



# The Vault of Hive Perdition

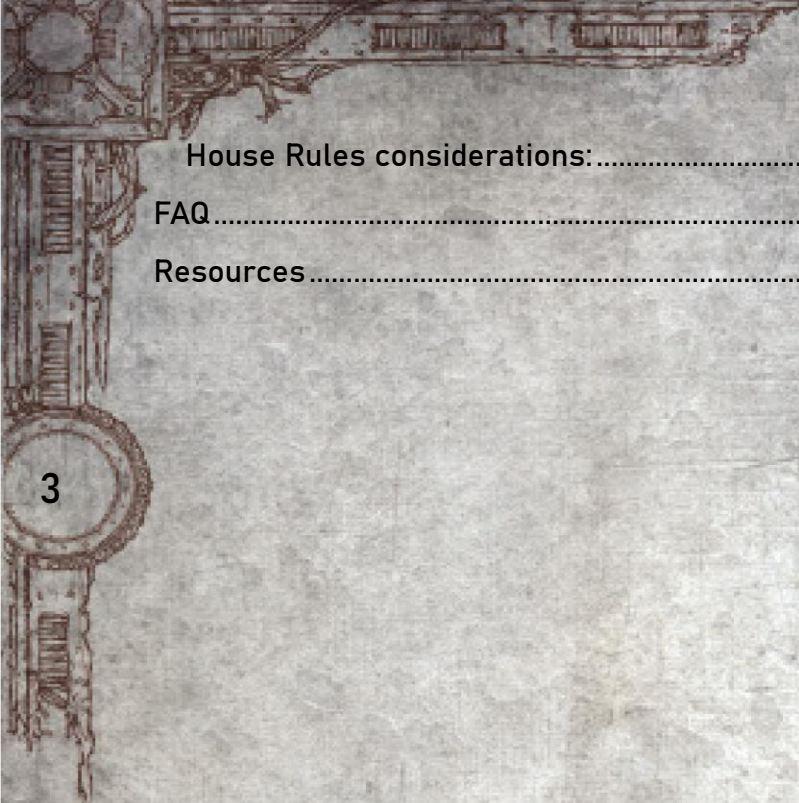




## Contents

Necromunda Vibe .....	4
Foreword from our Mayor (Blum) .....	5
Campaign Setup .....	7
Gang Creation:.....	7
Campaign Flow:.....	8
Tactics Cards.....	9
Tactic Card Decks (House Rule):.....	9
Drawing Tactics Cards (house rule): .....	9
Banned Tactics Cards:.....	9
Scenarios .....	10
Challenge Scenarios: .....	10
Adding Loot Caskets to scenarios: .....	10
Securing Loot Caskets: .....	11
Loot Casket Contents:.....	11
Horrors of the Underhive:.....	11
Pickup Scenarios:.....	12
Inducements.....	15
Pre-Game Inducements: .....	15
Inducement options:.....	15
Gear / Skill / Wyrd Adjustment .....	16
Adjustments:.....	16
Trading post changes: .....	16
Campaign End.....	17
TTS Setup .....	18
Mods to subscribe to:.....	18
Game setup .....	18
Pre-Battle Sequence .....	19
Post-Battle Sequence .....	21
Gaining Experience:.....	22
House Rules .....	24
Campaign House Rules: .....	24





House Rules considerations:.....	25
FAQ.....	28
Resources .....	30



# Necromunda Vibe

Listen up, you lot.

I've seen a thousand gangs claw their way outta the sump with dreams of glory — every one of 'em thinkin' they're smarter than the rest, like they cracked the code to underhive supremacy.

Lemme tell you somethin'. There ain't no code.

This place? It don't care about your "perfect loadout." It don't care about your fancy bullet math or your twin-linked plasma combo you found on some dataslate uphive.

Out here, it's rust, betrayal, bad intel, and dumb luck. You might have the cleanest build in the hive — but one stray grenade, one bad ammo check, and you're getting dragged out of a collapsed hab with a stub round in your spine and half your credits gone.

This campaign? It's not about balance. It's about stories.

So build loud. Build weird. Name your fighters. Give your leader a ridiculous haircut. Take a skill 'cause it sounds cool, not 'cause it's optimized. You wanna win every game? Fine. But nobody remembers the winner. They remember the ganger who fed intel to the enemy, the sump diver who survived five campaigns with one eye and a flamer, the juve who scored a kill on a legend.

And if that ain't your style? If you're just here to win neat and fast?

Then pack it up, scummer. This campaign's for those willing to lose gloriously.





# Foreword from our Mayor (Blum)

5

Water, as we all know, flows downward. It is a fundamental law of nature, and it behaves no differently on Necromunda. Sure, that water may long since have been boiled down to toxic sludge seas and or slowly seeped through the vast manmade mountains, that the teeming masses on Necromunda call their homes to become the infamous hive-swamps - but it's still there and men still sail these perilous seas.

The greatest mariners of Necromunda are not men at all however, they are squats! For Clan Helmaeth of the Ironhead Squats sails not just on the sludge seas, but also below them diving for treasures long forgotten by those on land. It was on one such dive that Dome 233 was found.

Sailing the hive-swamp beneath Hive Perdition, the crew of Captain Gorrild Gem-eye found an untouched and unflooded hive dome beneath the waves. Realizing that they could never harness all the riches of such a prize themselves, nor keep it hidden forever, Captain Gem-eye instead came up with the novel approach of advertising their find. Inviting people to come and settle, explore and even loot the Dome.

Captain Gem-eye and his crew would instead set up and operate a submersible harbor. Offering both docking space for those with their own craft and ferries for those without, all for a fee of course. In this way the squats would grow rich off Dome 233 all without having to do any of the hard work exploring it or spending any resources guarding it, for any could come and partake.

Soon there was a goldrush to explore this new frontier, as Necromunda never lacked for the desperate, the foolhardy, or the greedy. Each had his own reason to come. Some wishing to get rich, others to get away, others again just to be somewhere new. Soon the docks had grown into a little town of their own. Soon they started calling the dome The Bell, for it was indeed like a giant diving bell and by extension they called their town Belltown.

... or so the official story goes. Persistent rumors exist that the whole thing is a cover for another operation. That the squats aren't looking to profit from a mad rush of treasure hunters flocking to this latest frontier, but that they are instead looking for something out there in the deep reaches of the dome. Cynically using the many explorers to help them find



whatever they are looking for - and fast - as if the otherwise famously patient squats were somehow on a timeline...



# Campaign Setup

*The Vault of Hive Perdition* is a Necromunda Dominion Campaign. It is a narrative, streamlined campaign of Necromunda, friendly to newcomers first venture in the underhive.

