# Necromunda Underhive Campaign

## Introduction

The Underhive Campaign seeks to create a new Necromunda campaign play experience focusing on asymmetric gameplay, an enhanced narrative experience, and tweaks to game mechanics. The purpose of the campaign is to encourage a more focused, RPG-like experience intended to be played over a long period of time.

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## Campaign Structure

The Underhive Campaign ditches any normal campaign structure noted in the Necromunda Core Rulebook. Instead, the campaign is broken into ‘Cycles’ comprised of several ‘Phases’ in which players perform various actions as described below.

There is no ‘Winner’ of an Underhive campaign. Instead, ‘Titles’ and their associated ‘Awards’ are conferred to players based on their performance in the Underhive. Titles confer bonuses to various actions in a campaign cycle. A campaign may ‘end’ at any time at the discretion of the Arbitrator. As a general rule, the player with the most titles at the end of a campaign wins.

## Campaign Phases

### Initiative Phase

In the Initiative Phase, players determine the sequence of actions in the Action Phase. In addition, if players have any abilities or effects that state they occur in the Initiative Phase, they are resolved before the initiative is determined.

Resolving the Initiative Phase is done as follows:

1. Resolve Initiative Phase Abilities
   1. If an ability references being resolved in the Initiative Phase, it is resolved before the Initiative is determined. This is always the case, unless explicitly mentioned otherwise.
2. Determine Random Events
   1. If all players agree, a Random Event is in effect during this campaign cycle. If there is no mutual consensus, roll a D6. On a 5+, a Random Event occurs.
3. Determine Initiative
   1. Each player rolls 2D6 to determine the order of action in the following Action Phase. In the event of a tie, players re-roll their dice.

### Action Phase

The Action Phase determines what will be occurring in the bulk of the campaign cycle, resolved in order of initiative as determined in the Initiative Phase.

Players take a single action per turn resolved in order of Initiative. Each player declares their action before any are resolved. Below is a list Actions a player may take.

#### Takeover

* The player that took this action is referred to as the ‘Aggressor’. The Aggressor chooses an opponent that they will attempt to take territory from. This player is referred to as the ‘Defender’.
* The Aggressor nominates a territory under the Defender’s control that they wish to fight over.
* The Aggressor and Defender play a scenario, determined by rolling on the Scenario Table *see Scenario Tables*. If the scenario feels narratively inappropriate, the players may agree to re-roll the result.
  + The Aggressor is always considered to be the ‘Attacker’ as described in the scenario.
  + If the Aggressor wins the scenario, the territory being fought over is now under the control of the Aggressor.
  + If the Defender wins the scenario, the attacking gang is pushed back and loses 1 Reputation.

#### Skirmish

* A player that took this action challenges an opponent to a scenario, determined by rolling on the Scenario Table *see Scenario Tables.* If the scenario feels narratively inappropriate, the players may agree to re-roll the result.
* Unlike the Takeover Action, this represents a gang causing trouble with another gang without directly attempting to gain territory.
* The winner of a skirmish battle gains 1 reputation.

#### Develop

* Rather than fighting, a player may decide their gang is better off keeping their heads down and performing noncombat work to better their situation in the Underhive.
* A player that takes the develop action takes a Downtime Action as described in the Downtime Phase, applying the Action’s *Bonus*.

#### Example of Play Order in the Action Phase

Actions take in the Action Phase must be resolved in order of Initiative. For examples, Player A chooses to attempt a Takeover of Player B’s Territory. Player B has elected to Skirmish; challenging Player C. Player C has chosen to Develop. These actions are resolved in order:

1. Player A plays a scenario with Player B.
2. Player B plays a skirmish scenario with Player C.
3. Player C takes their Downtime Action (with bonus).

Note that player C does not apply their downtime action until after their skirmish is resolved. Likewise, player B could not attempt to use the Takeover Action to challenge Player A for the same territory that Player A is attempting to take – at that time, Player B was still in control of that territory.

### Downtime Phase

The Downtime Phase represents a gang’s activity between the usual fighting in the Underhive. While the Underhive is a hostile and dangerous place, it is not all combat all the time.

Each player performs a single *Downtime Action* in the Downtime Phase.

If a player had chosen the *Develop* action during the Action Phase, they may not choose the same Downtime Action in the following Downtime Phase.

