terrain (page 68 BoP). If a fuel barrel or ammo crate is hit by a ranged or Melee weapon attack (direct hit or Stray shot), roll a D6 and add the Strength of the weapon. If the result is a 7 or higher, it explodes as if it were a frag grenade and is then removed from the board.



13.0 LASTING INJURIES

D6 RESULT

- 11 Lesson Learned:** The Fighter goes Into Recovery but gains D3 Experience.
- 12 Impressive Scars:** Add +1 to the fighter's Leadership characteristic
- 13 Horrible Scars:** The fighter gains the Fearsome Skill
- 14-26 Out Cold:** The fighter misses the rest of the Battle, but avoids any long term injuries. The fighter recovers in time to perform post-battle actions.
- 31 Bitter enmity:** This fighter craves revenge. They can Re-roll hit rolls of 1 when fighting against any gang from the faction of the enemy who put them Out of Action.
- 32-45 Grievous Injury:** The fighter goes into Recovery.
- 46 Humiliated:** The fighter goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
- 51 Head Injury:** The fighter goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
- 52 Eye Injury:** The fighter goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
- 53 Hand Injury:** The fighter goes Into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
- 54 Hobbled:** The fighter goes Into Recovery. In addition, their Movement characteristic is decreased by 1.
- 55 Spinal Injury:** The fighter goes Into Recovery. In addition, their Strength characteristic is decreased by 1.
- 56 Enfeebled:** The fighter goes Into Recovery. In addition, their Toughness characteristic is decreased by 1.
- 61 Multiple Injuries:** The fighter rolls twice on this table and applies both results, re-rolling 61-66.
- 62 Captured:** The fighter is captured by the enemy gang
- 63-65 Critical Injury:** The fighter is in a critical condition – if their injuries are not successfully treated by a visit to the Doc in the post-battle sequence, they will die.
- 66 Memorable Death:** The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an attack action, the attacker gains 1 additional Experience.



14.0 EXTRA ACTIONS

FULL-AUTO (BASIC): A Fighter firing his weapon with Rapid Fire(X) trait, counting any Ammo Dice as having rolled 3 hits. After that action, this weapon automatically goes Out of Ammo.

TAUNT (SIMPLE): A fighter starts provoking one chosen visible enemy ganger within 12". This enemy fighter must pass a Cool check and if failed, he suffers an additional -1 penalty to any hit rolls unless attacking the fighter who performed this action.

