

GOONHAMMER

LOST ZONE

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WELCOME TO THE LOST ZONE

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The Lost Zones are areas of the Underhive forgotten by the rest of Necromunda. Frontier towns, buried domes, the edge of the great Sump Sea, and other similar locations. There are no huge markets, house support is nonexistent, and even power, food, and water down here are scarce enough to always be a concern. Gangs in the Lost Zones aren't there for fun: They've been outlawed, exiled, or are in search of rare and buried treasures to earn their way back into "regular" Necromundan life. But they all find the same thing - that survival in the Lost Zones isn't guaranteed, and indeed, isn't even easy.

With this module, you'll be able to add a layer of scarcity and hardship to your Necromunda campaigns. Instead of fielding a crack team of house operatives, your gang is forced to scavenge for equipment, scrape the bottom of the barrel for new recruits, and rely on skills instead of characteristic increases. What we're hoping to achieve is a system that slows down rampant gang advancement and roster bloat, while fomenting an atmosphere of greater narrative storytelling with more RPG elements.

These rules represent a complete working draft of the Lost Zone rules, designed to allow you to build gangs and run campaigns in this harsh environment. While the rules here have gone through several revisions, this is still very much a working document; we welcome your feedback and insight as you test the rules here. If you have any feedback or comments, you can reach us by emailing us at contact@goonhammer.com.

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GANG COMPOSITION

When starting a Lost Zone campaign, players will have 1,250 credits to hire and outfit their gang. Each gang must abide by the following restrictions, in addition to what the official rules say in each gang's particular rules.

1 LEADER

A gang may only ever have one leader.

0-1 GENERIC CHAMPION

0-1 Generic Champion: A gang may have up to one "generic" champion. Generic champions are the "old school" champs that everyone's familiar with; not the champs that come with access to unique wargear and skills. Orlock Road Sergeants, Goliath Forge Bosses, Escher Gang Matriarchs, and Van Saar Augmeks are all examples of generic champs. So are Ogryn Underbosses, Enforcer Sergeants, and Corpse Grinder Cult Cutters.

0-1 SPECIALIST CHAMPION

0-1 Specialist Champion: A gang may have up to one "specialist" champion. These champions are generally the "new" champions that have seen releases starting in 2019 and later. They have access to special equipment and skills not generally seen in the rest of their gang. Orlock Arms Masters, Goliath Stimmers, Escher Death Maidens, and Van Saar Archaeoteks count as specialist champions. **If a gang does not have access to a specialist champion, then they may take an additional generic champion.**

0-2 PROSPECTS

A gang may have up to two Prospects.

GANGERS

There are no limits on how many gangers a gang may have. One of these gangers may be a Specialist.

JUVES

There are no limits on how many juves a gang may have.

EXOTIC BEASTS

There are no limits on how many Exotic Beasts may be included in a gang, except for the limits imposed on each fighter's equipment list. For example, an Orlock gang may have any number of Cyber-mastiffs, but may not exceed the allotted amount described in each fighter's equipment list.

The Lost Zones exist on the fringes of the underhive, away from the more civilized areas of our favorite urban hellscape. Because of the isolation, gangs are often operating apart from their houses (or cults), and finding experienced fighters to fill out their rosters can prove difficult. That being said, gangs tend to prepare themselves more when undertaking a Lost Zone campaign.

In practical terms, that means having to do more with less and having fewer options to choose from.

RECRUITMENT

Good help is hard to find, and is especially so in the Lost Zones. When a player wishes to hire more recruits for their gang, they may only hire Gangers (but not Specialists), Juves, and Exotic Beasts. For the purposes of a Lost Zone campaign, do not treat Exotic Beasts like the rest of the wargear purchased from fighter equipment lists. Instead of having to provide components at the Weaponsmith (see page 9), Exotic Beasts can be purchased at any time.

In the Lost Zones, when a new fighter is hired, they may not draw equipment from their fighter's equipment list. Gear in the Lost Zones is purchased through the Trading Post and Black Market or the Weaponsmith, or as rewards for missions or campaign events (more on that in future articles). The isolation from the rest of the Underhive means that gangs are stuck with what they can scrounge, and wonky gear/fighter combos will invariably happen, like a Goliath Brute using a lasgun or power sword!

So, why the moratorium on champs and prospects? Well, we think that in modern Necromunda campaigns, gangs tend to be able to hire too many champions too quickly, and thus detract from the importance of individual champions. While having lots of great fighters would be common in more habitable areas of the hive, in the Lost Zones, gangs will have to take what they can get!

But this doesn't mean players can't recruit champs and prospects when a campaign starts! We feel that the decision to allow for more champs and prospects should be placed in the hands of the campaign Arbitrator. We have a few suggestions, though:

CHAMPIONS

RECRUITING NEW CHAMPIONS

While champions aren't always available for hire in a Lost Zone campaign, we have some suggestions for when the Arbitrator ought to give the green light.

REPLACING DEAD CHAMPIONS

If a gang loses one of their champs, they ought to be given the opportunity to hire one.

