

Adepticon 2020

# NECROMUNDA

## THE BLACKENED ROAD

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### Introduction

Among the towering spires and billions of souls that make up Hive Primus, there is rarely an event that stirs the interest of those in the Sumps as well as those above the clouds. When a massive explosion rocked the lower levels near the Strangers Spire, those few that knew it occurred blamed the reckless Rogue Traders and ignored it. But rumors moved quickly that the subsequent hive quake had opened a long-sealed tunnel, exposing a mass conveyor hub and transit tubes. No one remembers the project or the area ever being

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active, and the locations on the cracked and darkened signs have yet to be found in high-hive records. As the local gangs square off to take the new territory and its resources, the Lords of the Great Houses reach down and push their pawns to explore deeper, hoping to find a lost piece of the Palatine Cluster and its forgotten riches...

## Rules

This event will be a modified version of a Dominion Campaign using the Into the Unknown variation; as the gangs move into the unexplored areas, they will fight each other for territories and their associated resources. Each gang will be issued a starting territory and associated boon. Players will be allowed (and encouraged) to challenge other players, remaining players will be blindly assigned as they stumble upon their opponents in the dark of the Underhive. After action reporting, recovery, and resupply will be covered by the event packet and will represent the thin supply lines and frantic nature of the expedition.

## Gangs

**FOUNDING A GANG** Players have 1,250 credits with which to found their gang. Gangs use the Campaign House Lists contained in the Gangs of the Underhive book and those printed in White Dwarf. Gangs must consist of between eight and twelve fighters, of which three Gangers may be designated as Specialists:

- **LEADERS AND CHAMPIONS:** As normal, the Leader and Champions should gain a free starting skill when founding the gang.
- **EQUIPMENT:** Gangs should be equipped from their House Equipment List, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (9) or below, including all items listed as Common, to be distributed amongst fighters.
- **HIRED GUNS AND HANGERS-ON:** These may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

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**GANG ATTRIBUTES** All gangs start with the following Attributes:

- REPUTATION: All gangs have a Reputation of 5. Note this will mean that only one Hanger-on per gang is permitted.
- WEALTH: All gangs begin with 0 Wealth.

**FIGHTER ATTRIBUTES** Fighters may be given additional skills as detailed below:

- ADDITIONAL SKILLS: You may choose an additional five Primary skills to distribute between your fighters as well as the free starting skills given to the Leader and Champions. No fighter may have more than one skill, other than the Leader, who may have three in total, and Champions, who may have two.
- CHARACTERISTIC INCREASES: Two of the fighters in your gang may be given a single characteristic increase

**MODIFIED RESURRECTION FORMAT** In Skirmish games, the normal campaign rules are suspended for the most part. Gangs are founded as described previously and gain Advancements in a predetermined way. But what about casualties suffered during a game at a campaign event? Well, these too are handled in a different way. When a fighter is taken Out of Action during a game, roll on the Lasting Injuries table. The In Recovery effect is replaced with the Out Cold effect. Effectively, fighters will never miss a game, but may still suffer effects of their injuries and may in fact be killed.