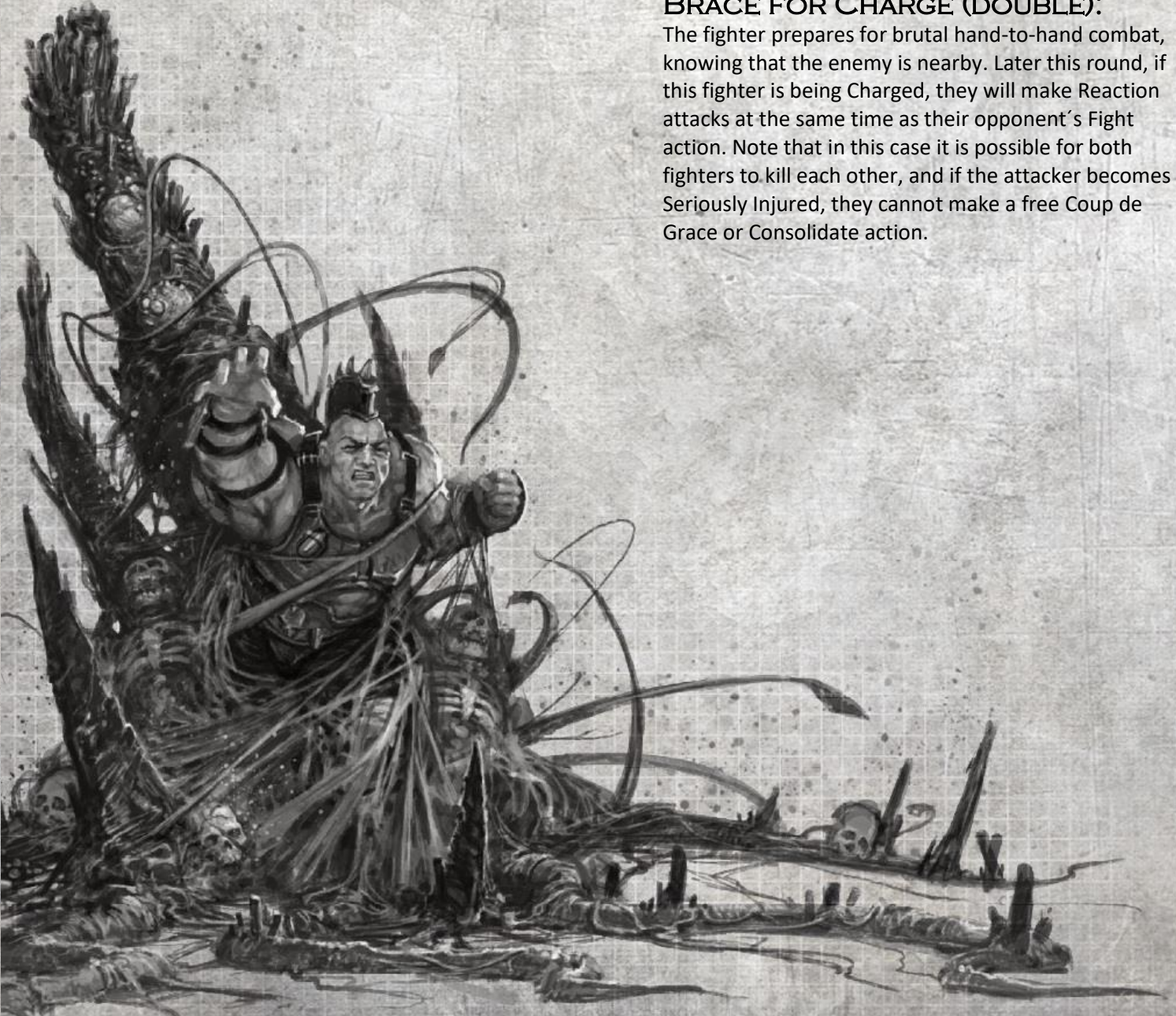
DRAG FALLEN COMRADE (DOUBLE): A Fighter who performs this action drags a fallen comrade out of danger. When this fighter is within 1" of a friendly Seriously Injured Fighter, they carry them the same way as a Loot Casket, up to their Movement speed.

MAIM/ CANIBALISE (BASIC):

A fighter starts maiming a fallen, but still conscious fighter, either because they are simply sadistic or want to send a message to the enemy Leader. This action can be performed in place of a Fight action, or a Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the fighter being maimed and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note that the Seriously Injured fighter remains on the battlefield and may be maimed again unless they roll a Critical Injury (61-65) or a Memorable Death (66) result, in which case they are removed from the battlefield and are considered to have been taken Out of Action.

BRACE FOR CHARGE (DOUBLE):

The fighter prepares for brutal hand-to-hand combat, knowing that the enemy is nearby. Later this round, if this fighter is being Charged, they will make Reaction attacks at the same time as their opponent's Fight action. Note that in this case it is possible for both fighters to kill each other, and if the attacker becomes Seriously Injured, they cannot make a free Coup de Grace or Consolidate action.



15.0 WEAPON UPGRADE CHART

Gangers sometimes ask Hive Mechanics or Ammo-Jacks to modify their basic weapons, as they often have simple and sturdy mechanisms, which can withstand such crude attempts at modification. But power comes at a price and meddling with the weapons's mechanism can also create disadvantages.

In the post-battle sequence, a fighter can make an Upgrade Weapon Action by paying D3x10 Credits to the local mechanic or ask a hired Ammo-Jack to upgrade it for half the costs. The fighter then makes a 2D6 rolls, one for the Upgrade and one for the Malfunction. Only basic weapons and their pistol equivalents can be upgraded this way (i.e. you can upgrade an autopistol, as its main weapon ist he autogun which is a basic weapon, but cannot upgrade a plasma pistol, as ist main weapon is a special weapon).

This action can be made by any type of fighter.

