

# CAMPAIGN EVENTS TABLE

The Campaign Events Table is here to add a little spice and colour to an ongoing campaign of Necromunda. The events tend to give more lucky breaks for upcoming gangs over established old gangs so they are useful for balancing the campaign and stopping the older gangs dominating the action. However, Campaign Events offer plenty of opportunities, and calamities, for everybody.

In our campaign we rolled on the Events Table once a week, but there were six or seven games being played every week and a weekly newsletter to keep all players informed about the latest events. In a less frenetic campaign it's probably best to roll an event every two weeks or so. As you will see below the most important thing is that the Arbitrator can let all the players know what events are occurring.

Most events will continue to have an effect until the next event is rolled. Some of them have an immediate effect (like 'Hive Quake' for example) and once this has been resolved they have no further effect. The actual duration of each event is specified in the table below.

## D66 RESULT

- 11 **HIVE QUAKE.** Each player must immediately lose a randomly selected piece of territory. Any players with fewer than 3 pieces of territory can ignore this event.
- 12 **ZOMBIE PLAGUE.** An outbreak of the dreaded zombie plague sweeps through the area. Each player must randomly select a member of their gang. This gang fighter must make a roll on the Plague Table as if he had been put out of action by a Plague Zombie (see the *Scavvies* section for Zombie Plague rules).
- 13 **MUTANT INVASION.** Unusually large numbers of mutant creatures are plaguing the area. Use the Monster Roll rule from the *Scavengers* scenario in every battle that is fought until the next event is rolled.
- 14 **SHORTAGES.** Unexpected shortages cause local prices to rocket. All equipment and weapon costs are doubled until the next event is rolled.
- 15 **SCAVVY KING.** A Scavvy king has managed to unite the Scavvies in the area and they are blockading settlements and holesteads to extort 'taxes'. All non-outlaw players must halve any income they receive from their territories until the next event is rolled.
- 16 **NEW TURF.** A newly discovered cave, waterhole, etc., comes up for grabs, and the most active gang will be able to lay claim to it.  
  
Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 21 **TUNNEL CAVE-IN.** Some parts of the Underhive are cut off by cave-ins. Each player is unable to collect income from a randomly selected piece of territory until the next event is rolled.
- 22 **GUILD SANCTIONS.** A Guildier has been killed in this area. Each non-outlaw player must roll a D6. If they roll a 1 then they are one of the suspects, and may not buy any equipment until the next event is rolled.

## D66 RESULT

- 23 **BAD AMMO.** A batch of poorly made ammo has been sold to unsuspecting gangs. Each player must roll a D6 at the start of each battle. If they roll a 1 they have got a batch of bad ammo and must subtract -1 from any Ammo rolls for that scenario. Bad ammo continues to show up until the next event is rolled.
- 24 **BOUNTY.** Randomly select one of the gangs in your campaign. A rival House or gang has posted a bounty of D6x5 credits which will be awarded for each member of the gang that is killed until the next event is rolled.
- 25 **SLAVE TRADERS.** Slave traders have swooped on this area, carrying off juves as workers for the factories above. No gang may recruit any juves (including free ones gained from settlements) until the next event is rolled.
- 26 **NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 31 **WATCHMEN INVESTIGATION.** The gang with the highest rating is being investigated by the Watchmen and has to lie low for a while. It must halve the income it receives from its territory until the next event is rolled.
- 32 **POLLUTION.** Heavy discharges of toxic waste and poisonous fumes make tunnels and vents in the area too dangerous to enter. Until the next event is rolled players with tunnels or vents may not use them to set up gang fighters.
- 33 **DISCONTENTMENT.** People are getting fed up with some of the tougher gangs' high and mighty ways. If a player fights against a gang with a rating at least 100 points greater than their own, and they win the game, then they may take over a randomly selected piece of the other gang's territory.