A CATCH-UP MECHANIC

If a certain gang is lagging behind the others in your campaign, give them the opportunity to hire an additional champion. It might give them a leg-up in their next few battles and get them back on track.

UNDERDOG BONUS

If a gang can beat an opponent with a gang rating difference of 300 or more, then they can increase one of their champion limits by one.

CAMPAIGN EVENTS

These will be up to your Arbitrator, but we'd suggest that the Arbitrator should schedule in a point at which champion limits increase. Your players are going to want to watch their gangs progress, and adding a champion at the halfway point of a campaign will add to their enjoyment with the campaign.

NARRATIVE REASONS

Maybe the gang has taken out a renown gunslinger or infamous marauder and their fame is growing to the point where experienced fighters are seeking them out to join up! Arbitrators should always be thinking of fun ways to reward players, and extra champ capacity would be a great way to do it.

PROSPECTS

Prospects aren't nearly as game-breaking as champions, and players should be given greater access to them. That being said, this is still the Lost Zones, and talent and ambition are suitably rare here. Arbitrators should definitely be more free-handed with opportunities to hire more Prospects. Here are some suggestions:

REPLACING A DEAD PROSPECT

If a gang loses one of their Prospects, they ought to be given the opportunity to hire one.

WINNING STREAKS

If a gang can manage to win more than one game in a row, then their stock with local youths will certainly increase, leading to a better class of youngster ready to sign on.

BACK-FILLING PROMOTIONS

If a player promotes a Prospect to a specialist champion, then the same player should be able to hire a replacement for their promoted Prospect.

CAMPAIGN EVENTS AND NARRATIVE REASONS

Same as above.

BRUTES

Brutes are unsurprisingly rare in the Lost Zones. Ambulls, Ogryns, house brutes, and the like are powerful and valuable assets, and are suitably under-represented in the far reaches of the Underhive. **A gang can only have one brute on their roster at any time, no matter how many Brute spots they have unlocked on their roster (see page 21 for more details).** Arbitrators may want to restrict this access even more. Perhaps gangs can buy Brutes at the halfway point in the campaign, or they have to win specific missions to get access to them.

HANGERS-ON

Hangers-On in the Lost Zone are recruited by spending a gang's Reputation. See the section on Reputation on page 21 for more on recruiting Hangers-On to your gang.

HIRED GUNS AND DRAMATIS PERSONAE

While we're not recommending any rules changes for how these characters are hired, we would definitely like to see Lost Zone Arbitrators use them in a more narrative capacity. For instance, maybe every campaign week, a new clutch of Hired Guns and Dramatis Personae show up in town and are the only hireable characters this week. If a group has a large enough collective pool of Necromunda weirdos and gribbles, then these characters can be quite varied, indeed! Maybe an Outlaw gang is getting so powerful that the Arbitrator has assigned Bounty Hunters to their opponents to help take them down. Perhaps a Scummer liked working with a certain gang so much that they've offered to join up full time as a recruitable ganger. Arbitrators should definitely have as much fun as possible here!

UNIQUE GANG MALARKEY

While some people out there might not be fans of malarkey, here at Necromunday, we're all about it! We're specifically referencing stuff like Gene-Smithing, Chem Alchemy, Legendary Names, and Cyberteknika. Players should feel free to use stuff like this as normal in a Lost Zone campaign. These systems are seminal to a House gang's identity, and there's really no reason why players shouldn't have access to them.

COMPONENTS

Components are a new resource for Lost Zone campaigns. They represent usable weapon parts, batteries, and other raw materials that a gifted machinist could use to turn into weapons, wargear, or armor for your gangs to use.

LOOT CASKETS

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The primary manner for gaining components is by opening **Loot Caskets**. The rules for these are as follows:

- If a Loot Casket has been successfully opened by a **Bypass Loot Casket Lock (basic)** action, and the result on the Opening Loot Caskets table was not a 1 (Dangerous Goods), this Loot Casket is worth 2d6 components.
- If a Loot Casket has been successfully opened by a **Smash Open Loot Casket (basic)** action, and the result on the Opening Loot Caskets table was not a 1 (Dangerous Goods), this Loot Casket is worth 2d3 components.

It is important to note that when Loot Caskets are opened, their effects are worked out and they immediately disappear, unless they become an Ammo Cache. **That is not the case in a Lost Zone game.** Unless the Loot Casket explodes because of the Dangerous Goods rule, it will remain on the battlefield for the rest of the game. Players may interact with it and move it as normal. Functionally, Loot Caskets become a sort-of secondary objective marker for gangs to fight over, in addition to the scenario's victory condition(s).

PLACING LOOT CASKETS

Some scenarios may have specific rules for placing Loot Caskets, but many do not. When playing a Lost Zone campaign game, all Loot Caskets must be placed using the following restrictions:

- Loot Caskets cannot be placed within 6" of a board edge.
- Loot Caskets cannot be placed within 12" of a deployment zone. If this restriction is impossible to fulfill, simply place the Loot Casket as far from any deployment zones as it can possibly be placed.

SCORING LOOT CASKETS

If a fighter is within 1" of an opened Loot Casket at the end of the game, that fighter's gang may claim the components.