D6 UPGRADE

- | | |
|---|---|
| 1 | Greater Punch: Add +1 to the weapons Strengh. |
| 2 | Increased range: Add +6" to long range and +3" to short range. If the weapon hast he Template trait, reroll this result. |
| 3 | Higher velocity: Add -1 to weapons AP |
| 4 | Better Magazine: 1+ to Ammo check |
| 5 | Silence: Weapon gets the Silent trait |
| 6 | Jackpot: Roll 2 times for Upgrades, rerolling the 6. |

D6 MALFUNCTION

- | | |
|---|---|
| 1 | Hard Maintence: Reload action becomes a Double action and the weapon loses the Plentiful trait. |
| 2 | Kicks some: When firing with this weapon, the fighter suffers an additional -1 to hit. If the weapon hast he Template trait, reroll this result. |
| 3 | Ammo guzzler: This weapon gains the Scarce trait and loses the Plentiful trait if it had one |
| 4 | Too much, but nothing useful: This weapon reduces the fighters Move Characteristic by 1 |
| 5 | Get the saw: Weapons long range is reduced by 6" and short range by 3" |
| 6 | Bad Luck: Roll 2 times for Malfunction, rerolling the 6. |

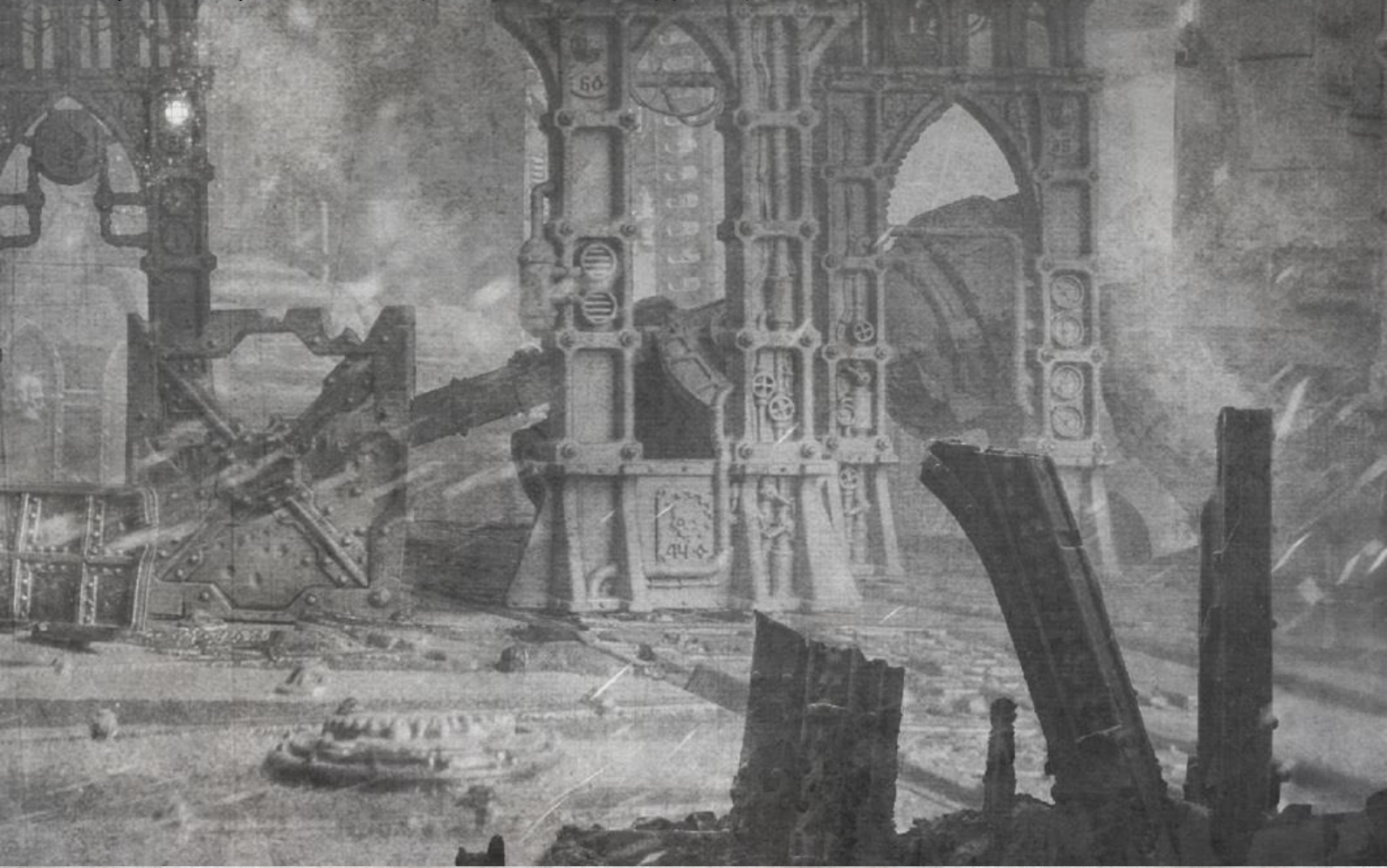


16.0 EXPERIENCE

Ways to gain Experience

Experience Reward

Fighter's Action caused an enemy Fighter to go Out of Action. (per enemy fighter)	+1 XP (add +1 XP if Enemy Leader or Champion)
Fighter has successfully Rallied and returned to Action (once per Rally)	+1 XP
Scenario Reward (depending on scenario)	Depending on scenario
Fighter's Action caused one or more enemy fighters to go Prone and Seriously Injured (once per battle)	+1 XP
Fighter has fought against opponent with higher Gang Rating (400 Credits and more, once per battle)	+1 XP
Fighter interacted at least once with an environment (killed Beast's Lair, opened door/ loot casket, unlocked terminal etc.) (once per battle)	+1 XP
Fighter survived the battle without going into Recovery (once per battle)	+1 XP
Fighter Recovered from Seriously Injured and after that performed any action other than Move (Simple) or Crawl (Double) (once per battle)	+1 XP
Any other way found in rules (i.e Ancient Terminal) (varies)	Varies



17.0 GUILDS THE OL' RAZZLE DAZZLE

The gang will first have to capture the attention of the organization they're attempting to ally with, the **Razzle**, and then will have to prove their worth, the **Dazzle**.

MERCHANT GUILDERS

WATER GUILD

The Water Guild knows that the greatest source of potable nourishment in the hive is, well, the hivers. Show them that you can give them what they want, and help them protect their interests, and their resources are yours, too.