Downtime Actions and their associated Bonus effects are described in the table below. Flavor text is written in italics, while the effect of the action is in standard text.

|  |  |  |
| --- | --- | --- |
| Action | Effect | Bonus |
| Clock In | *In the Underhive, the only way to guarantee credits, no matter how meager, is honest work. Your gang sends a portion of its members to work for a guild, or take odd jobs.*  A gang that chooses to Clock In gains (D3\*10) +30 credits. | ***Overtime Pay –*** *When departing their workplace, your gangers jump an unfortunate, isolated worker and run their pockets.*  A gang that chooses to Clock In gains (D3\*10) +60 credits. |
| Network | *Sometimes ‘knowing a guy’ is even more valuable than credits and guns. Your gang sends delegates to populated areas of the hive, hoping to meet helpful individuals.*  A gang that chooses to Network rolls a D6, applying the result below:   * 1-2: *Poor Showing*   + Nothing is gained from discussion with locals, or you were unable to find a person of interest. * 3-5: *Productive Discussion*   + Your gang was able to locate an individual of relative importance. Roll on the **People of Interest**table. * 6+: *A Toast to our Future!*   + Your gang had a meeting with an important individual, ending the shift with a few shared bottles of Wild Snake. Roll on the **People of Interest Table**, re-rolling the dice if you choose. | ***Quid Pro Quo –*** *It is common in the Underhive to promise something in exchange for future specialty services. If both sides deliver on their promises, their reputation is bolstered.*  This ensures that the gang’s meeting is always productive. Roll a D6 for the Network action is normal, adding 2 to the result. |
| Explore | *A gang sends a party to explore a part of the hive, known or uncharted, hoping to find something of value.*  Select up to 3 fighters and roll on a D20, applying the result below. For each fighter chosen beginning with the second fighter, add 1 to the result.   * 1-4: *Horrific Accident!*   + A fighter(s) suffers a dangerous incident during the exploration. Gain the benefits from the Nothing Much result, but roll a D8 for each fighter sent on the exploration. On a roll of a 2-3, that fighter enters recovery. On a roll of a 1, that fighter suffers a lasting injury (ignore the beneficial injuries and captive results) * 5-10: *Nothing Much*   + The gang finds scraps of credits and weaponry. Roll on the **Scavenge Table,** and gain D6\*5 credits. * 11-15: *Decent Loot*   + The gang returns with a host of useful things. Roll twice on the **Scavenge Table**, and gain 30 credits. * 16-18: *Abandoned Facility*   + Your search party returns with news of an abandoned facility in the sector. You may swap out any territory under your control with another, determined at random using the rules for new territory in the Core Rulebook. * 19-20: *Smuggling Dropoff Point*   + Nestled in rubble, in a corner of an unsuspecting area, your gang finds a cache of goods, clearly meant to be smuggled to another gang or guild. Roll once on the **Smuggler Table** * 21+: *Not Meant for your Eyes*   + *Rarely, when scrounging for materials, one may come across a long-forgotten relic of times-past. How this relic ended up down in the Underhive is unknown, but you would be a fool to pass up snagging it.*   + You find a powerful item of note. Roll on the **Esoteric Goods Table**. | ***Prepared Exploration –*** *The gang’s exploration party is more prepared to handle the dangers of the hive, equipping themselves with more valuable gear and personal effects.*  A gang that prepares themselves for an exploration ignores the *Horrific Accident!* Result. In addition, you may re-roll your dice if required to roll on the **Scavenge Table**. |