## Gang Creation:

7

1. Use <https://www.mundamanager.com/>
  - This is where we will build, track, and manage our gangs as well as the campaign.
2. Each gang starts with 1000 credits
  - If new, check out Wellywood or MiniaturesRundown for a deep dive on each gang
    - <https://www.youtube.com/@wellywoodwargaming>
    - <https://www.youtube.com/@miniaturesrundown>
3. House rule – fluff boost: If you write background fluff for your gang and fighters, you start with 3 reputation, enough to start with one Hanger-On or Brute. Therefore, you may start your Gang with a Hanger-On or Brute if you write a gang backstory and pay the credit cost from your starting 1000 credits. Be sure to follow the Law-Abiding / Outlaw rules for Hanger-Ons and Brutes.
  - In addition, each fighter that has their name called out in the fluff gets 1 additional starting XP
4. Available **gangs**:
  - House gangs: Cawdor, Delaque, Escher, Goliath, Orlock, Van Saar
  - Enforcers: Palanite and Badzone
  - Cults: Corpse Grinder, Genestealer, Helot Chaos
    - Chaos and Genestealer corrupted gangs are welcome, even non-house gangs (House Rule) with the following exceptions
      - Corpse Grinder Cult cannot be [further] corrupted
      - Helot Chaos Cult cannot be Genestealer [Purestrain or Malstrain] corrupted
      - Genestealer Cult cannot be corrupted
      - Malstrain gangs cannot be corrupted
  - Other: Ash Waste Nomads, Ironhead Squats, Outcast, Slave Ogryns, and Venators
  - Spyre and Malstrain gangs aren't really intended for an underhive Dominion campaign, but if interested discuss with Arbitrator
    - This includes Malstrain corrupted gangs
5. For this campaign: All battles take place in the Underhive, this means vehicles and wargear that grant the Mounted condition are not used (don't waste credits on them)



## Campaign Flow:

1. Each gang begins the campaign with one Dominion Campaign Territory: their Settlement (or equivalent depending on the gang).
2. The arbitrator picks the remaining territories based on the gangs represented in the campaign (prioritizing enhanced boons)
  - Each non-house gang may pick a house gang to mimic for enhanced boons. Document this in your gang notes.
3. Each campaign week is two weeks real-time. The Campaign will last ~10 campaign weeks (~20 real weeks).
4. Dominion Campaigns have four phases:
  - Phase 1 – Occupation (4 campaign weeks = 8 real weeks): Challenges are issued to a gang to claim unclaimed Territories. The winner gets the Territory. In the event of a draw, the territory remains unclaimed
  - Phase 2 – Downtime (1 campaign week = 2 real weeks): A break between phase 1 and 3 to allow gangs to recover and receive an injection of credits
  - Phase 3 – Takeover (4 campaign weeks = 8 real weeks): Challenges now target a gang and a territory they own. Winner gets the Territory (unless it's the Settlement). In the event of a draw, the Territory remains with the same gang owner
  - Phase 4 – Campaign End (until completion): In order of most intel gathered to least intel gathered, gangs may attempt *The Awakening Below* final scenario. See [Campaign End](#) of details
5. We follow the standard Dominion campaign process for [issuing and accepting challenges](#), however for each campaign week, the scenario has been predetermined so all players partake in the same Challenge scenario each week. Details in the [Scenarios](#) section
6. Each Gang should do their best to participate in scenarios against other players, however if scheduling does not work, you can always play "The Hunt" Solo play scenario (64) to stay engaged, earn some XP, and some loot
7. While the goal is one Challenge game per campaign week, additional pickup games are encouraged



# Tactics Cards

## Tactic Card Decks (House Rule):

After gang creation, each player should build a deck of 15-30 Tactics Cards. You may select Tactics Cards from your gang's Tactics Cards and the general Tactics Cards. Document your Tactics Card Deck in the notes section of your gang on MundaManager (or save it on [NecroRAW](#) with a URL – which is a great resource for viewing all the Tactics Cards). Once you have built your gang's Tactics Card Deck, you may not change it for the duration of the campaign. You may not include the same card in your deck twice.

Where there is a gang rating difference, extra Tactics Cards may be used as an Inducement to close the gap.

## Drawing Tactics Cards (house rule):

Tactics Cards are always drawn at random each game – this supersedes anything a scenario may state. When selecting your cards prior to a game, always draw the entitled amount +1 from the Tactics Card Deck, and choose one card to discard. Example, most scenarios entitle gangs to two Tactics Cards. So, you would draw three from your Tactics Card Deck and keep two, discarding one. If a Tactics Cards drawn is unusable due to the scenario or some other reason, you may discard it and randomly redraw from your deck.

## Banned Tactics Cards:

1. A History of Violence
2. Dangerous Footing
3. Blood Money



# Scenarios

## Challenge Scenarios:

We follow the standard Dominion campaign rules for [issuing and accepting challenges](#), however for each campaign week, a scenario has been predetermined so all players play the same Challenge scenario each week.

## “Collapsed Industrial Area”

Campaign Week	Phase	Scenario #	Scenario Name	Map Type: “Name”
1	Occupation	3	Forgotten Riches	Zone Mortalis “Tunnel Skirmish”
2	Occupation	1	Tunnel Skirmish / Stand-Off	Sector Mechanicus “Twisted Underhive”
3	Occupation	18	Archaeo-Hunters	Hybrid “Water Still”
4	Occupation	85	Intelligence Gathering	Zone Mortalis “Zone Mortalis”
5	Downtime	129	Necromundan Double-cross	Hybrid “Harbor”
6	Takeover	9	Border Dispute	Sector Mechanicus “Underhive Outpost”
7	Takeover	10	Sabotage	Zone Mortalis “District 12”
8	Takeover	41	Search and Destroy	Hybrid “City Of Ruin”
9	Takeover	6	Smash and Grab	Sector Mechanicus “District 72”
10	End	N/A	<i>The Awakening Below</i>	???

Reference scenario setup details: <https://www.necroraw.ru/docs/scenarios/scenario-list/>

## Adding Loot Caskets to scenarios:

Loot Caskets are critical to *The Vault of Hive Perdition* Campaign. Therefore, we shall be adding three Loot Caskets to every scenario.

Each Loot Casket has a chance to spawn a Horror of the Underhive. Roll a d10 and consult the table below to determine which, if any, Horror spawns with each loot crate.



d10 Roll	Horror Name
1	(Nothing)
2	Brainleaf Zombie
3	Giant Rat
4	Hunter Spider
5	Millisaur
6	Rat Swarm
7	Ripperjack
8	Wild Sumpkroc
9	Re-roll two d10s accepting results of 1-8 only
10	Re-roll three d10s accepting results of 1-8 only

Refer to the section below, *Horrors of the Underhive*, for each Horrors' card

### Securing Loot Caskets:

There are three ways a fighter may secure a loot crate for their gang:

1. Bypass Loot Casket Lock: basic action (Intelligence check)
2. Smash Open Loot Casket: basic action (Strength check)
3. Drag an unopened Loot Casket to the Gang deployment zone

Note: you do not claim unopened loot caskets remaining on the map that have not been dragged to your deployment zone, even if you win the scenario and control the field (you only claim loot from loot casket you have opened or dragged to your deployment zone).

House Rule: Bypassing (opening) or smashing a Loot Casket grants 1 XP. Even if the resulting content roll is a 1 (frag trap).

### Loot Casket Contents:

- After opening a Loot Casket, roll a d6 and consult the table below
  - When smashing open a Loot Casket, roll a d6 prior to rolling for the table below. On a result of 1, you destroy the contents. You still roll a d6 for the table below, as a frag trap could still trigger when smashed, even if destroyed

d6	Result
1	The casket has been booby trapped. Replace it with a frag trap
2	Ammo cache
3	Add 2d6 credits to the gang's Stash.
4	Add 3d6 credits to the gang's Stash.
5	Vault Intel
6	Vault Intel

### Horrors of the Underhive:

A fighter that eliminates a horror earns 1 XP.