1. **Razzle:** Sell a captive fighter to the Guilders as a Post-Battle Action.
2. **Dazzle:** Participate in a Caravan Heist or Escort Mission game as the defender..

Babysitting Duty: If a gang **pays** to use Eros Slagmyst in a game, they may *immediately* enter into an alliance with the Water Guild in the post-battle sequence.

- When the **Syphoning Delegation** is used during a battle, the controlling gang's crew rating will be raised by **585 credits** for the duration of the fight.

PROMETHIUM GUILD

The Pyrocaen Lords control the power, and delight in seeing it gout forth from the barrel of the gun. Employ the tools of their trade to the fullest, and they may come knocking.

1. **Razzle:** Purchase a Blaze or Plasma weapon from the Trading Post, Black Market, or House List in the post-battle sequence.
2. **Dazzle:** Cause an enemy fighter to go Out of Action while afflicted with the Blaze condition, **OR** from damage resulting from an attack using a Plasma weapon's Unstable profile.

Infrastructure Week: If a gang is able to destroy the objective in a Sabotage scenario and Take Flight without any crew members going Out of Action otherwise, they may *immediately* enter into an alliance with the Promethium Guild in the post-battle sequence.

- When the **Pyromantic Conclave** is used during a battle, the controlling gang's crew rating will be raised by **635 credits** for the duration of the fight.

CORPSE GUILD

The Corpse Guild cares not from where the bodies flow, only that the starch-vats stay full. Your first offering had a gammy leg, but you'll have some prime specimens soon enough.

1. **Razzle:** Delete a dead fighter from your own gang roster.
2. **Dazzle:** Harvest at least four Hivers as the attacker in a Meat Harvest scenario.

When the **Corpse Harvesting Party** is used during a battle, the controlling gang's crew rating will be raised by **775 credits** for the duration of the fight.

SLAVE GUILD

They're more than happy to accept a new recruit from anyone, but it'll take a bit of showmanship before the Slavers are willing to gamble on the next potential Pitfight Superstar.

1. **Razzle:** Sell a captive fighter to the Guilders as a Post-Battle Action.
2. **Dazzle:** Cause at least three enemies to go Out of Action in a single game in Close Combat, **OR** win as the defender in a Rescue or Public Execution scenario.