| Fortify | *A gang bolsters its territories, preparing for an enemy offensive.*  The next time you fight in a Takeover scenario in which you are the Defender, you may set up the battlefield yourself. If players decide to set up the battlefield together, you may add additional terrain and barricades to represent your gang’s preparation for the assault. | ***Set Traps –*** *In addition to bolstering its fortifications, a gang lies dangerous traps for unwanted visitors.*  Before any fighters are deployed, place 12 25mm markers at least 6” away from each other and at least 4” away from any battlefield edge. These represent traps. While several of these markers are decoy traps (tripwires or dud mines), several are also dangerous. Make note of 6 markers (on their underside or on a separate sheet of paper) that are real traps. When a fighter, friendly or enemy starts or ends a move within 3” of the marker that represents a real, active trap, roll to see what kind of trap it is. Likewise, if a move would take a fighter through the radius of the trap, stop moving the fighter at any point, so long as they are stopped within the trap’s radius. Roll on the table below to see what kind of trap it is.   * 1-3: Frag Trap * 4-5: Gas Trap * 6: Melta Trap   If a player chooses, they may treat any result as a Frag Trap. |
| Appeal | *Gang higherups have a meeting with their patrons, seeking favors in return for executing their will in the sector.*  Roll on the House Favors table for your respective gang. If you choose, you may instead roll on the generic House Favors table (Page 243 of the Core Book).  If a result calls for an action to be taken on a Juve, or grants a Juve, and the player’s gang does not have Juves, treat these instances as Gangers instead. | ***Present Offering –*** *In an effort to persuade the gang’s patrons further, they bring an appropriate offering to increase their chances of a favorable meeting.*  Treat any rolls less than 5 (2d6) on the House Favors table as a 6. |
| Lie Low | *Catching the eye of an Enforcer squad, or worse, a unit of Adeptus Arbites, is nothing but trouble. A gang spends time lying low, focusing on innocent domestic matters to lose the attention of local authorities.*  Reduce the Heat stat of your gang by D3. | ***No Witnesses –*** *While staying under the radar, your gang sends a hit squad out to deal with a whispering snitch.*  Reduce the Heat stat of your gang by 3, and add D3 to your reputation. |
| Recover | *Taking a moment to breathe, a battered gang tends to its wounded and works to become fighting-fit for its next encounter.*  Remove D6 Fighters from recovery. Rest and additional treatment ensure they are ready for the next fight. | ***Inspirational Speech –*** *In addition to tending to its wounded, a gang leader delivers an inspiring speech to its members, boosting morale.*  Remove D6 Fighters from recovery. Rest and additional treatment ensure they are ready for the next fight. In addition, for the next battle, you may re-roll failed cool checks and bottle checks, but you must take the second result. |