We will be using the following fighter cards to represent the Horrors of the Underhive.

Horrors of the Underhive

Type: Underhive Outcasts  
Alignment: Law Abiding  
Owner: Dunami5  
Credits: 970  
Rating: 0  
Wealth: 970  
Created: 2025-09-16

Reputation: 1  
Gang Size: 7  
Last Updated: 2025-09-16

Add Fighter
Add Vehicle
Gang Additions

Brainleaf Zombie

Brainleaf Zombie (Others)

Credits

M	WS	BS	S	T	W	I	A	Ld	CI	WII	Int	XP
2*	5+	6+	3	3	1	6+	1	12+	4+	6+	12+	0

Weapon

Mail (club)

Rng  
S L  
- E

Acc  
S L  
-

Str  
AP  
+1

D  
-

Am  
2

Traits  
Melee

Special Rules Anti-pin, Cool, Zombie Resistance, Zombie Plague, Variable Move (2d6\*)

Notes Anti-pin (can't be pinned), Variable move (2d6\*), Cool (pass all cool checks), Zombie Plague (enemy OoA = new zombie), Zombie resistance (ignore injury dice except OoA, OoA = SI, to be removed must be CoG, otherwise recover from SI next turn),  
  
Brainleaf Zombies subject to the Blaze condition are not Broken and cannot attempt to put out the fire. Brainleaf Zombies only take a single action each activation, and move 2d6\* when taking a Move action. Should their movement take them into base contact with an enemy, they are considered to have made a Charge action and immediately make an attack.

Giant Rat

Wasteland Giant Rat (Exotic Beast)

Credits

M	WS	BS	S	T	W	I	A	Ld	CI	WII	Int	XP
5*	4+	5+	3	3	1	3+	1	8+	7+	8+	7+	0

Weapon

Fangs

Rng  
S L  
- E

Acc  
S L  
-

Str  
AP  
-

D  
-

Am  
-

Traits  
Melee

Skills Dodge

Special Rules Small Target, Nimble

Notes Small Target: Ranged attacks against Wasteland Giant Rats are made at -1 to hit. In addition, a Wasteland Giant Rat is never a potential target when working out the effects of a Stray Shot.  
  
Nimble: A Wasteland Giant Rat has a save of 4+, which is never modified by Armour Penetration.

Hunter Spider

Cyberarachnid (Exotic Beast)

Credits

M	WS	BS	S	T	W	I	A	Ld	CI	WII	Int	XP
6*	4+	5+	2	2	1	2+	1	7+	8+	8+	8+	0

Weapon

venomous bite  
Web projector

Rng  
S L  
- E

Acc  
S L  
-

Str  
AP  
-2

D  
-

Am  
-

Traits  
Melee, Toxin  
Scarce, Silent, Template, Web

Skills Catfall, Clamber, Dodge

Special Rules Nimble, Small Target

Notes Small Target: Ranged attacks against Hunter Spiders are made at -1 to hit. In addition, a Hunter Spider is never a potential target when working out the effects of a Stray Shot.  
  
Nimble: Hunter Spiders have almost preternatural reflexes, seemingly sensing danger before they strike. A Hunter Spider has a save of 4+, which is never modified by Armour Penetration.

Millisaur

Millisaur (Exotic Beast)

Credits

M	WS	BS	S	T	W	I	A	Ld	CI	WII	Int	XP
6*	4+	5+	3	3	2	4+	2	8+	7+	7+	5+	0

Weapon

Fanged maw

Rng  
S L  
- E

Acc  
S L  
-

Str  
AP  
+

D  
-

Am  
-

Traits  
Melee, Toxin

Special Rules Burrowing, Armoured Hide

Notes Burrowing: A Millisaur is able to burrow beneath and through the metal and rockcrete floors of the underhive, passing quickly through hidden crawl spaces and buried vents before emerging elsewhere. A Millisaur may move freely under impassable terrain if it has sufficient movement to do so, but may not end its movement on or within impassable terrain.  
  
Armoured Hide: Millisaurs have a 5+ armour save.

Rat Swarm

Necromundan Giant Rat (Exotic Beast)

Credits

M	WS	BS	S	T	W	I	A	Ld	CI	WII	Int	XP
6*	4+	-	3	3	1	3+	1	10+	8+	10+	9+	0

Weapon

Jaws

Rng  
S L  
- E

Acc  
S L  
-

Str  
AP  
3

D  
-

Am  
1

Traits  
Melee, Backstab

Special Rules Small Target, Nimble

Notes Small Target: Ranged attacks against Necromundan Giant Rat Swarms are made at -1 to hit. In addition, Necromundan Giant Rat Swarms are never a potential target when working out the effects of a Stray Shot.  
  
Nimble: A Necromundan Giant Rat Swarm has a save of 4+, which is never modified by Armour Penetration

Ripperjack

Ripperjack (Exotic Beast)

Credits

M	WS	BS	S	T	W	I	A	Ld	CI	WII	Int	XP
7*	4+	6+	3	3	2	3+	2	8+	7+	8+	8+	0

Weapon

Teeth

Rng  
S L  
- E

Acc  
S L  
-

Str  
AP  
-2

D  
-

Am  
-

Traits  
Melee

Special Rules Flight, Solitary Hunter, Enveloping Attack

Notes Flight: A Ripperjack ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain and may not end its movement with its base overlapping an obstacle or another fighter's base.  
  
Solitary Hunter: A Ripperjack never gains the benefit of an assist or grants an assist to other fighters.  
  
Enveloping Attack: An enemy fighter Engaged by a Ripperjack suffers a -2 modifier to any Initiative checks made to take the Retreat (Basic) action. In

Wild Sumpkroc

Sumpkroc (Exotic Beast)

Credits

M	WS	BS	S	T	W	I	A	Ld	CI	WII	Int	XP
4*	3+	-	4	4	2	6+	2	6+	6+	7+	11+	0

Weapon

Ferocious jaws

Rng  
S L  
- E

Acc  
S L  
-

Str  
AP  
5

D  
-

Am  
-

Traits  
Melee, Rending

Special Rules Scaly Hide

Notes Scaly Hide: The Sumpkroc has a naturally scaly and resilient hide, granting it a 5+ save roll.

## Pickup Scenarios:

Presented are two suggested methods to determine a scenario:

- The Challenger rolls 2d6 and consults the long table below which is a mix of the most popular scenarios in Necromunda.
  - The players may not want to play a certain scenario, or it may be irrelevant given the gangs, their history, and current situation. In this case, if the players agree, reroll until an agreement is reached.
- Alternatively, for a “standard” scenario the players can roll 2d6 and consult the standard dominion scenarios table.