Star Power: If a gang is victorious in a Pitfight scenario, they may *immediately* enter into an alliance with the Slave Guild in the post-battle sequence.

- When the **Slaver Entourage** is used during a battle, the controlling gang's crew rating will be raised by **765 credits** for the duration of the fight.

GUILD OF COIN

Prove to the guild that you can hold your ground, and you'll earn the right to collect on someone else's land.

1. **Razzle:** Defend against a challenge and retain control of the Territory or Racket.
2. **Dazzle:** In a Toll Bridge scenario, have more enemy fighters fall into the Toxic River than members of your own crew.

When the **Toll Collectors** are used during a battle, the controlling gang's crew rating will be raised by **590 credits** for the duration of the fight.

IRON GUILD

There's an artistry to the gun, a beauty to the bullet. Treat your weapons as instruments rather than mere tools, and the Iron Guild will show you how to make them sing.

1. **Razzle:** Purchase a Master-Crafted ranged weapon or any Special Ammunition from the Trading Post, Black Market, or House List in the post-battle sequence.
2. **Dazzle:** Cause an enemy to go Out of Action from a shot from a Master-Crafted ranged weapon or any weapon using a Special Ammunition profile.

Unofficial Audit: If a gang opens at least two loot caskets in a single game, neither of which are discovered to have been booby trapped, they may *immediately* enter into an alliance with the Iron Guild in the post-battle sequence.

- When any **Wandering Scum** are used during a battle, the controlling gang's crew rating will be raised by **90 credits for each Scummer used** for the duration of the fight.