### Wrap-Up Phase

In the Wrap-Up Phase, players resolve certain actions, both new and modified, before a new cycle begins. It is at the end of the Wrap-Up Phase that Titles are awarded.

As a group, players step through the Wrap-Up phase as follows:

1. Gain Territory Boons
   1. Territory rewards are issued as normal
2. Tend to Wounded
   1. At this point, a gang makes any number of runs to a Doc, following the rules in the Core Rulebook.
   2. You may check the cost of all fighters you wish to take to the Doc before any treatment is provided.
3. Rescue Mission
   1. If another gang has any number of your crew captive, you may play the Rescue mission at this point.
4. Manage Captives
   1. If a gang has any captives, they may sell them to the guilders or dispose of them. If a gang chooses to dispose of the fighter, they gain their equipment.
5. Visit Trading Post
   1. Roll to Seek Rare/Illegal Equipment. Instead of sending a champion/leader to haggle as described in the core rules, make a roll against your Leader’s “Cool” stat. If successful, add D6 to the result of the 2D6 Seek Equipment roll.
6. Apply Experience
   1. Level up any applicable fighters at this time.
7. Check POIs
   1. A gang rolls to see if their POIs (If any) remain aligned with their gang.
8. Check Titles
   1. Award titles based on performance, as described in the **Titles** section.
9. End of Cycle
   1. Begin another cycle starting with the Initiative Phase.

## Additional Rules

### Titles

Titles, as described above, are bonuses awarded to gangs that are performing well. A gang can have any number of titles at once. If a gang holds a title, apply their effects when applicable.

|  |  |  |
| --- | --- | --- |
| Title | Criteria | Effect |
| Warmonger | Most battles fought | When rolling to determine a scenario, you may force a re-roll. |
| Hive Boss | Highest reputation | When rolling to see if you receive any bonus from Seek Rare/Illegal Equipment, you may re-roll a failed Cool check. |
| Renowned | Leading in gang wealth by >400 credits | During the next Initiative Phase, you are always treated as having rolled double 1s. The more assets you have, the harder they are to manage! |
| Underdog | Trailing in gang wealth by >300 credits | When determining a scenario this phase, you may roll on the **Underdog Scenarios Table**. |
| Freeholder | Most territory under control | When rolling for benefits from territory boons, you may re-roll a result if required. In addition, if an *Abandoned Facility* is discovered as part of an explore roll, you may choose to re-draw the territory you receive. |

### Heat

Heat represents the attention a gang draws from local law enforcement, based on their actions in the Hive.