## Standard Dominion Scenarios Table

By: Dunami5



2d6	Result	Scenario options
2-5	That's My Turf!	Takeover (46) / Border Dispute (9) / Sneak Attack (5)
6-7	Territory	Toll Bridge (38) / Escape the Pit (13) / Escape the Badzone (34)
8-9	Death Match	Stand-off (1) / The Trap (2) / Ambush (8)
10-12	Underdog	Lower-Ranked player picks Scenario and Attack/Defend

### Most Popular Necromunda Scenarios Table

2d6	Scen. #	Name	Description
11	1	Tunnel skirmish / Stand-off	FIGHT: Two gangs meet in neutral territory and a firefight ensues.
12	2	The Trap	FIGHT: In this scenario, one gang has ambushed another and is attempting to take out as many of the defenders as possible; the defenders are trying to return the favor.
13	3	Forgotten Riches	LAW & MISRULE: Sometimes, just the rumor of a newly discovered tunnel sprawl packed with discarded riches attracts looters.
14	5	Sneak Attack	DOMINION: A gang that really wants to make itself known may raid deep into an enemy territory, hoping to steal goods and defile something sacred.
15	6	Smash and Grab	In this scenario, one gang aims to steal some loot caskets the other gang has been paid to protect.
16	7	Looters	LAW & MISRULE: In this scenario one gang launches an all-out attack on another in the hopes of stealing some of their stash.
21	8	Ambush	FIGHT: In this scenario, a gang lays a trap for their enemy hoping to catch them unawares and deal them a crippling blow.
22	9	Border Dispute	DOMINION / UPRISING: In this scenario, each gang is seeking to secure their Turf and drive off the other gang – and the best way to do this is to defile the other gang's relic.w
23	10	Sabotage	UPRISING: A gang sneaks onto a rival's turf, hoping to put one of their territories out of commission.
24	13	Escape the Pit	DOMINION: Gangs are looting the depths of the hive when ancient machinery grinds to life.
25	14	Downtown Dust-up	Rival gangs fight it out for control of a settlement and its people.
26	15	Shootout	In this scenario, two gangs try to scare each other off.
31	16	Caravan Heist	A gang makes a daring raid against a Guilder caravan.
32	17	Ghast Harvest	In this scenario, two gangs try to desperately fend each other off so they can harvest a rich vein of ghast.



33	18	Archaeo-hunters	<i>LAW &amp; MISRULE: Gangs fight over ancient technology deep in the underhive.</i>
34	19	Escort Mission	LAW & MISRULE: Gangs fight over the fate of an uphive agent.
35	20	Fighter Down	In this scenario, a gang tries to rescue their injured comrade before the underhive can claim them.
36	21	Murder Cyborg	In this scenario, a standard gang battle takes a turn for the worse when one of the fighters is revealed to be a Murder Cyborg!
41	34	Escape the Badzone	DOMINION: Two crews must escape the Badzone.
42	35	Manufactorum Raid	A raid against a rival House's manufactorum.
43	38	Toll Bridge	DOMINION: Gangs fight over a vital bridge in the underhive.
44	40	Hit and Run	In this scenario, a gang strikes from the shadows hoping to take down a powerful foe.
45	41	Search and Destroy	UPRISING: In this scenario, a gang seeks to clear an area of their enemies' secret stashes.
46	42	Meat Harvest	UPRISING: In this scenario, a gang attempts to acquire meat from the locals.
51	43	Propaganda	LAW & MISRULE: Gangs seek to sway the other gangers to their cause.
52	44	Scavenge**	LAW & MISRULE: In this scenario, two gangs desperate for supplies loot the battlefield.
53	45	Public Execution	In this scenario, a gang must save one of their own before time runs out.
54	46	Takeover	DOMINION / UPRISING: By order of Lord Helmawr, I seize this territory!
55	49	Blood Rites	UPRISING: A dark offering for the gods.
56	51	Meeeeeeeeeat	Crazed cannibals surround a group of survivors!
61	53	Meat for the Grinder	The weak become meat.
62	60	Bar Brawl	In this scenario, things turn heated at the local drinking hole.
63	75	Dome Rush	Two gangs follow a Dome Runner into dangerous territory looking for loot.
64	85	Intelligence Gathering	A gang must stay alive long enough to get some vital info.
65	88	Market Mayhem	In the Market Mayhem scenario, two gangs face off against each other after a fight breaks out in a bustling underhive market.
66	90	Gunk Tank	In the Gunk Tank scenario, two gangs scramble to drain the most gunk from an abandoned gunk tank.

Reference scenario setup details: <https://www.necroraw.ru/docs/scenarios/scenario-list/>




# Inducements

## Pre-Game Inducements:

Determine the crew rating difference between starting gangs. The gang with the lower crew rating may spend the difference on inducements.

## Inducement options:

1. Random Tactics Card from Tactics Card Deck: 150 crew rating per Tactic Card
2. Random Underdog Card: 300 crew rating per Underdog Card
3. Custom Hive Scum: 75 crew rating per Hive Scum.
  - Hive Scum may be hired with up to 45 credits worth of gear (included in the 75). Below are six examples:



**Hive Scum**

Type: Underhive Outcasts  
 Alignment: Law Abiding  
 Owner: Dunamis

Credits: 1550  
 Rating: 450  
 Wealth: 2000

Reputation: 1  
 Gang Size: 6

Created: 2025-09-17

Medium Cards Edit

Add Fighter Add Vehicle Gang Additions

Last Updated: N/A

**Shotgun**  
Hive Scum (Hive Scum) 75 Credits

M	WS	BS	S	T	W	I	A	Ld	Ci	Wl	Int	XP
5'	4+	4+	3	3	1	4+	1	8+	8+	8+	8+	0
<div style="display: flex; justify-content: space-between;"> <div> <p>Weapon</p> <p>Shotgun</p> <p>- solid ammo</p> <p>- scatter ammo</p> </div> <div> <p>Rng</p> <p>8" 16"</p> <p>+1 -</p> </div> <div> <p>Acc</p> <p>- 4</p> <p>- 2</p> </div> <div> <p>Str</p> <p>4+</p> <p>Knockback</p> </div> <div> <p>AP</p> <p>2</p> <p>Scattershot</p> </div> <div> <p>D</p> <p>1</p> </div> <div> <p>Am</p> <p>4+</p> </div> <div> <p>Traits</p> </div> </div>												

**Axe, Las, Autopistol**  
Hive Scum (Hive Scum) 75 Credits

M	WS	BS	S	T	W	I	A	Ld	Ci	Wl	Int	XP
5'	4+	4+	3	3	1	4+	1	8+	8+	8+	8+	0
<div style="display: flex; justify-content: space-between;"> <div> <p>Weapon</p> <p>Axe</p> <p>Lasgun</p> <p>Reclaimed autopistol</p> </div> <div> <p>Rng</p> <p>- E</p> <p>18" 24"</p> <p>4" 12"</p> </div> <div> <p>Acc</p> <p>- S+1</p> <p>+1 -</p> <p>+1 -</p> </div> <div> <p>Str</p> <p>- 1</p> <p>- 3</p> <p>- 3</p> </div> <div> <p>AP</p> <p>- 1</p> <p>2+</p> <p>5+</p> </div> <div> <p>D</p> <p>-</p> <p>1</p> <p>1</p> </div> <div> <p>Am</p> <p>-</p> <p>Plentiful</p> <p>Rapid Fire (1), Sidearm</p> </div> <div> <p>Traits</p> <p>Disarm, Melee</p> <p>Plentiful</p> </div> </div>												