If the Loot Casket is wholly within a single gang's deployment zone and there are no enemy fighters within 1" of the Loot Casket, then the gang whose deployment zone the Casket is in may claim the components. Components may also be given as rewards for missions, and as income from certain gang territories.

If either of the above two conditions are met, the Loot Casket is scored, and the gang may roll for and add the correct number of components to their stash.

THE WEAPONSMITH

In the Lost Zones, a reliable supply line to a gang's parent House cannot be counted on - gangs are often cut off from key resources and support. That's where the Weaponsmith comes in. Out on the hive frontier, every settlement has a Weaponsmith, as defending oneself from the horrors of the hive bottom is central to survival in the Lost Zones. In narrative terms, the Weaponsmith might be an enterprising inventor, or a gun-crazed survivalist. In game terms, the Weaponsmith allows gangs to access their house equipment lists in return for components.

VISITING THE WEAPONSMITH

A Leader or Gang Champion may visit the Weaponsmith as a post-battle action just like they would the Trading Post or Black market. There, they can trade in components and credits for weapons, wargear, and armor from their house equipment lists. If a player wishes to purchase an item for a fighter, it must be purchased from that fighter's equipment list, if applicable. Although most gangs have received a "House of" treatment, some haven't and we think the intent is clear here.

A fighter can make unlimited purchases from the Weaponsmith as long as they have the credits and components to do so. It is to be understood that the Leader or Champion that went to the Weaponsmith brought along enough friendlies to help them carry the stuff back to the gang's hideout, so there are no limits on how many items that can be bought except for components and credits. It is important to note that Exotic Beasts cannot be bought at the Weaponsmith, but are treated like fighters and can thus be recruited at any time without spending any components.

When a player wishes to buy items from the weaponsmith, they must pay the component **and** credit costs of the item in question. Each item type carries a specific component costs as detailed below:

- **Basic Weapons:** 10 components + credit cost
- **Pistols:** 10 components + credit cost
- **Melee Weapons:** 10 components + credit cost
- **Grenades:** 10 components + credit cost
- **Personal Equipment:** 15 components + credit cost
- **Weapon Accessories:** 15 components + credit cost
- **Gang Equipment/Terrain:** 15 components + credit cost
- **Special Weapons:** 20 components + credit cost
- **Heavy Weapons:** 20 components + credit cost
- **Armor:** 20 components + credit cost
- **Field Armor:** 20 components + credit cost

THE TRADING POST

Trading is a vastly different enterprise in the forgotten tunnels and wastes of the Lost Zone. Available items shift and change, and rare goods are hard to come by. The Lost Zone Trading Post uses a special digital generator to determine what's available. Instead of using rarity and illegality rolls to determine what players can purchase from the Trading Post and Black Market, each campaign week (or round or whatever you're calling it), the Arbitrator can visit the following page and generate the list of available merchandise.

[Click Here to visit the Goonhammer Lost Zone Trading Post Generator](#)

HOW IT WORKS

The Arbitrator chooses a number of items that the Guilder caravans have brought with them to the Lost Zones this time. We suggest between 10 and 20 items for the Trading Post, and 5 and 10 items from the Black Market. That might not seem right, but the Black Market has about 2.61 times fewer items than the Trading Post, so if you're looking for parity in the amount of very rare items that show up in both, then you want to start with cutting the number of items in half for the Black market when compared to the Trading Post.

Once you've figured out how many items you players can peruse, Gregbot, Goonhammer's very own machine spirit, will generate that number of items for you. We fed Gregbot a couple of very large spreadsheets that weight each item based on its rarity or illegality level. A common or Rare (7) item is weighted 7 times, a Rare (8) item is weighted 6 times, a Rare (9) 5 times, and so on. We've programmed it to have no duplicates, and hopefully each time will grant a completely new and varied selection of items for sale.

COMMON AND RARE OR ILLEGAL ITEMS

In an effort to manufacture some scarcity, most items will not be available on an unlimited basis. A player can buy any number of common items for sale at the trading post, but any items with a rarity or illegality are far more limited. Each item with a rarity or illegality can only be purchased d3 times, determined when the items are generated. The Arbitrator can decide if this limit applies to every gang (i.e., each gang can purchase a maximum of 2 servo claws), or they can implement an Auction System (which we're huge fans of, as it gives the Arbitrator yet another balancing tool).

In an Auction System, there are d3 incidences of each rare or illegal item for all of the gangs (i.e., there are 2 servo claws available this week for the whole campaign). The Arbitrator can decide how to mete out access to the trading post, but we suggest the following method:

The player with the lowest gang rating gets the first crack at the Trading Post or Black Market. Then, the rest of the players form a line behind them in order of ascending gang ratings (lowest to highest). This is a great way to introduce a balancing mechanic to a Lost Zone campaign, because House Patronage is not used.

Naturally, there are many ways to fudge this, and the Arbitrator is welcome to create narrative reasons as to why a gang might get access first, such as the gang just successfully defended against a Caravan Heist, and are getting their just reward.

