

# Necromunda Campaign Event

## Info

*The outside world burns. The enemy is at our gate. An order has been issued for the citizens of Oteck to evacuate. They have already all gone, and Hive Zontanus is ours for the taking!*

## Teams

For this event, players will be divided into teams of two. You and your teammates have an uneasy truce in the Zontanus Sprawl, and have decided to share information and resources while you ransack as much of the abandoned levels as possible. To represent this, you and your teammates can't play against each other for the duration of the campaign. You both gain the benefit of any territories your team controls, and either player can defend territories when they are under attack. Apart from that, players operate independently from their teammate. They fight their battles alone and can't share or trade resources of any kind.

## Modified Dominion

The campaign is a modified version of the Dominion campaign from the Necromunda core rulebook. Each team starts the campaign with control of a Multiplex territory (which is a Settlement that produces 2D6x10 Credits but not any free fighters), and fights for control of the other 6 territories in the Zontanus sprawl. Each territory has its own battlefield, and its own scenario.

## No time for Rescue

Everyone is too busy looting what's left of the hive to launch a proper rescue mission. When a fighter is captured, the owner can either buy the fighter back from the player immediately for its full value. If not, its captors can immediately sell it to the guilders for half their value without an opportunity for a rescue mission (deleting it from the owner's roster). Guild Alliances and faction rules can still be a factor in how captured fighters are sold.

## Provided Gangs

Should you sign up for the event without a gang of your own, one will be provided for you, including miniatures, dice, and a tactics deck. The provided gangs have "starting" cards, and sealed envelopes that can be opened in later sessions to represent additional fighters that can be bought, or upgraded versions of existing fighters. Open any envelope relevant to your session or a previous session, replacing any fighter cards with the "MK2" versions. Once your gang has earned income, you can choose to spend credits to re-purchase dead or captured fighters, buy new fighters from one of these envelopes, or upgrade to a "MK2" version of an existing fighter by paying its difference in credits. If you choose to play as the same Provided gang for more than one session, you can choose to disregard the session-dependant cards and spend your credits on whichever options you'd prefer.

## Tracking

Each player will receive a Gang Roster sheet which they will use to track their fighters and other relevant campaign info. At the start of the event, add the names, types, and credit values of each of the fighters in your gang to the roster sheet. If you are choosing to roll over a gang from the previous session, you can continue using the same roster sheet. If you are not rolling a gang over from a previous session, the credit limits and other relevant info are as follows.

Session 1: 1,000 Credits - 1 Rep

Session 2: 1,250 Credits - 5 Rep, up to 3 rare 13 or lower items from the trading post

Session 3: 1,500 Credits - 10 Rep, up to 6 rare 13 or lower items from the trading post.

Any leftover credits can be added to your stash and spent in a post-battle action.

The following values must be kept up to date through the course of the session

- Wealth: Your gang's current rating, credit value of items in your stash, plus unspent credits.
- Rep: Reputation
- Tallies: The number of enemy fighters that go out of action against you *this session* (even fighters that bleed out or went down due to friendly fire).
- Chronicle: Notes on the single most epic thing that happened during *this session*, good or bad, especially if it was funny.

If your gang was carried over from the previous session, the credit limit, rare items, and reputation values do not apply unless you want to re-set your gang fresh. If you choose to re-set your gang, extra credits, rare items, rep, and xp are all lost. It is as if it were an entirely new gang. Regardless, Tallies and Chronicles don't carry over to future sessions.

## Fighting for Turf

Apart from the Multiplex Territories, there are 6 territories that can be fought over. Each team can only make a play for 2 territories at a time, and a territory can only have a max of 2 players fighting for it at a time. To manage this, each team will get challenge slips that will be shuffled to determine in what order plays are made. If a team currently controls a territory, they can choose to leave one of their challenge slips there to show that they want to defend it. The rest of the challenge slips are shuffled, and given one at a time to a member of the team to place on the map.

Once a location on the map has 2 challenge slips on it, more cannot be placed there. If a team would be forced to place a challenge slip on a territory that already has one of theirs on it, they can instead "bump" any other challenge slip and take its place, forcing the bumped player to play against their teammate. Regardless of which player placed the slip, no player can play the same scenario twice in a row. If a player played a scenario in a previous round, their teammate must switch with them.

## Territory Boons

Each territory provides boons that can be claimed in a post battle action, or in the following battle. There is no shame in abandoning a territory that you previously held, as you would have already reaped the reward. Should you want to gain the territory boon a second time, or hold the territory for your team for the next session, it would be worth sticking around to defend.