**Flail, Autogun**  
Hive Scum (Hive Scum) 75 Credits

M	WS	BS	S	T	W	I	A	Ld	Ci	Wl	Int	XP
5'	4+	4+	3	3	1	4+	1	8+	8+	8+	8+	0
<div style="display: flex; justify-content: space-between;"> <div> <p>Weapon</p> <p>Flail</p> <p>Reclaimed autogun</p> </div> <div> <p>Rng</p> <p>- E</p> <p>8" 24"</p> </div> <div> <p>Acc</p> <p>- +1</p> <p>+1 -</p> </div> <div> <p>Str</p> <p>S+1</p> <p>- 3</p> </div> <div> <p>AP</p> <p>- 1</p> <p>- 1</p> </div> <div> <p>D</p> <p>-</p> <p>5+</p> </div> <div> <p>Am</p> <p>-</p> <p>Rapid Fire (1)</p> </div> <div> <p>Traits</p> <p>Entangle, Melee</p> </div> </div>												

**Chainsword, Autopistol**  
Hive Scum (Hive Scum) 75 Credits

M	WS	BS	S	T	W	I	A	Ld	Ci	Wl	Int	XP
5'	4+	4+	3	3	1	4+	1	8+	8+	8+	8+	0
<div style="display: flex; justify-content: space-between;"> <div> <p>Weapon</p> <p>Chainsword</p> <p>Reclaimed autopistol</p> </div> <div> <p>Rng</p> <p>- E</p> <p>4" 12"</p> </div> <div> <p>Acc</p> <p>- +1</p> <p>+1 -</p> </div> <div> <p>Str</p> <p>5</p> <p>- 3</p> </div> <div> <p>AP</p> <p>- 1</p> <p>1</p> </div> <div> <p>D</p> <p>-</p> <p>5+</p> </div> <div> <p>Am</p> <p>-</p> <p>Rapid Fire (1), Sidearm</p> </div> <div> <p>Traits</p> <p>Melee, Parry, Rending</p> </div> </div>												

**Lasgun, Smoke Grenade**  
Hive Scum (Hive Scum) 75 Credits

M	WS	BS	S	T	W	I	A	Ld	Ci	Wl	Int	XP
5'	4+	4+	3	3	1	4+	1	8+	8+	8+	8+	0
<div style="display: flex; justify-content: space-between;"> <div> <p>Weapon</p> <p>Lasgun</p> <p>Smoke grenades</p> </div> <div> <p>Rng</p> <p>18" 24"</p> <p>- Sx3</p> </div> <div> <p>Acc</p> <p>+1 -</p> <p>- -</p> </div> <div> <p>Str</p> <p>- 3</p> <p>- -</p> </div> <div> <p>AP</p> <p>- 1</p> <p>- 4</p> </div> <div> <p>D</p> <p>-</p> <p>4+</p> </div> <div> <p>Am</p> <p>-</p> <p>Blast (*), Grenade, Smoke</p> </div> <div> <p>Traits</p> <p>Plentiful</p> </div> </div>												

**Blasting Charge, Laspistol**  
Hive Scum (Hive Scum) 75 Credits

M	WS	BS	S	T	W	I	A	Ld	Ci	Wl	Int	XP
5'	4+	4+	3	3	1	4+	1	8+	8+	8+	8+	0
<div style="display: flex; justify-content: space-between;"> <div> <p>Weapon</p> <p>Blasting charges</p> <p>Laspistol</p> </div> <div> <p>Rng</p> <p>- Sx2</p> <p>8" 12"</p> </div> <div> <p>Acc</p> <p>- -</p> <p>+1 -</p> </div> <div> <p>Str</p> <p>- 5</p> <p>- 3</p> </div> <div> <p>AP</p> <p>- 1</p> <p>- 1</p> </div> <div> <p>D</p> <p>2+</p> <p>2+</p> </div> <div> <p>Am</p> <p>-</p> <p>Plentiful, Sidearm</p> </div> <div> <p>Traits</p> <p>Blast (S*), Grenade, Knockback</p> </div> </div>												



# Gear / Skill / Wyrd Adjustment

Due to the nature of this campaign, adjustments need to be made to some skills and wyrd powers.

## Adjustments:

- **Technomancy Wyrd Power: Crack Lock: RAW** this allows someone to not only open a Loot Casket but also determine its contents. We are modifying this so that you can still unlock a Loot Casket, but now when determining its contents, roll twice and choose from the results rolled
- **Psychoteric Whispers: Darkness: Sight Blight:** This wyrd power was not updated when the updated pitch-black rules were released. For simplicity, assume this power uses the Visibility (3") rule when successfully channeled. The other Visibility ranges wouldn't do anything as this Wyrd only affects enemies within 5" (or 8" with max Psychoteric Choir).

## Trading post changes:

- **Ablative armor** – only lasts for one game, must be repurchased for additional games
- **Falsehood** – banned



# Campaign End

17

The gang with the most Vault Intel at the end of the Takeover phase, uncovers the Vault's location and the ability to attempt the final scenario *The Awakening Below*. If two gangs have the same number of Vault Intel at the Campaign's end, those gang Leader make an Intelligence check with the margin of success determining which gang can piece together the intel the fastest. The higher margin of success gets the first attempt.

The first player may either:

1. Attempt *The Awakening Below* solo (they will know the OpFor gang rating)
2. Share the vault location with one other gang in exchange for aid
  - o Note if shared, the second gang knows the location of the vault (after making an attempt with the first gang) and may attempt *The Awakening Below* next in order (jumping whoever was next in order of Vault Intel). They may repeat the attempt solo or share the location

At the end of the Campaign there are many "winners":

Triumph	Criteria
Pipboy	Successfully completed <i>The Awakening Below</i>
Dominator	Most Territories at the end of the campaign
Slaughterer	Most enemy fighters taken Out of Action
Creditor	Largest Wealth at the end of the campaign
Warmonger	Most battles fought across the whole campaign
Fan favorite	Most voted-for gang by the group (best fluff)
Errand Boy	Secured the most loot caskets or intel crates
Cockroach	Most total Bottles, but still survived
Psycho	Most melee kills by a single fighter
Unlucky Bastard	Most Out of Actions sustained
Black Market Kingpin	Most Illegal items acquired



# TTS Setup

Mods to subscribe to:

1. Necromunda Minis:
  - a. <https://steamcommunity.com/sharedfiles/filedetails/?id=3567809591>
2. Necromunda Quick Setup:  
<https://steamcommunity.com/sharedfiles/filedetails/?id=3463448144>
3. Maps: There are many maps available on the Steam workshop for TTS. I found 40+ that work with the quick setup mod
  - a. That said, [here is a zip](#) of the ones I modified to load into the quick setup mod

Game setup

1. Determine which gangs are fighting and open them in MundaManager
2. OPTIONAL for PIP (picture in picture): Take a screen shot of each individual gang members card
3. Take one screenshot of the entire gang view
  - a. Follow instructions on the notecards in the mods on how to use and upload the screenshots
4. Find appropriate minis in TTS using the above referenced mods, or any other TTS mod, and inject the minis for the UI (user interface).
5. Save the injected minis in a bag as a saved object
6. Open the Necromunda Quick Setup mod and load the saved bag
  - a. Reference notecard instructions
7. Overwrite existing custom boards URLs to display in the gang cards
  - a. NOTE: Only TTS host can access the custom menu
8. SAVE the game (before loading map!)
9. Based on the scenario, select an appropriate map to ADDITIVE load



# Pre-Battle Sequence

Alright we are fresh off a score. We got some new gear and want to test it on that rival gang you still “owe” from last time. Here are the steps for the [Pre-Battle Sequence](#) to jump into a scenario (page 97 of Core Rulebook 2023)