We're also introducing the concept of Special Reserves. These are items that the Trading Post and Black Market vendors are holding away from the general public, as they're usually more rare. As seen in the above link, the special reserve rarity parameters can be shifted as the arbitrator sees fit. These items should only be available to gangs who have done something to deserve them, employ the right kind of hanger-on, or have the requisite skills.. Defending caravans, getting rid of rival merchants, opening up trade routes, those sorts of things.

At this point, the Arbitrator has generated the goods for sale for the current campaign week, and determined the order in which gangs can access the vendors, if applicable. There are a couple of loose ends to tie up, though.

VISITING THE TRADING POST AND BLACK MARKET

Leaders and champions may visit the Trading Post or Black Market as normal (as a post-battle action), but there is a distinction between visiting the TP or BM: they're generally in different places so, **a fighter must choose which store to visit**. Keep in mind that the Trading Post has almost 3 times as many items for sale as the Black Market, so rare and powerful items are generally more common at the Black Market.

HOUSE LISTS

A very important thing to note is that once a gang is created using their house equipment list, they will no longer have unfettered access to said list. The Lost Zones are isolated from the rest of the Underhive, and gangs do not have a permanent pipeline for weapons and items like they do in standard Necromunda campaigns. So, after gang creation, house equipment lists are **LOCKED**. Gangs rely completely on guilder caravans, black marketeers, and whatever components they can scrounge for themselves in the Lost Zones.

As mentioned on page 9, gangs may access their house equipments lists by visiting the Weaponsmith.

MAULS

Eagle-eyed users of our little program will notice that Mauls never make it to the Trading Post. Why? Because anything can be a Maul if you're brave enough! In a Lost Zone campaign, any fighter from any gang can purchase a Maul for 10 credits. This represents the time and energy it takes to duct tape some scissors to a baseball bat and carry it into battle.

LOW-COST WEAPONS

Some Arbitrators may want to have weapons like Stub Guns, Autopistols, Autoguns, Laspistols, and Lasguns also be available to purchase at all times, since they're so cheap and ubiquitous.

SKILLS

Some skills adjust how a fighter might interact with the Trading Post or Black Market. Because we're changing how those work, we've got to adjust these skills a little bit, too.

- **Savvy Trader:** Since house equipment lists are locked, Savvy Trader doesn't really suffer from a nerf at all when the only store gangs can access is the Trading Post or Black Market. Amend the text to read: "When this fighter visits the Trading Post or Black Market as a post-battle action, the cost of one item may be reduced by 20 credits on this visit (to a minimum of 10 credits). Note that this means one item, not one type of item. A single power sword may be purchased for 30 credits, but a second power sword would still cost 50 credits."

EQUIPMENT

Some pieces of equipment either adjust how the Trading Post and Black Market are used, or are broken by this new system. Also, we're changing Ablative Overlay because it sucks ass as it is.

- **Ablative Overlay:** Add the following: "Damage to an Ablative Overlay is persistent. Once one has been degraded, make a note on the owning fighter's card. It now gives the lesser benefit in perpetuity until it is damaged again, and reduced to zero benefit. After an Ablative Overlay has been reduced to zero benefit, remove it from the fighter's card as it has been consumed."
- **Forged Guilder Seal:** Amend the part after the flavor text to read: "When a fighter with a Forged Guilder Seal visits the Trading Post (but not the Black Market), the price of any items they buy is reduced by 3d6 credits (to a minimum of 10). However, if they roll a double 1 or double 6 when reducing the price of an item, they have been discovered. The item must be bought at its original price (if the gang doesn't have enough credits to cover the original cost, then they must pay all of the credits they have and sell items to make up the difference), and the seal is then removed from their fighter card. The fighter must miss the next game as they sit in a jail cell, and the gang may not visit the Trading Post after the next battle."
- **Exotic Furs:** Replace the current rules with the following: "If a fighter wearing Exotic Furs visits the Trading Post or Black Market as a post-battle action, their fancy clothes convince the merchant to open up their Special Reserve stock to the controlling player. If that player already has access to that merchant's Special Reserve stock for any reason, they may apply a 10-credit discount (to a minimum of 10 credits) to any item this fighter buys at that store. Additionally, if the campaign is using limited stock and an Auction System to determine who gets first crack at the vendors, this fighter's gang always gets to go first as long as this fighter is making a Trade post-battle action."
- **Caryatid:** With no rarity rolls being made, we've got to change how gangs interact with the Caryatid: If a Caryatid shows up at the Trading Post, and a gang's Leader is there making a Trade post-battle action, then they may forfeit their Trading action to try and befriend the Caryatid. The Leader must successfully pass a Leadership, Cool, Willpower, and Intelligence check, in any order, to befriend the Caryatid. If they do, the Caryatid is added to their fighter card. If they fail any of these checks, the Caryatid disdainfully refuses the Leader's overture. Either way, the fighter may not purchase any items at the Trading Post this visit, as they're too busy trying to befriend a blue, flying infant.

GRENADES AND SPECIAL AMMO

In a Lost Zone campaign, all grenades and special ammo gain the **Limited** trait (if the grenade or ammo already has the limited trait, then no changes are made). There are just not enough munitions to go around sometimes.