Calculate Heat in the Initiative Phase.

Add Heat as follows:

* The gang used an illegal weapon or piece of gear in battle during the last cycle
  + +D3 Heat for each battle an illegal weapon or piece of gear was used in, for each weapon/piece of gear.
  + If a fighter equipped with an illegal weapon or piece of gear does not make use of it in a battle, do not add Heat.
* The gang loses contact with a person of interest
  + +1 Heat
* The gang killed a neutral NPC during a battle
  + +2 Heat
* The gang used the Overtime Pay action during the Action Phase
  + +1 Heat
* The gang rolls a 12+ on the Seek Rare/Illegal Equipment roll.
  + +2 Heat
* For each 5 reputation you have, rounding down
  + +1 Heat

At the end of a Cycle, check your Heat value. If your result is greater than 10, a raid is conducted on your gang.

A gang that is raided:

* Rolls a D6+. On a 1-3, its alignment is changed to an Outlaw Gang if applicable.
* Rolls a D10 for each fighter on their roster. On a roll of a 1, that fighter is put into recovery for the next cycle. For each fighter put into recovery this way, roll a D6. On a 1, that fighter’s wounds are too grievous, and they are killed.
* Gains D6 Reputation.
* They lose half of the credits in their stash.

After a Heat check is made, your Heat is reset to zero.

## Rule Tweaks and House Rules

### Bounty Hunters

All bounty hunters cost 80 credits to hire, but their credit cost is applied at the beginning of a scenario to determine underdog/tactics cards.

### Post-Battle Sequencing

Ignore the post-battle sequence as written in the core rules. Instead, gain the scenario rewards. If a fighter has been put into recovery or requires a visit to the Doc, resolve this in the Wrap-Up Phase instead.

### The Settlement Territory

A gang begins the game with 1 Settlement Territory. When rolling its boon to see if a Juve/Ganger is added to your roster, a gang that does not have access to Juves treats both snake-eyes and a single result of a 6 as adding a ganger.

### Hangers-On

Using the Underhive Campaign makes certain Hangers-On irrelevant. To remedy this, treat the below changes as the new effects of the Hanger-On:

|  |  |  |
| --- | --- | --- |
| Hanger-On | Alignment Availability | Changes |
| Brute Handler | **Any** | Make available to all gang types. |
| Underhive Trader | **Any** | Make available to all gang types. |
| Narker | **Any** | Make available to all gang types. |
| Slopper | **Any** | Make available to all gang types. |
| Dome-Runner | **Any** | Make available to all gang types. |
| Data Scrivener | **Any** | Make available to all gang types. |
| Rogue Doc | **Any** | Make available to all gang types. |
| Gang Lookout | **Any** | Make available to all gang types. |

### Tactics Cards

When forming a gang, Choose between 12-20 tactics cards to form your deck. During set-up but before deployment, both players regardless of fielded gang rating may choose to either select or randomly draw two tactics cards. Both player must determine tactics cards the same way, but may agree on how they are handled. If a scenario directly calls for one side to choose their tactics cards and the opposite to randomly draw them, follow that ruling instead.

During the Wrap-Up phase, you may swap cards out from your deck as you see fit.

Banned Tactics Cards**:**

* Unstable Footing

### Experience and MVPs

When awarding participation EXP, add D3 experience instead of 1.You may increase this to D6 if you want to fast-track a campaign.

After a battle, each player awards a single opponent’s model MVP status based on how they performed. When gaining experience, the MVPs gain an additional D3 experience.

## Territory Additions

In an effort to make the hive more alive, several “Minor Territories” have been added to reflect less important areas that may fall under a gang’s control.

These territories award 2 reputation each for the gang that controls it, and can be taken over as normal. It is encouraged to set up a battlefield to reflect its locale.