19

Optional: If you plan to use the [Post Battle Report Template](#), it may be helpful to start populating it at this time

1. Challenge: Maybe it's your Challenge to expand and claim a Territory, maybe you are defending your Territory, maybe you are rescuing a previously captured fighter, or maybe you just don't like the way that Squat keeps making tall jokes – regardless you have a date with another gang!  
Follow the standard Dominion campaign process for [issuing and accepting challenges](#)
2. Scenario selection: Each campaign week has a predetermined scenario, such that all players play the same challenge scenario each campaign week. Details in the [Scenarios](#) section.  
Reference for Scenario setup: <https://www.necroraw.ru/docs/scenarios/scenario-list/>
3. Starting Crews: Based on the scenario, determine your Starting Crew and thus starting crew rating
  - a. Note the Challenger is typically the attacker, but the players can agree to mix it up or roll for attacker/defender if they wish
4. Boons: Announce any Territory boons (if any effect the game)
5. Tactics Cards: Pick Tactics Cards from your established Tactics Card Deck. Remember they are always random no matter what the Scenario says.
  - a. If a Scenario does not specify, assume two tactics Cards per Gang prior to Inducements.
  - b. Always draw one more card from the Tactics Card Deck than you are entitled to and choose one to discard
    - i. If a Tactics Card is not relevant or usable, discard it, and randomly draw a replacement Tactics card
6. Inducements: Calculate the difference between the Starting Crew rating of both gangs. Depending on the difference in rating there may be an opportunity to help the lower Starting Crew rating gang level the playing field (mix and match from the below options):
  - a. Random Tactics Card from Tactics Card Deck: 150 crew rating per Tactic Card
  - b. Random Underdog Card: 300 crew rating per Underdog Card
  - c. Custom Hive Scum: 75 crew rating per Hive Scum.
    - i. Hive Scum may be hired with up to 45 credits worth of gear (included in the 75)



7. **Loot Caskets:** Loot Caskets are critical to The Vault of Hive Perdicion Campaign. Therefore, add three Loot Caskets to every scenario.
8. **Horrors of the Underhive:** Each Loot Casket placement has a chance to spawn a Horror of the Underhive. Roll a d10 and consult the table below to determine which Horror of the Underhive appears with each loot crate.

d10 Roll	Horror Name
1	<i>(Nothing)</i>
2	Brainleaf Zombie
3	Giant Rat
4	Hunter Spider
5	Millisaur
6	Rat Swarm
7	Ripperjack
8	Wild Sumpkroc
9	Re-roll two d10s accepting results of 1-8 only
10	Re-roll three d10s accepting results of 1-8 only

9. **Deployment:** Deploy both forces in accordance with the scenario description



# Post-Battle Sequence

Alright, we slugged it out with those grimy bastards and need to assess what we gained and who we lost (page 142 of Core Rulebook 2023). We follow most of the standard [Post-Battle Sequence](#) process.

Optional, the [Post-Battle Report](#) may help with organization

1. Wrap-up: Check on the status of fighters who were down or captured when the game ended
  - a. Seriously Injured fighters roll a d6
    - i. 3+ they recover
    - ii. 1 or a 2 succumb to injuries and must make a lasting injury roll
  - b. Captured fighters roll a d6 with the following modifiers: -1 for a draw, -2 if this gang lost, -2 if the fighter was webbed
    - i. On 4+ the fighter escapes
    - ii. Otherwise, the fighter has been captured and is not with the gang and thus cannot take post-battle actions
  - c. Fighters in recovery, have recovered
2. Territory adjustment: did Territory change hands?
  - a. If this game was over an unclaimed Territory (Occupation phase), the winner claims it. If the result is a draw, the Territory remains unclaimed
  - b. If the Territory was already claimed (Takeover phase), a draw results with the Territory not changing hands
3. Rewards: Several rewards may be available based on performance and outcome of the battle
  - a. Scenario rewards
  - b. Territories
  - c. Applicable Skills
  - d. Applicable Hangers-On
  - e. Loot Casket content
4. MVP House rule – Nominate an opposing fighter for MVP to earn d3 XP
5. Post-battle actions: Note, only fighters with the Gang Hierarchy (X) special rule, not in recovery may attempt post battle actions
  - a. Trade: visit the trading post (see *6. Update roster* below)
  - b. Selling captive fighters may only occur if a rescue attempt has been made (or if sold / traded back to the original gang)
  - c. Medical Escort: try to save a ganger that is critically injured
    - i. Cost is 2d6x10 credits, then roll a d6
      1. 1: Complications - the fighter dies



2. 2-5: Stabilized – Roll on the Lasting Injury table, re-rolling any results of Captured, Critical Injury or Memorable Death. Apply the result, in addition the fighter goes into Recovery.
3. 6: Full Recovery – fighter goes into recovery with no lasting effects

6. Update roster:

- a. Clean House: remove dead fighters or retire any with too many lasting injuries to be useful
  - i. Fighter equipment is kept and added to the gang stash (except armor which is ruined)
    1. Exception: if you had no fighters left on the field when a fighter died, there is no one to grab their gear and the gear is lost
- b. Visit Trading Post:
  - i. House List: You can interact with your House List to:
    1. Purchase House gear
    2. Hire fighters
  - ii. Recruit a Hanger-On or Brute
    1. Assuming you have the reputation and credits
  - iii. Sell unwanted items at 50% of value
  - iv. Seek rare & illegal equipment – must be Gang Hierarchy (X): This action can only be performed if a fighter has made a *Trade* post-battle action It is only performed once and is done to determine the availability of Rare and Illegal items on offer at the Trading Post. Roll 2d6 to determine the availability of items, adding the following bonuses
    1. +2 if the gang's Leader is making a Trade post battle action.
    2. +1 for each Champion making a Trade post battle action.
    3. +1 for every 10 Reputation
    4. +/-X from any specified special rule
    5. The result is the rarity level available from the Trading Post
      - a. Note Law-Abiding Gangs take a -4 penalty to illegal rarity ratings, Outlaw gangs do not have this penalty
- c. Gain Boons from Territories: could be additional recruits, Hangers-On, or equipment. Anything that is not credit income.
- d. Distribute Equipment: distribute the gear in your stash as needed or swap amongst your fighters as long as each ganger complies with their fighter creation rules
- e. Purchase Advancements: Spend XP to level up your fighters
- f. Update Gang Rating: The Campaign of record (MundaManager) should be updated with the appropriate steps above as needed to track the gang rating

Gaining Experience:



A model gains XP for any of the following actions:

- 1 XP if their action directly causes an enemy fighter to suffer a Serious Injury.\*
- 2 XP if their action directly causes an enemy fighter to go Out of Action\*
- If the enemy fighter removed is a Leader or a Champion, gain an extra 1 XP
- 1 XP for each Loot Casket (opened or smashed)
- 1 XP for each Horror of the Underhive eliminated
- d3 XP if voted as MVP by opposing gang
- 1 XP if a fighter took part in a battle (this XP is only gained if the scenario does not grant XP for a model taking part in the battle)
- 1 XP if a fighter becomes Broken and successfully rallies
- 1 XP if a fighter provide assistance to another fighter making a Recovery test and that fighter becomes Prone and Pinned (rolls a flesh wound)