HOUSE EXOTIC BEASTS

Exotic Beasts are purchased like Gangers and Juves. See page 5 for more information on Recruiting your gang.

EQUIPMENT LIST RESTRICTIONS

The “House of ____” books introduce restrictions to keep Ganger- and Juve-level fighters from using weapons from the Trading Post or Black Market. Clearly, in this system, that doesn’t really work. Interpret the restrictions as follows:

- If a Fighter has rules in their entry prohibiting the equipping of weapons that are not from their fighter-type’s equipment list, use the following rules to determine what weapons they can equip in a Lost Zone campaign:
- If the Fighter is a Leader, Champion, or Prospect, then they probably have rules allowing them to equip weapons from the Trading Post or Black Market. If they don’t have those rules, then a Leader or Champion has no restrictions on what weapons they can equip, and a Prospect can only equip weapons from the Pistols and Close Combat sections of the Trading Post or Black Market.
- If the Fighter is a Ganger, they can equip Basic Weapons, Pistols, and Close Combat Weapons from the Trading Post or Black Market.
- If the Fighter is a Juve, they can equip Pistols, and Close Combat Weapons from the Trading Post or Black Market.

If your gang has a “House of ____” book, then make sure to check their fighter-type entries for the exact rules of how to equip them. If your gang does not have a “House of ____” book, you can happily ignore this section.

ADVANCEMENTS

Once you've been fighting for a while, you start to pick up on things. Patterns. Opportunities. Tactics. Stay alive long enough, and you might even learn some new tricks.

Most of the basic mechanics that we're all used to from regular official campaigns will still apply in the Lost Zone:

- Advancements are purchased during the pre-battle sequence by spending Experience.
- The fighter's Advancements number is ticked up by one (or by however many purchased on the gang roster).
- The individual fighter's credit value increases accordingly, along with the gang's rating as a whole.
- Each Advancement beyond the first of the same type (like, say, learning a new skill), will cost an additional +1 XP, cumulatively.
- Juves and Prospects are exempted from this cumulative XP penalty.

Simple enough, so let's move on to the new table!

LOST ZONE ADVANCEMENTS

Cost	Advancement – Leaders, Champions, Juves, Specialists, Prospects, and Brutes	Rating Increase
5 XP	Choose a skill from one of the fighter's Primary skill sets	+20 Credits
5 XP	The fighter gains a random skill from one of their Secondary skill sets	+20 Credits
7 XP	Choose a skill from one of the fighter's Secondary skill sets	+30 Credits
12 XP	The fighter gains a random skill from ANY chosen skill set (specialist gang skill sets like Palanite Drill or Finesse may not be chosen for this advancement, unless the fighter is a member of the gang that has access to these skill sets normally)	+30 Credits

You'll notice that's a lot shorter than usual. There are no Advancement-based Stat increases in the Lost Zone, because there just aren't enough working facilities to support it. All of the fancy gyms, dojos, and shady Delaque-run correspondence courses available to gangs in a functioning Underhive have long since been boarded up out here. Hell, we're lucky if we can keep the air scrubbers above 30%!

We've gone through the main options for skills ages ago, and one thing that's always been a sore point is that we'd been looking at them through the lens of their Experience costs, and trying to weigh that against the sheer power of skipping out on buying a skill entirely and instead saving up for more Toughness or Ballistic Skill. So, what happens if every single iota of experience a fighter accrues goes into learning more skills, and the costs are knocked down accordingly? Gangs start using all sorts of new dirty tricks that were just a bit too pricey to justify before, and things start to get interesting.

Disarm, Parry, and Rain of Blows on an Escher Matriarch instead of waiting around to make her Toughness 4? Go for it. Cawdor picking into their Secondary Skills to bust out some Nerves of Steel and zoom around with Sprint? It can happen here, and the garbage men shine in the rubble of the Lost Zone. Delaque can... Well they're still probably not going to take **Escape Artist**, but at least it's cheaper if they really want to!

By focusing Advancements on skills and making them more abundant, fighters who prove themselves in battle are rewarded with new ways to fight and different options to approach scenarios with, rather than the straight-forward numerical advantage of a +1 to certain die rolls.

Please note that in some of the House of ____ books, there is language prohibiting Juvies from gaining skills. In a Lost Zone campaign, go ahead and ignore this language.

PROSPECT AND JUVE PROMOTION

The only exception to our “no stat increases” rule concerns Juvies and Prospects. Younger members of the gang will continue to grow into their roles, and this is reflected by what happens when they get promoted.

After a Juve or Prospect attains 5 advancements, they are eligible for promotion, but are not required to take one. For their 6th advancement, they may spend 5 XP to be promoted. A Juve will become a Specialist, and a Prospect will become a champion. If your gang has more than one option for a champion, then you may pick what kind of champion the Prospect becomes. The promoted fighter’s statline and base cost change to that of their new position. All previously learned skills, equipment, and injuries transfer over, except for specialized Prospect equipment like jetpacks, hoverboards, or anything else in that vein. No Arms Masters with jetpacks, or Archaeoteks on hoverboards. This restriction is only pertaining to equipment that can’t be bought, sold, or traded within a gang. In the case of Corpse Grinders, when one is promoted, their mask is automatically upgraded to that of their new station. Any Prospects promoted in this manner will lose the Gang Fighter (Prospect) rule from their fighter card.