* Sump Sea
* Abandoned Factorum
* Slums
* Sluiceways
* Collapsed Dome
* Sewer Tunnels
* Heat Sink

## Scenarios

### Standard Scenarios

|  |  |
| --- | --- |
| Result (D20) | Scenario |
| 1. | Tunnel Skirmish |
| 2. | The Trap |
| 3. | Forgotten Riches |
| 4. | The Marauders |
| 5. | Sneak Attack |
| 6. | Smash & Grab |
| 7. | Looters |
| 8. | Ambush |
| 9. | Border Dispute |
| 10. | Sabotage |
| 11. | Downtown Dust-Up |
| 12. | Shootout |
| 13. | Escort Mission |
| 14. | Dome Rush |
| 15. | Defile the Relic |
| 16. | Riches in the Dark |
| 17. | Showdown |
| 18. | Intelligence Gathering |
| 19. | Settlement Raid |
| 20. | Tech Raid |

### Underdog Scenarios

|  |  |
| --- | --- |
| Result (D6) | Scenario |
| 1. | Desperate Raid |
| 2. | Assassinate |
| 3. | Data-Purge |
| 4. | Experimental Testing |
| 5. | Your Choice (Any scenario) |
| 5. | Your Choice (Any scenario) |

## People of Interest

### Using People of Interest

People of Interest represent an individual in the Hive that serves a role similar to that of a Hanger-On. A gang may only have three POIs aligned with them at any given time.

Instead of joining the gang, a person of interest (POI) aligns themselves with the gang for a cycle, until the end step in which you check to see if they move on.

A POI’s status is checked during the Wrap-Up Phase. For each POI, roll a D6, applying the below results:

* 1-2
  + *The person of interest has decided their efforts are best spent elsewhere. They leave on bad terms, spreading rumors about your gang.*
  + Reduce your reputation by 1 to a minimum of 1.
* 3-4
  + *The person of interest has ended their partnership with your gang on good terms.*
  + Gain 1 reputation.
* 5-6
  + *The person of interest sticks around, eager to continue business.*
  + No effect. The POI remains aligned to your gang.

### People of Interest Table

|  |  |
| --- | --- |
| Person of Interest (D10) | Effect |
| Smooth Talker | *A greasy smooth-talker might get their way in transactions with more gullible sector citizens.*  Roll a D6. On a 2+, All equipment up to AL 10 in the trading post this cycle has its cost reduced by 10% to your gang. Round up to the nearest whole credit.  On a 1, the Smooth Talker has smooth talked your gang! You receive no benefit and the Smooth Talker no longer associates with you. |
| Blabbermouth | *A loose-lipped hive scum that has been persuaded to start rumors and cause trouble.*  Increase another gang’s Heat by D3 for this cycle. |
| Ratling Scout | *Swift-footed and not-quite-right-looking, this scout can get intel on an opponent’s gang before conflict.*  In the deployment step in a scenario, after an opponent deploys a model, roll a D6. On a 4+, the Ratling flashes a signal to your gang. Your opponent deploys another model before you do. On the result of the 1, the Ratling is discovered and killed! |
| Hooded Stranger | *A quiet individual claiming they have connections in the hive.*  If your gang is Law-Abiding, you may treat their alignment as an Outlaw for this cycle.  If your gang is an Outlaw, you may treat their alignment as Law-Abiding for this cycle. |
| Local Figurehead | *Popular in their settlement, this individual may rally people to join your gang for a fight, with promises of “eventual payment”.*  During the pre-battle sequence of each battle this cycle, you may add D3 hive scum to your gang. They cost 30 points and use the standard Hive Scum stat block. They each may be equipped with one of the options below:   * Stub Gun, Flak Armor * Reclaimed Autogun * Reclaimed Autopistol and Fighting Knife |
| House Representative | *A low-ranking house rep can talk your gang up to their superiors.*  When rolling to Network, do not resolve a result of 1-2 as described in the table, instead:  Add 1 to your Reputation. Add D3 to your Heat this cycle. |
| Back-Alley Dealer | *Not officially a Doc, but deals in narcotics just the same. Their effectiveness is at best, less potent. At worst, dangerous.*  During the pre-battle sequence, any number of fighters can dose themselves with back-alley medicine. For each fighter dosed, roll a D6.   * 1 – *Potent Narcotics*: the fighter has their BS and WS reduced by 1 for the battle. * 2 – *Paranoia*: The fighter has the Cl reduced by 1 for the battle. * 3 – *Snake Oil*: No effect * 4-5 – *Feeling Good:* Increase the Fighter’s Cl by 1 for the battle. * 6 – *Wired*: Increase the fighter’s Cl by 2, their Initiative by 1, and improve their movement by 1”. |
| Pit Boss | *A sleazy Pit-Boss and his retinue of protectors hold games of chance across the hive.*    At the beginning of the Wrap-Up Phase, the Pit Boss holds a gambling session in your settlement. You may decide to gamble.  Stake any number of credits to gamble.  Play a game of Blackjack against another player. This player is the dealer.  The dealer must hit on 16 or less, or a soft 17 if their hand contains an Ace.  If the player who is associated with the Pit Boss loses the hand, they lose their staked credits. If they win the hand, double their staked credits. |
| Graffiti Artist | *An enterprising artist spreads the word around the sector, defacing monuments and signage in the name of their allies.*    At the beginning of the Wrap-Up Phase, roll a dice. On a 3+, choose one of the following:  *Propoganda Campaign:* Increase your reputation by D3  *Smear Campaign:* Reduce an opponent’s reputation by D3. |
| Grizzled Survivor | *A rough-and-tumble survivor with the scars to prove it shows up to knock your fighters into shape.*  In the Apply Experience step of the Wrap-Up phase, choose any number of gangers at random. They gain D6 experience. If the result was 1, they go into recovery – they were pushed too hard! |