*\*Note that fighters can only gain XP for Seriously Injuring or taking an enemy fighter Out of Action once per enemy fighter, per activation. For instance, if a fighter causes an enemy fighter to suffer a Serious Injury, and then performs a Coup De Grace (Free) action, they will gain the 2 XP for causing the enemy fighter to go Out of Action (not 3 for the SI and OoA)*



# House Rules

24

## Campaign House Rules:

1. Corruption: Nearly all gangs can be corrupted with the following exceptions:
  - Corpse Grinder Cult cannot be [further] corrupted
  - Helot Chaos Cult cannot be Genestealer [Purestrain or Malstrain] corrupted
  - Genestealer Cult cannot be corrupted
  - Malstrain gangs cannot be corrupted
2. Corpse Grinder masks: the terrify / fearsome traits only work in fighters vision arc (opposing fighter must see the mask)
  - The save and injury mitigation from the mask are unchanged
3. Outcast: Some Dramatis Personae traits, provide benefits to a specifically named gangs members (example: Prophet for House Cawdor). If you choose to have an Outcast gang led by a Dramatic Personae with a trait that provides benefits for a specific House gang, and have that House Gang back the Outcast Gang, the trait may apply to all champions and gangers of that Outcast Gang.
4. Fluff boost: if you write a background story for your gang, start with 3 Reputation. This is enough to start with a Hanger-On or Brute (assuming you meet the credit cost and alignment requirements)
  - In addition, every fighter with a call out by name in the backstory fluff starts with 1 XP
5. Tactics Card Deck: Build a Tactics Card deck of 15-30 cards from the general Tactics Cards and your gang's specific Tactic Card list at gang creation. This will be your Tactics Card Deck for the entire Campaign with no alterations after creation.
  - No matter what a scenario states, always randomly select the appropriate number of Tactics Cards +1, and choose one to discard after selection.
  - If a Tactics Card is not relevant for a battle, you may redraw
  - Banned Tactics Cards: A History of Violence, Dangerous Footing, & Blood Money
6. Weapon stash: Fighters can return gear to the gang stash if they receive better gear. RAW fighters will not swap weapons because they get "attached"
  - Note for gear to be taken from the stash, the gear must be of the category a fighter can take/use. For example, Juvies can't take heavy weapons, but they can take pistols
  - Note specialized gear is still only available to the intended fighter. Example only the Delaque Psy-Gheist can get the Psychomancers harness. They cannot acquire a second Harness and put it in the stash for the Nacht Ghul to claim
7. Scenarios: all Challenge scenarios are predetermined for each Campaign Week. Pickup games are encouraged and have a proposed scenario selection method for additional matches as schedules allow



- Add additional Loot Caskets and spawn potential Horrors of the Underhive
- 8. Inducements: can be tactics cards, underdog cards, hive scum, or a mix
- 9. Injuries: Only roll once on the injury table, regardless of how many OOA (out of action) the fighter suffered
- 10. Templates into engaged fighters: RAW it's possible to hit only one fighter who is engaged, this house rule makes it such that if you hit one fighter who is engaged, you hit all the engaged fighters
- 11. Indirect fire: RAW you always need LoS (line of sight) to fire a weapon. However, if using a blast weapon such as throwing grenades or using a grenade launcher, you may want to lob the projectile to a location in range. Use the wild grenade optional rule for firing blast weapons only when there is no LoS to the target (but still within range):
  - Instead of rolling a to hit roll, roll a scatter die and a d6.
    - If a hit is rolled on the scatter and 2+ on the d6, leave the marker where it is and resolve normally
    - If a scatter arrow is rolled, move the marker a number of inches equal to the d6 + the fighter's BS (ballistic skill)
    - If a hit is rolled on the scatter and a 1 on the d6, something has gone wrong
  - [Reference](#) to wild grenade optional rule
- 12. Blaze: recovery from the blaze condition occurs in the recovery phase. This way you can intentionally assist to extinguish the blaze on a fighter. RAW the recovery attempt is at the end of the on-fire fighters' activation.
- 13. Insane condition: always roll the willpower check at the end of the activation to see if the fighter regains control, regardless of what they did during their activation. RAW they only roll if they had control of themselves this activation.
- 14. Omen of fortune: this is clarified to one hit per round, RAW says per turn
- 15. Backstab: Backstab triggers when you attack or charge a fighter outside of their vision arc, but RAW does not trigger against prone enemies due to the free stand action. This is house rule states that the charging fighter has enough of an advantage over a [recently] prone fighter, that backstab still triggers even with the free stand action.
  - Reminder all attacks that started without LOS (vision arc) suffer a -1 penalty on to hit rolls (examples: if target was prone and used the free stand action, if target was facing a different direction and used the free facing action, or if the attacker charged from out of line of sight: both fighters suffer the -1)
- 16. Loot Casket XP: Bypassing (opening) or smashing a Loot Casket grants 1 XP. Even if the resulting content roll is a 1 (frag trap).
- 17. Horror XP: Eliminating a Horror of the Underhive grants 1 XP
- 18. MVP: In the post battle sequence, nominate an opposing fighter for MVP to earn d3 XP

House Rules considerations:



1. Secondary Skills: At gang creation, allow selection of either primary or secondary skills to allow for more variation at campaign start
2. Unique starting Skills: At gang creation, no two gangers can have the same starting skills
3. Special Champion limitation: For gangs with special champions, you may only have one specialty champion in a gang at a time: Delaque Nacht Ghul, Escher Death-Maiden, Goliath Stimmer, Orlock Master of Arms, Chaos Helot Witch, etc.
4. Commons in house list: Every gang has common items added to their house list as long as the category is appropriate to that fighter (example: Juves cannot use heavy weapons)
5. Heavy and special weapons: Each gang may only have a maximum of two heavy and special weapons
6. Immunity to insanity: RAW all chaos corrupted gang members are immune. This is changed to only leaders and champions are immune
7. Hangers-On: Use the Goonhammer Unemployment Office similar Payday
  - a. <https://www.goonhammer.com/lost-zone-unemployment-office/>
8. Payday: Rather than receiving earnings and rewards in the post-battle sequence, there will be a Payday event at the start of every Campaign Week. During Payday, all gangs are paid based on their assets
  - a. Assets are territories held at the end of the Campaign Week, applicable skills, applicable hangers-on, and Challenge scenarios completed at the end of the week
    - i. The only credit income not covered via Payday and thus available to be added immediately with each Scenario (Challenge or Pickup) are Loot Casket content or the trading / selling of equipment or captives
  - b. Goal is balancing such that those who play the most games don't snowball. Hopefully with Payday, gang rosters remain mostly the same throughout a Campaign Week
  - c. Mechanically, this will be handled in Discord and rolled publicly at the start of every Campaign Week
9. Reputation as a spending resource (a la credits)
10. Bounty System: fun balancing mechanic and a way to introduce dramatis personae
11. Wandering Merchant
12. Weaponsmith and Components
13. Upgradable Territories
14. Brutes: Maximum of one brute per gang
15. Inorganic targets: immune to blaze, toxin, gas, or web conditions
16. Stray shots: Stray shots would only ever hit a second (or more) target on a 1.
17. House List: Allow access to house lists only during downtime
18. Bottle tests: bottle tests include reinforcements that have been deployed in addition to the starting crew. RAW it is starting crew only



