THE BIDDING WAR

A campaign finale game by
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It took several cycles for the official cartographers and surveyors of House Helmawr to make their way to the new landmass in the Great Sump Sea known as The Pile. Once they did, however, this island went from being a lawless pit of violent anarchy to a taxable lawless pit of violent anarchy. If the outcast gangs of The Pile were to profit from its riches, Lord Helmawr would take his cut.

From this point onwards, the underhive's various guilds, houses, and syndicates slowly moved into action to establish a permanent foothold on The Pile, seeking already established local gangs to support their activities. The Mercator Gelt, tasked with moving these goods off the island, began construction on a coastal port with a deepwater dock, from which salvage and goods could be shipped to Sump City and back uphive. Once constructed, it would have a near monopoly on trade to and from the island, and anyone controlling the fort would be able to take a lucrative cut from all passing through.

The Guild of Coin tentatively signed a contract with The Pile's most powerful gang to provide security for the construction site until the fortifications were finished. The contract was based on continued performance, so the island's underdog gangs saw an opportunity to get themselves into this lucrative job through an aggressive show of violent skill. If they could take over the site, they could prove their right to the contract. But with the Guild of Coin project supervisors approaching soon, these gangs would need to team up (at first) to unseat the entrenched defenders of Ember's End.

ATTACKER & DEFENDER

The highest rated gang in the campaign is the Defender, all other gangs are Attackers.

BATTLEFIELD

The battlefield setup will be custom (see above for approximate layout). The inside of the walls on either side of the canal is considered to be the fort (including on the walls) fighters in the Sump Sea are not considered to be in the fort, even those in the canal. Although the walls will be preset and incomplete, the defender can include any other settlement defenses they have purchased in the battlefield setup.

CREWS

All fighters come out of recovery before the battle.

Custom (whole gang) for the defender, and Home Turf Advantage (roll for hangers-on). Alliance members can be brought.

Custom (3) for attacking gangs, with reinforcements. Additional models that would be allowed for these gangs (such as Cawdor fighters, Bullet Hall Hired Guns, Alliance fighters) are added to reinforcements, not the starting crew. All attackers can also add a Scrap Skiff to their gang for the battle per the previous campaign rules, which is taken in addition to the 3 fighters.

TACTICS CARDS

1 each (chosen from the whole deck)

DEPLOYMENT

Defenders deploy first, anywhere within the fort.

Attackers then take turns deploying their starting crew anywhere within 6” of any battlefield edge, including on a scrap skiff.

NIGHT CYCLE RAID

The Visibility (12”) rule is in effect for the battle.

ALL IN

No gangs take bottle tests during the battle. If any attacking gang has lost models, it may bring in a number of reinforcements at the end of the end phase to return its fighter crew size to 3. The controlling player chooses the new models and deploys them. If a gang's scrap skiff was destroyed, it may also be returned as such. All reinforcements are deployed in initiative order wholly within 6" of a battlefield edge.

Attacking gangs may ignore other attacking gangs for target priority if targeting the defending gang. Attacking gangs may also voluntarily form bidding conglomerates at any time (including before the battle). Fighters from conglomerated gangs treat each other as friendly fighters. A player controlling a conglomerated gang may choose to break the alliance at any time, at which point fighters treat each other as hostile again.

During the battle, the defender will get an activation between each attacking players' activations. Attacking players must activate all their models in one group activation. If the defender has any remaining ready models, they activate at the end of the round.

VICTORY

The Mercator Gelt project supervisors are expected at the construction site shortly. Having won the preliminary bid for the defense contract of the site, the defending gang must defend it at all costs. Other gangs are trying to steal the contract through a show of force by securing the site for themselves before the Mercator Gelt arrives.

- If there are still defending fighters that are not Seriously Injured within the fort at the end of the sixth round end phase, the defenders win and the game ends.
- If at the end of the sixth round end phase, the only fighters that are not Seriously Injured within the fort are from one attacking gang, that gang wins and the game ends.
- If at the end of the sixth round end phase, the only fighters that are not Seriously Injured within the fort are from one gang conglomerate, those gangs win and the game ends.
- If at the end of the sixth round end phase, multiple non-conglomerated gangs have non-seriously injured fighters within the fort, the fighters can agree to keep fighting until one of the above conditions is met at the end of any turn. However, from this point onwards no reinforcements will be deployed in any end phase after the sixth. Otherwise the battle is a draw.