Promoted fighters always act outside of the Lost Zone gang composition rules. Meaning that a promoted Prospect does not count towards a gang’s champion limit (but still counts for the purposes of the Gang Fighter (x) rule). The same goes for former Juvies.

ADVANCEMENTS FOR GANGERS AND EXOTIC BEASTS

In conjunction with our new tables for other fighter types, gangers and beasts get access to a new, but familiar, 2d6 roll. For 5 XP (not 6, but 5!) gangers and beasts can roll upon the following table. Let’s take a look:

2D6 Roll	Advancement	Rating Increase
2	Become a specialist	N/A
3, 4, or 5	Randomly select a Skill from the fighter’s Secondary skill sets	+20 Credits
6 or 7	Randomly select a Skill from the fighter’s Primary skill sets	+20 Credits
8, 9, or 10	Choose a Skill from the fighter’s Primary skill sets	+20 Credits
11 or 12	Choose a Skill from the fighter’s Secondary skill sets	+30 Credits

If, while rolling advancements for your gangers, you randomly select a skill that your ganger already has, you may instead choose a skill in that same category to assign to that fighter. This represents that fighter’s familiarity with their chosen skillset.

SKILLS

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We've spent a lot of time thinking about skills here at Necromunday. Before our somewhat... radical new Advancements table, they were in a rough spot when competing with stat increases for advancements. Sure, there were a couple of builds that needed multiple skills, but for the most part, folks would pick their starting skills on champs and leaders, and then quickly forget the rest of them. But with our increased focus on skills, we felt that we should do something more with them.

We've said in the past that randomly rolling skills is a terrible idea. But in the Lost Zone, you're going to find that randomly rolling skills happens a lot more than "never". So what if we tried to make all the skills in a skill set at least somewhat worthwhile? That's the whole point of this article. And rather than focus on nerfing things that may be too good, we're going to attempt to elevate the bad skills so that every skill has some sort of value. However, we are making two nerfs to skills that we feel are unfun. You'll see.

METHODOLOGY

What we've done is gone through each set of skills and evaluated them based on their usefulness. Skills with clear utility and value will remain unchanged. Skills that need some help will either have a feature added, removed, or changed. For the most part we've added to skills, but wherever we've seen the need for a change, we've tried to keep the changes thematically linked to the intent of the original skill. We think you'll pick up on what we're trying to do. Obviously, some skill sets are a whole lot better than others! For a few of them, each skill has value and utility, so the entire skill set has remained unchanged. For the skills that we have changed, we'll print the text of the skill with our changes in italics. If a skill is not mentioned, then we haven't changed it. There's a lot to look at, so let's get started!

AGILITY

There are no changes to Agility skills. They're all pretty good! A gang that manages to get multiple mobility skills on their key fighters is going to be a nightmare to deal with, in a really fun way!

BRAVADO

- **Big Brother:** Whilst this fighter is Standing and Active, any friendly fighter with the Gang Fighter (X) special rule that is within 9" and line of sight of this fighter may use this fighter's Cool characteristic for Nerve tests instead of their own. *In addition, in the End Phase, this fighter may choose a friendly fighter with the Gang Fighter (X) special rule who is Prone and Seriously Injured within 9". The selected fighter may roll one additional Injury dice during their Recovery test this phase.*
- **King Hit:** When making an unarmed attack (see the Necromunda Rulebook), this fighter may choose to roll a single Attack dice, irrespective of their Attacks characteristic or any other bonuses. If they choose to do so, the attack gains the Knockback, Shock, Pulverise, and Concussion traits. *If the fighter is successful in taking their target Out of Action or inflicting a Serious Injury, every enemy fighter within 6" must take a Nerve test or become Broken. In addition, until the End Phase of this turn, enemy fighters must first pass a Willpower check if they wish to make a **Charge (double)** action that would result in making any attacks against this fighter. If that check is failed, they cannot move and their activation ends immediately.*
- **Steady Hands:** When this fighter is activated, before declaring their first action, this fighter may perform a **Reload (simple)** action for free. This does not prevent them from performing the same action twice more during their activation should they choose. *In addition, if this fighter is Standing and Active and did not or has yet to make a **Move, Fall Back, Take Cover**, or any other action that would result in any sort of movement, then this fighter counts as having taken a **Take Aim (basic)** action.*

BRAWN

- **Bulging Biceps:** This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter can carry. *When this fighter chooses to wield an Unwieldy weapon in two hands, the fighter may add 1 to their hit rolls and 1 to their Strength characteristic. In addition, this fighter may shoot Unwieldy ranged weapons with a basic action instead of a double action.*
- **Crushing Blow:** *The fighter may sacrifice one of their attack dice (to a minimum of 1) to give the rest of their attacks +1 to hit, +1 Strength, and +1 Damage. Weapons with the Sidearm trait may not be used in conjunction with this skill.*
- **Iron Jaw:** This fighter's Toughness is treated as being two higher than normal when another fighter makes unarmed attacks against them in close combat. *Additionally, when this fighter suffers a Serious Injury as a result of a melee attack (including Versatile weapons), roll a d6. If the result of that roll is equal to or less than this Fighters current Toughness characteristic (taking into account any pieces of wargear like a Stimm-slug Stash or a Servo-harness), then that Serious Injury is downgraded to a Flesh Wound.*