- 27
19. Terrify: Wyrd powers can target fighters with terrify without the willpower check, unless the wyrd power calls for a shoot or fight action, then make the check as normal
  20. Into the unknown variant: Unclaimed territories and rackets are hidden and only revealed after being fought over and claimed
  21. House subplots: Give an alternative objective for each gang every battle. Currently only for house gangs, but we would assign a house gangs sub-plots to every gang involved
    - a. Reference: <https://www.necroraw.ru/docs/arbitrator-tools/house-sub-plots/>
  22. Resurrection packages (Necromunda Apocrypha Necromunda, page 42):  
<https://www.necroraw.ru/docs/arbitrator-tools/resurrection-packages>
  23. Income filter: all earnings via Payday get filtered down either by gang rating or number of fighters
    - a. Example by gang rating from Bearfoot Miniatures:

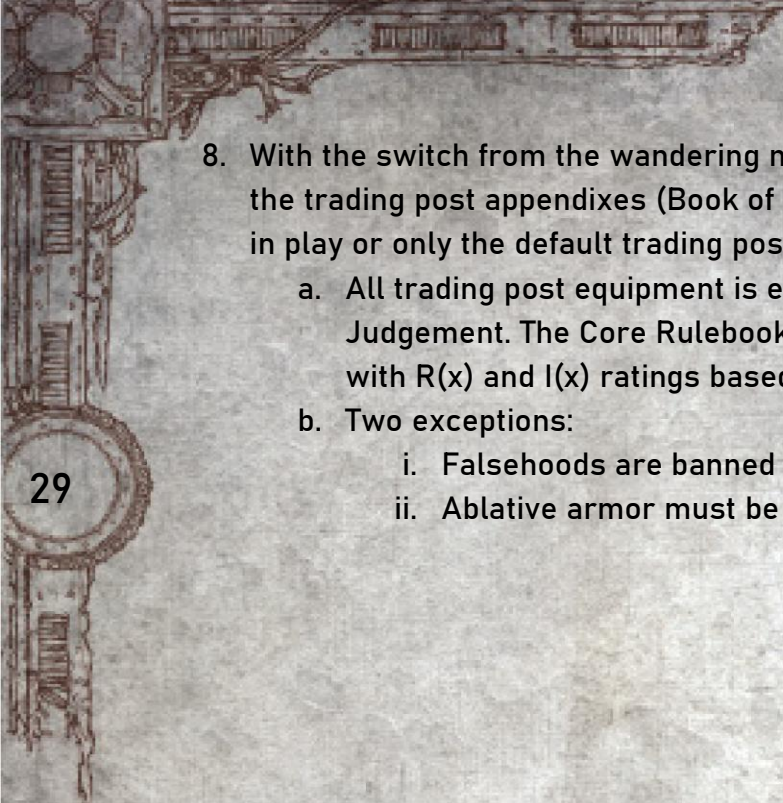
	Gang Rating						
Income	<750	751-999	1000-1249	1250-1499	1500- 1749	1750-1999	2000+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	5
170-229	85	80	75	65	55	35	15
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560+	155	150	145	135	125	100	70



# FAQ

1. Should two players are unable to find a matching time but still want their gangs to fight, would the arbitrator allow for a proxy to take up one of the sides (with all players agreeing and it not being used as a "ringer" system)?
  - a. If both sides agree for a proxy, this is acceptable. Be sure to clarify who will do post battle rolls / actions
2. How will rescue missions be conducted? Could I hire another gang to do my rescue mission?
  - a. Rescue missions should be attempted within reasonable time after a capture. You may also attempt to trade prior to the rescue if you and the capturing gang can come to an agreement.
    - i. Bottom line, everyone should have an opportunity to get their fighter back prior to being 'deleted' from the campaign
  - b. After a rescue attempt is made, the gang that made the capture may sell or trade immediately, gaining the credit income immediately
  - c. A gang that had a captured fighter may enlist another gang to attempt the rescue on their behalf
3. With corpse grinder masks, is it just the fear aspect that is to front arc only, or save and injury mitigation as well?
  - a. Only the fear (Terrify) trait, the save and injury mitigation remain unchanged.
4. Is a cred sniffer rolled per game RAW or are you shifting it to per week?
  - a. Cred Sniffer would be rolled into the Campaign Week Payday system (so not RAW and aligned with other credit income based in this campaign).
5. Will making a game dark with the control lumens psychic power also bring in visibility 3"?
  - a. If the control lumens roll is successful, you have enabled Pitch Black conditions. Next roll on the Pitch-Black table to see what Visibility level of Pitch Black has been enabled.
6. I'm debating running an outcast gang and want to elevate a leader that is a dramatis personae, without a published cost, what should my cost be?
  - a. More often than not that means it's an agent which is probably 200 credits, but discuss with the arbitrator for specifics
7. Do the Outcast Wyrd powers still apply to the new Venators?
  - a. Yes, book of the outcast states the following which is still valid: "Bounty Hunters and Venator Hunt Leaders (see Necromunda: The Book of Peril) can be upgraded when hired to have the Sanctioned Psyker or Nonsanctioned Psyker special rule (as chosen by the player) for +35 credits"



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- 29
8. With the switch from the wandering merchant to a more standard trading post; will the trading post appendixes (Book of Peril, Book of Judgement: Black Market, etc.) be in play or only the default trading post availability?
    - a. All trading post equipment is eligible including from book of peril and Judgement. The Core Rulebook update from 2023 covers how these will work with R(x) and I(x) ratings based on gang alignment
    - b. Two exceptions:
      - i. Falsehoods are banned
      - ii. Ablative armor must be purchased for each battle



# Resources

1. The OG Yaktribe: <https://yaktribe.games/underhive>
  - a. Gang creation and tracking
  - b. Campaign tracking
2. MundaManager: <https://www.mundamanager.com/sign-in>
  - a. Gang creation and tracking
  - b. Campaign tracking
3. Gyrinx: <https://gyrinx.app/>
  - a. Gang creation and tracking
  - b. Campaign tracking
4. NecroRAW: <https://www.necroraw.ru/>
  - a. Necromunda rules online
5. Goonhammer: <https://www.goonhammer.com/category/core-games/necromunda/>
  - a. Useful source of tactics and strategy, as well as many house rules
6. YouTube references (note in mid-2023, there was a core rulebook update that adjusted blast weapons and recovery rolls (as well as other rules), keep this in mind when watching older battle reports)
  - a. <https://www.youtube.com/@wellywoodwargaming>
    - i. Awesome resource: gang rosters, tiering, gang tactics, battle reports, dramatic personae, and lots of fluff
  - b. <https://www.youtube.com/@CommanderCheapSkate>
    - i. Some very creative and thematic gangs and more recently battle reports
  - c. <https://www.youtube.com/@miniaturesrundown>
    - i. Excellent up to date gang reviews and tiering (including weapons and tactics cards)
  - d. <https://www.youtube.com/@MiniatureGameMontage>
    - i. Excellent quick battle reports
  - e. <https://www.youtube.com/@TabletopGeekbots>
    - i. New to the scene, so limited content, but these are the best battle reports out there! Keep an eye on these guys!
  - f. <https://www.youtube.com/@digitalwastrel>
    - i. Outdated gang rosters, but great ideas and presentations
  - g. <https://www.youtube.com/@BearfootMiniatures>
    - i. Great recent battle reports and campaign ideas
7. Open Hive War: <https://openhivewar.com/>
  - a. Randomly generated scenarios