## D66 RESULT

- 34 **FREELANCER.** Starting with the gang with the highest gang rating, roll a D6. On a roll of 4-6 the most experienced fighter (including heavies but not leaders) in the gang leaves and goes freelance. Stop rolling as soon as a gang fighter goes freelance, or when you have rolled once for each gang in the campaign. The freelancer becomes a Hired Gun with a hire fee equal to his total Experience points and cost divided by 10 (eg, 80 cost plus 50 experience = 13 credit hire fee).
- 35 **TIME TO QUIT.** The gang fighter with the most Old Battle Wounds in the campaign retires. Decide randomly who retires if there is more than one model with the same number of war wounds. If no gang fighters have any Old Battle Wounds, this event has no effect.
- 36 **NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 41 **HOUSE FEUD.** A feud breaks out between two randomly selected Houses in the hive and old enmities flare up in the Underhive. Until the next event is rolled gang fighters from the two Houses *hate* each other.
- 42 **BOOM TIME.** An influx of green hivers, Guilders and workers into the area brings in plenty of credits. All gangs (including Outlaws) may add D6x5 credits to the income they generate until the next event is rolled.
- 43 **HIVE SMOG.** Until the next event is rolled all games are affected by the 'Toxic Fog' result on the Treacherous Conditions Table. Roll a D6 on the Toxic Fog section of the table to find out what happens. If you are rolling for treacherous conditions anyway the Toxic Fog result is in addition to the result rolled on the table (re-roll if you get two Toxic Fog results).
- 44 **BOUNTIFUL FUNGUS HARVEST.** Fungus are popping up all over the place and food is plentiful (for once). When working out your income halve the number of fighters in your gang, rounding up. Outlaw gangs add +2 to their dice rolls for foraging instead.
- 45 **NEW CAVERN.** A new cavern has been discovered that is packed with artefacts and valuable stuff. Double the number of Loot counters in any *Scavengers* scenarios that are played until the next event is rolled.
- 46 **NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 51 **CARAVAN.** A large caravan moves through the area. Until the next event is rolled a trip to the trading post (legal or outlaw) will yield double the usual number of rare items on offer.
- 52 **OVER-PRODUCTION.** Randomly select one type of common weapon. Its cost is halved until the next event is rolled.

## D66 RESULT

- 53 **OLD PRO'.** The gang with the lowest gang rating is joined by an old pro' fighter that takes them under his wing. Randomly select one Hired Gun or freelancer. He will remain with the gang for free until they no longer have the lowest gang rating.
- 54 **JAIL-BREAK.** A group of convicts escapes to the Underhive. Until the next event is rolled any new gangers bought receive an extra 3D6 Experience points. If this bumps them up a level or two, take the Advance rolls immediately.
- 55 **STINGER MOULD HARVEST.** There is plenty of healing Stinger mould available. Until the next event is rolled any player may pay 5 credits to re-roll a result on the Serious Injury Table. No result may be re-rolled more than once, and the second result must be accepted.
- 56 **NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 61 **NEW DOME.** A new dome has been discovered. Until the next event is rolled gangs may buy new pieces of territory (randomly selected) at a cost of 100 credits each.
- 62 **MASTER TEACHER.** An expert battle-tutor descends into the Underhive from the Spire. Until the next event is rolled players can send a gang fighter that has gone up a level to be taught by this Master Teacher at a cost of 25 credits. The player can then pick a result on the Advance Roll Table for the gang fighter, instead of rolling for it randomly. Skills are still rolled randomly.
- 63 **DEFENCE FORCE SURPLUS.** Until the next event is rolled the following weapons and equipment are available at half the normal cost: laspistols, lasguns, grenade launchers, lascannon, flak armour, Frag grenades, respirators and photo-visors. However, the player must roll a D6 for each weapon or piece of equipment after he has paid for it. On a roll of '1' the weapon/item of equipment does not work and must be thrown away!
- 64 **THE HEALER.** A legendary healer with Wyrd powers moves through the area. Until the next event is rolled the healer will cure the long-term effects of any serious injuries for 50 credits per injury (he can't cure death or capture though).
- 65 **SAFARI.** A party of rich Noble Housers arrives in the area as part of an exciting 'safari' trip to the Underhive. All players make wads of cash ripping off the rich gits. Each player is allowed to add D6x25 credits to their stash immediately.
- 66 **ARCHEOTECH.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory. In addition, the territory includes some valuable archeotech which adds 1D6x50 credits to the gang's stash.