COMBAT

- **Combat Master:** This fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are engaged with. *Additionally, this fighter can never be Disarmed, and may turn to face any direction for free before each round of combat begins without suffering any penalties to their hit rolls for the following round of combat.*
- **Counter Attack:** When this fighter makes Reaction attacks in close combat, they roll one additional Attack dice for each of the attacker's Attacks that failed to hit or wound (whether or not they were missed, parried, etc.)

CUNNING

- **Escape Artist:** *When this fighter makes a **Retreat (basic)** action, it automatically succeeds and this fighter cannot be the target of any Reaction attacks. In addition, this fighter can never be captured. If they've been captured after the battle, it is assumed that they made some sort of masterful escape, and are returned to their gang with all of their equipment.*
- **Overwatch:** If this fighter is Standing and Active, and has a Ready marker on them, they can interrupt a visible enemy fighter's action as soon as it is declared, but before it is carried out. This fighter loses their Ready marker, then immediately makes a **Shoot (Basic)** action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately – their action(s) are not made. *Weapons with the Blast (X") or Template traits may not be used to make Overwatch attacks.*

FINESSE

Much like Agility skills, Finesse skills are all worth having. Way to go House Escher!

FEROCITY

- **Fearsome:** If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately. *In addition, if this Fighter moves within base-to-base contact with any enemy fighters as a result of a Charge (double) action, those fighters must take a Cool check. If they fail, they become Broken.*
- **Impetuous:** When this fighter consolidates at the end of a close combat, they can move up to 4", rather than the usual 2". *If this fighter has made a **Charge (double)** action this turn and is no longer Engaged with a Standing and Active enemy fighter, then this fighter may Consolidate to a new combat if they are able to move into base-to-base contact with another enemy fighter. They may not make any more attacks this activation, but are considered to be Engaged with any enemy fighters they are in base-to-base contact with.*

LEADERSHIP

- **Inspirational:** If a friendly fighter within 6" of this fighter fails a Cool, Leadership, or Willpower check, make a Leadership check for this fighter. If the Leadership check is passed, then the *failed* check also counts as having been passed.
- **Mentor:** Make a Leadership check for this fighter each time another friendly fighter within 9" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.
- **Overseer:** If the fighter is Active, they can attempt to make the following action:
- **Order (double):** Choose a friendly fighter within 6". *The fighter attempting the Order action must take a Leadership check. If passed, the selected fighter can immediately make two actions as though it were their turn to activate, even if they are not ready. If they are Ready, these actions do not remove their Ready marker.*
- **Regroup:** If this fighter is Standing and Active at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly fighter that is currently subject to the Broken condition and within 12" immediately recovers from being Broken.

MUSCLE

- **Fists of Steel:** Unarmed attacks made by this fighter count as *being made with a set of weapons with the Paired trait that have a Strength 2 higher than normal and inflict 2 damage.*
- **Immovable Stance:** This fighter may perform the Tank (basic) action during their activation:
- **Tank (basic):** Until the start of this fighter's next activation, this fighter increases their armour save by 2 to a maximum of 2+ and cannot be moved from their current location by any skills such as Hurl or Overseer, or any weapon traits such as Knockback or Drag, nor can they be Pinned. *A Tank (Basic) action can never be combined with any action that would cause the fighter to move in any way in the same turn.*
- **Unleash the Beast:** This fighter may perform the Flex (simple) action while they are Active and Engaged:

- **Flex (simple):** All fighters (friend or foe) in base-to-base contact with this fighter must roll off with this fighter with 1d6. The Flexing fighter may add their Strength characteristic to the roll. If the Flexing fighter wins the roll off, the other fighter is moved d3" directly away from the Flexing fighter and is placed Prone. If the Flexing fighter loses this roll-off, then nothing happens. If there are multiple fighters being pushed, the player controlling this fighter chooses the order in which they are moved, but a roll-off must be made for each fighter being pushed.

PALANITE DRILL

- **Non-Verbal Communication:** If this fighter is Standing and Active, they can attempt to make the following action:
- **Comms (basic):** The fighter with this skill may take a Leadership check. If passed, pick a friendly fighter within 6". That fighter may immediately make one of the following actions: Move (simple), Take Cover (basic), Operate Door (basic), Access Terminal (basic), or Force Door (basic).
- **Restraint Protocols:** Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (simple) action:
- **Restrain (simple):** Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (simple) action. This fighter is adept at shackling their opponents, even in the heat of battle. The enemy fighter is taken out of action, but each time this fighter performs this action, make a note that they have restrained an enemy fighter. During the Wrap-up, add 1 to the dice roll to determine if an enemy fighter has been Captured for each enemy fighter that has been restrained. *The fighter that performed the Restrain (simple) action gains an additional point of XP.*