## Random Events

|  |  |  |
| --- | --- | --- |
| Result (D20) | Event | Effect |
| 1. | Trading Post Looted! | *The Trading Posts’ more rare goods have been locked away while merchants recover from looters.*  Equipment and Weapons Rarity 11+ cannot be purchased this cycle |
| 2. | Adeptus Arbites Patrol | *An Arbites Squad is patrolling the sector, keeping a much closer eye on activity.*  Heat increase is doubled this cycle. |
| 3. | Power Failure | *Lumens dim as power flickers on and off in the sector.*  The Pitch Dark rule is in effect this cycle. Roll before each scenario to determine visibility.  At each end step, roll a D6. On a 4+, the pitch dark/visibility rule ends. On a 1-3, the pitch dark/visibility rule remain in effect, or return to its previous effect if not in play. |
| 4. | Disease | *A disease has broken out! Doctors are doing their best to treat everyone.*  For each fighter in your roster, roll a D6. On a 1, they are afflicted with the disease. You may choose one of the following per fighter afflicted:  *Toughen Up –* You may field the fighter this cycle, but their Toughness and Strength are reduced by one. In addition, if the fighter ever becomes Hidden, roll a dice. On a 1-4, they cough and gain the Revealed condition.  *Rest Up –* The fighter goes into recovery this cycle. |
| 5. | Gas Leak | *Gas is slowly leaking into the sector. While relatively harmless to those that breathe it, it is incredibly volatile.*  When making an attack action with a weapon with the Blaze keyword, roll a D6. On a 1-4, the model that fired the weapon ignites the gas. Place a Blast 3” marker on them, resolved as a Str 4 AP - hit. |
| 6. | Quiet Streets | *There is unease in the sector. People are keeping their heads down.*  No Persons of Interest may be recruited this cycle. Heat is not generated this cycle. |
| 7. | Slaver Guild Visit | *A Slaver Party makes their way through the sector, offering good coin for captives.*  This cycle, any gang regardless of alignment may sell captives. Captives sell for 1.5x their value, rounding up to the nearest whole credit. |
| 8. | Disappearances | *People that stray too far from the group have been going missing.*  If a fighter is ever further than 8” from another friendly fighter, roll a D6 at the beginning of their activation. On a 1, the fighter is dragged off into the dark and removed from play. During the Wrap-Up phase they return, scarred. Roll a D6. On a 1-3, they must enter recovery. |
| 9. | Wrong Place, Wrong Time | *Hivers mill about, working especially hard, not noticing they may be wandering into the midst of a gang fight.*  For each scenario, roll a D6. On a 3+, D3+3 hivers are added to the scenario.  For rule reference, see Scenario 14, Downtown Dust-up. |
| 10. | Ordo Hereticus Crackdown | *An Inquisition Party is visiting the sector, rounding up all individuals suspected of engaging in heretical activity.*  If a gang includes a Psyker in a scenario this cycle, their Heat is immediately treated as +10.  If illegal equipment is used during a battle, it is confiscated after the scenario and removed from the associated gang’s roster/stash.  If a random fighter selection is used and a Psyker is drawn, the affected player may set the fighter aside and draw a new fighter. |
| 11. | Business as Usual | *The sector continues its normal operation.*  This cycle is treated as normal. |
| 12. | Business as Usual | *The sector continues its normal operation.*  This cycle is treated as normal. |
| 13. | Business as Usual | *The sector continues its normal operation.*  This cycle is treated as normal. |
| 14. | Business as Usual | *The sector continues its normal operation.*  This cycle is treated as normal. |
| 15. | Business as Usual | *The sector continues its normal operation.*  This cycle is treated as normal. |
| 16. | Celebration | *Spirits are high in the hive. Drinks are cheap and glasses clink across the sector.*  Wild Snake is treated as common and costs 15 credits this cycle. Second-Best is treated as common and costs 7 credits this cycle. |
| 17. | Caravan | *An Ash Wastes Caravan has delivered a shipment of goods to the Trading Post. Several types of weapons and gear are on sale.*  Common equipment has its cost reduced by 50% this cycle, rounding up to the nearest whole credit. |
| 18. | Power Failure | *Lumens dim as power flickers on and off in the sector.*  The Pitch Dark rule is in effect this cycle. Roll before each scenario to determine visibility.  At each end step, roll a D6. On a 4+, the pitch dark/visibility rule ends. On a 1-3, the pitch dark/visibility rule remain in effect, or return to its previous effect if not in play. |
| 19. | Promethium Barrels | *A shipment of Promethium has arrived in the sector. A few barrels have gone missing.*  Any scenario in this phase includes 4 Promethium Barrels.  Players take turns placing a barrel at least 4” from any board edge, and 6” away from another Barrel.,  They may be targeted by ranged attacks like a fighter, and are treated as having Toughness 2. If a wound is scored, they detonate as if they were a Melta Trap. |
| 20. | Promethium Barrels | *A shipment of Promethium has arrived in the sector. A few barrels have gone missing.*  Any scenario in this phase includes 4 Promethium Barrels.  Players take turns placing a barrel at least 4” from any board edge, and 6” away from another Barrel.,  They may be targeted by ranged attacks like a fighter, and are treated as having Toughness 2. If a wound is scored, they detonate as if they were a Melta Trap. |