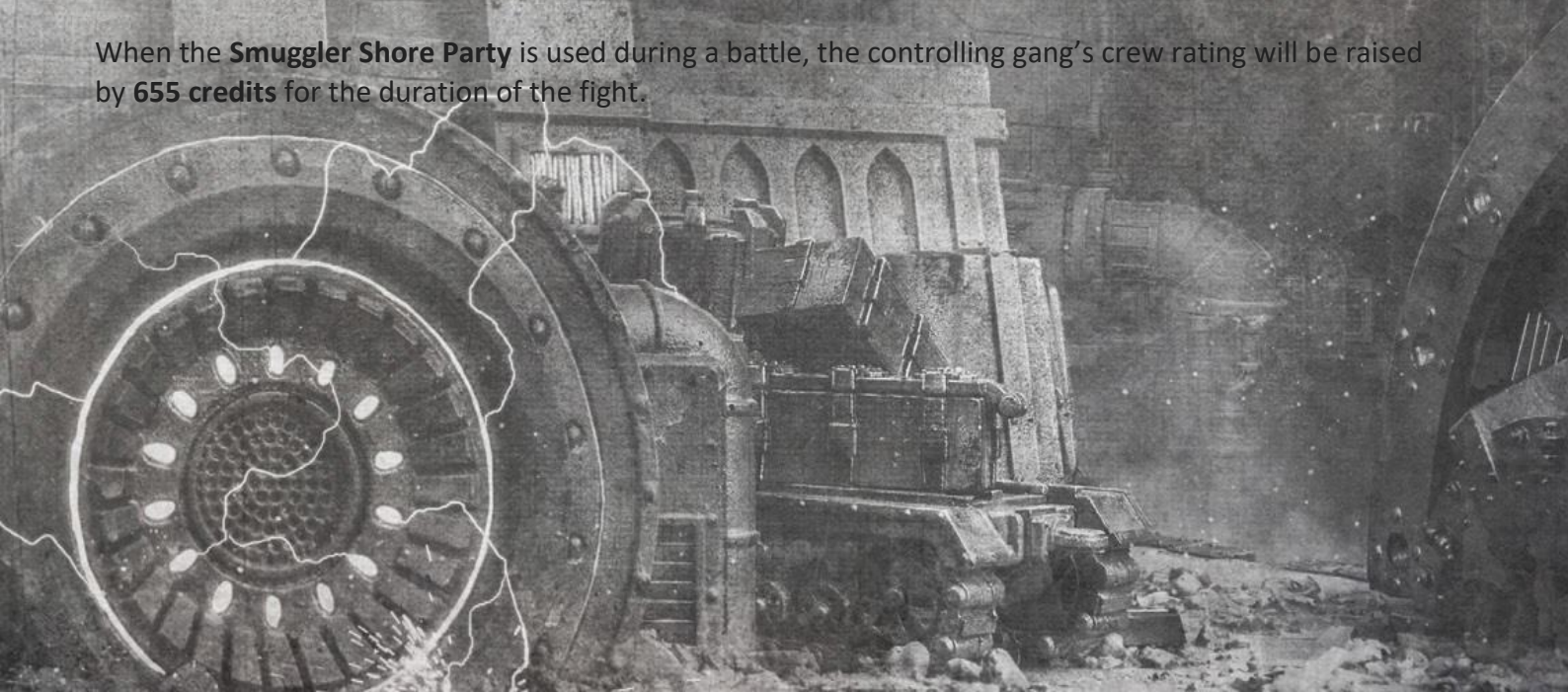
CRIMINAL RECIDIVISTS

COLD TRADERS

Cold traders care about one thing and one thing only: credits. If you can prove to them that a relationship with your gang will help them line their wallets, then you'll get all the Xenos tech you desire.

1. **Razzle:** Purchase a Xenos weapon or piece of Xenos wargear from the Black Market as a post-game action.
2. **Dazzle:** Earn credits as a reward from one of the following scenarios: Looters, Forgotten Riches, Caravan Heist, or Archaeotech Hunters.

When the **Smuggler Shore Party** is used during a battle, the controlling gang's crew rating will be raised by **655 credits** for the duration of the fight.



IMPERIAL IMPOSTERS

Identity is everything to the Imperial Imposters. Take out a high-value target, and the Imposters have “them” back on the street in the same day.

1. **Razzle:** Purchase a non-Mastercrafted Status Item or a Displacer Field from the Trading Post.
2. **Dazzle:** Win an Escort Mission as the attacker.

When the **Master Charlatan** is used during a battle, the controlling gang’s crew rating will be raised by **485 credits** for the duration of the fight.

ROGUE FACTORIA

To get these would-be Magos’ help, you’ll have to get them what they want: tech.

1. **Razzle:** Buy an Imperial weapon from the Trading Post.
2. **Dazzle:** Take part in one of the following scenarios as the attacker (if applicable): Smash & Grab, Archaeo Hunters, or Murder Cyborg.

No Scabs! If an opposing gang’s Hanger-On is taken Out of Action during a battle, the player may *immediately* form an Alliance with the Rogue Factoria in the post-battle sequence.

- When the **Factoria Work Gang** is used during a battle, the controlling gang’s crew rating will be raised by **415 credits** for the duration of the fight.

NARCO LORDS

Narco Lords want to spread their poison to every level of the hive. Prove you’re not an Enforcer, and they might cut you in.

1. **Razzle:** Buy Chems at the Black Market or Trading Post.
2. **Dazzle:** Use the Chems you bought in a game on a member of your crew. The fighter who used the drugs must survive.

The Pusher Man: If a player manages to get a fighter *from another gang* addicted to Chems, then that player may *immediately* form an Alliance with the Narco Lords in the post-battle sequence.

- When any **Narco Scum** are used during a battle, the controlling gang’s crew rating will be raised by **90 credits per Scummer** for the duration of the fight.

FALLEN HOUSES

The tainted nobility of the Fallen Houses care for only one thing: revenge. Slake their bitter thirst, and you'll have friends in formerly high place.

1. **Razzle:** Kill a Leader or Champion from a House gang.
2. **Dazzle:** Win a The Trap or Ambush mission where the opponent is a House gang.

Settle the Score: If a gang causes an enemy-controlled Dramatis Personae to go Out of Action, they may *immediately* form an Alliance with the Fallen Houses in the post-battle sequence.

- When the **Rebel Lord** is used during a battle, the controlling gang's crew rating will be raised by **435 credits** for the duration of the fight.

PSI-SYNDICA

The most terrifying organization of them all, the Psi-Syndica deals in psychically gifted Wyrds. They want to spread the use of Ghast throughout the hive to see how many latent psychic abilities they can produce. Help them with this, and you'll ensure the services of this deeply entrenched criminal organization.

1. **Razzle:** Buy Ghast from the Black Market.
2. **Dazzle:** Use Ghast on at least one fighter during a battle. That fighter must survive the battle.

When the **Mind-Locked Wyrd** is used during a battle, the controlling gang's crew rating will be raised by **120 credits** for the duration of the fight.