## Loot Tables

### Scavenge Table

|  |  |
| --- | --- |
| Result (D100) | Add To Stash/Resolve Event |
| 1 | Fighter is killed and removed from roster. |
| 2 | Out of luck (Nothing) |
| 3 | Out of luck (Nothing) |
| 4 | Lockpunch |
| 5 | Lho-Sticks |
| 6 | Lho-Sticks |
| 7 | Lho-Sticks |
| 8 | Blind Snake Pouch |
| 9 | Chem Synth |
| 10 | Reclaimed Autogun |
| 11 | Reclaimed Autogun |
| 12 | Reclaimed Autogun |
| 13 | Lasgun |
| 14 | Lasgun |
| 15 | Lasgun |
| 16 | Laspistol |
| 17 | Laspistol |
| 18 | Reclaimed Autopistol |
| 19 | Reclaimed Autopistol |
| 20 | Reclaimed Autopistol |
| 21 | Autopistol |
| 22 | Autopistol |
| 23 | Autogun |
| 24 | Throwing Knives |
| 25 | Throwing Knives |
| 26 | Throwing Knives |
| 27 | Frag Grenade |
| 28 | Hotshot Las-Pack |
| 29 | Strip Kit |
| 30 | Frag Trap |
| 31 | 10 credits |
| 32 | Autogun |
| 33 | Lasgun |
| 34 | 10 credits |
| 35 | Skinblade |
| 36 | Smoke Grenade |
| 37 | Reclaimed Autogun |
| 38 | Skinblade |
| 39 | Stun Grenade |
| 40 | 10 credits, Lasgun |
| 41 | 10 credits, Lasgun |
| 42 | Kalma |
| 43 | Hotshot Las-Pack |
| 44 | Chainsword |
| 45 | Axe |
| 46 | Axe |
| 47 | Axe |
| 48 | Flail |
| 49 | Flail |
| 50 | Cleaver |
| 51 | Cleaver |
| 52 | Whip |
| 53 | Second Best |
| 54 | Two-Handed Axe |
| 55 | Telescopic Sight |
| 56 | Wild Snake |
| 57 | Strip Kit |
| 58 | Strip Kit |
| 59 | Strip Kit |
| 60 | Filter Plugs x3 |
| 61 | Reclaimed Autopistol |
| 62 | Reclaimed Autopistol |
| 63 | Reclaimed Autogun |
| 64 | Flak Armor |
| 65 | Flak Armor |
| 66 | Flak Armor |
| 67 | Reclaimed Autogun |
| 68 | Hazard Suit |
| 69 | Hazard Suit |
| 70 | Hazard Suit |
| 71 | Autogun |
| 72 | Mesh Armor |
| 73 | Mesh Armor |
| 74 | Ablative Overlay |
| 75 | Armored Undersuit |
| 76 | Scrap Shield |
| 77 | Scrap Shield |
| 78 | Grapnel Launcher |
| 79 | Grapnel Launcher |
| 80 | Drop Rig |
| 81 | Drop Rig |
| 82 | Filter Plugs |
| 83 | Filter Plugs |
| 84 | Filter Plugs |
| 85 | Respirator |
| 86 | Respirator |
| 87 | Respirator |
| 88 | Photo-Lumen |
| 89 | Photo-Lumen |
| 90 | Photo-Lumen |
| 91 | Exotic Beast - Necromundan Giant Rat |
| 92 | Lockpunch |
| 93 | Lockpunch |
| 94 | Lockpunch |
| 95 | Lockpunch |
| 96 | D10 XP Points |
| 97 | Drop Rig |
| 98 | 100 credits |
| 99 | Bolt Pistol |
| 100 | Roll on Smuggled Goods Table |

### Smuggled Goods Table

|  |  |
| --- | --- |
| Result (D20) | Add To Stash/Resolve Event |
| 1 | Medicae Kit |
| 2 | Master-Crafted Chainsword |
| 3 | 60 credits + 2 common weapons |
| 4 | Ammo Cache |
| 5 | Industrial Respirator & 2 Respirators |
| 6 | Grapnel Launcher & Bio-Booster |
| 7 | Displacer Field |
| 8 | Reflec-Shroud |
| 9 | Ceramite Shield & 3 Scrap Shields |
| 10 | 100 credits + 3 common weapons |
| 11 | Photon Flash Grenade |
| 12 | 60 Credits + Flares x3 |
| 13 | Web Pistol |
| 14 | Power Sword |
| 15 | Bolt Pistol |
| 16 | Bolter |
| 17 | Falsehood |
| 18 | Needle Rifle |
| 19 | Special Autogun Ammo (Your Choice) |
| 20 | Plasma Pistol |

### Esoteric Goods Table

|  |  |
| --- | --- |
| Result (D10) | Add To Stash/Resolve Event |
| 1 | Xenoculum |
| 2 | Archeotech Device |
| 3 | Chrono-Crystal (Cannot Sell!) |
| 4 | Mnemonic Inload Spike |
| 5 | Malefic Artefact |
| 6 | Threadneedle Worms |
| 7 | Balefire Thrower |
| 8 | Arc Rifle |
| 9 | Yu’Vath Puzzlebox |
| 10 | Necrotic Beamer |

# Running an Underhive Campaign

## Setup

### Territories

A territory list, table, or map must be generated to play an Underhive Campaign.

A map always has one Settlement territory, serving as the HQ for each player’s gang. The HQ can never be controlled by a player other than its initial controller.

A map should contain:

* Must contain 4 additional special territories per player, drawn at random following the Core Rulebook.
* May contain up to 3 additional “Minor Territories” per player. These represent locales of a Hive Sector that do not confer any boons.

If a gang uses a map, it is recommended to restrict territory takeovers to adjacent territory.

### Gang Creation

Follow normal rules for gang creation. At creation, a gang must:

* Be comprised of no more than 1000 credits. Leftover credits are added to a gang’s stash.
* Declare an alignment – Law-Abiding or Outlaw
  + At any point during the campaign, at the Arbitrator’s discretion, a gang can petition to change their alignment.