SAVAGERY

- **Avatar of Blood:** For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the Melee trait, they may immediately *regain 1 lost Wound they have suffered in this battle. If this fighter hasn't lost any wounds or doesn't have multiple wounds, then they may discard one Flesh Wound they have previously suffered.*

SAVANT

- **Ballistics Expert:** When this fighter makes an Aim (Basic) action they gain an additional +1 modifier to their hit roll.
- **Connected:** This fighter can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence. *The fighter also gets access to either the Trading Post or Black Market's special reserve inventory (see page 10). When this skill is selected, the player must choose which shop they have connections with, and this skill only works for that shop. Mark this down on their fighter card. However, this skill can be taken more than once, as a ganger can become Connected with both the Black Market and Trading Post. If the fighter has multiple instances of the Connected skill on their fighter card, they may also take a further Trade post-battle action.*
- **Savvy Trader:** When this fighter visits the Trading Post or Black Market as a post-battle action, the cost of one item may be reduced by 20 credits on this visit (to a minimum of 10 credits). Note that this means one item, not one type of item. A single power sword may be purchased for 30 credits, but a second power sword would still cost 50 credits.

SHOOTING

In a move that will surprise no one, we've decided that the Shooting skills are fine as they are. No kidding, right?

TECH

- **Cold and Calculating:** *This fighter may substitute their Intelligence characteristic for any and all Cool and Willpower checks they may be required to take.*
- **Mental Mastery:** This fighter cannot become subject to the *Insane* or *Broken* conditions. In addition if this fighter is chosen as the target of a Wyrd Power, and is Standing and Active or Prone and Pinned, they may attempt to Disrupt the power as if they were a Psyker.
- **Photonic Engineer:** *This fighter may apply a +1 modifier to the Strength characteristic of all las weapons used by them.*
- **Rad-Phaged:** When this fighter is hit by a weapon with the Gas or Toxin traits, the opposing player must roll two d6 and discard the highest roll when rolling to see if this fighter is affected. In addition, should this fighter suffer a hit from a weapon with the Rad-phage trait, roll an additional d6 as normal. However, on a roll of 4 or higher, they do not suffer an additional Flesh Wound or *any damage from the weapon*. Instead the fighter may discard a Flesh Wound they have already suffered. *Also, any fighters that end their activation within 3" of this fighter must take a Rad-phage test as if they were hit by a weapon with the Rad-phage trait.* Finally, in any scenario that uses the Pitch Black rules, this fighter always counts as being Revealed.

PIETY

- **Lord of Rats:** Friendly Juve (or Prospect) fighters that are within 12" of this fighter and can draw line of sight to them may apply a +2 modifier to their Cool checks and Willpower checks. Rats, including Necromunda Rats, Bomb Delivery Rats, and any rats that feature in a battle due to a scenario or environment special rule, that end their movement within 3" of the fighter are immediately moved by the smallest amount possible so that they are at least 3" away from the fighter. *Finally, the fighter with this skill counts as always passing their Intelligence check to when using Bomb Delivery Rats.*

REPUTATION

Reputation. Frankly, it's pretty much meaningless after a point in current Necromunda. If you've got enough to have a Rogue Doc and an Ambot, then it's a waste of time to worry about getting more. This is unfortunate because having a hard-as-nails Rep in the real world can open a lot of doors for a gang or criminal organization! Think of the Yakuza and how legendarily tough and ruthless they are. We feel that Reputation should function in a similar fashion in the Lost Zones: gangs can use it to open otherwise closed doors and enhance their revenue stream, hired help, and campaign experience. Building up Rep in regular Necromunda is merely tangential to a gang's success, but in the Lost Zone, earning and spending Reputation can be integral to a gang's progression.

In a Lost Zone campaign, Reputation is a spendable resource. Like credits, Reputation can be spent on upgrades, but instead of individual fighter upgrades, it's spent on gang upgrades. Once Reputation is spent, it is removed from the gang's roster, just like credits or components.

SPENDING REPUTATION

Reputation in the Lost Zone can be spent on the following 4 things:

- Unlock a Hanger-On roster spot (3 Reputation)
- Unlock a Brute Roster spot (7 Reputation)
- Upgrade a Territory (5 Reputation)
- The Arbitrator's Special (cost varies)

HANGERS-ON

After a battle, a player may spend Reputation to do the following:

- **Unlock Hanger-On roster spot:** This action costs 3 Reputation, and may be performed 3 times. The gang has accrued enough of a rep to entice outside help, and may hire one available Hanger-On. The hiring fee must be paid in credits, and the Reputation paid is removed from the gang's roster. After this step, the Hanger-On is treated normally as written in the Necromunda rulebooks.

In the Lost Zones, skilled Hangers-On aren't just waiting around to be hired. The Lost Zones don't have enough infrastructure to support idle specialists. Hangers-On come and go as they drift through the forgotten domes and tunnels of the Lost Zones.

Some Arbitrators may want to introduce some scarcity in available Hangers-On, so we went and made another randomly-generated tool to make it easy for Arbitrators to choose what Hangers-On are available for players to hire.

[Click Here to visit the Goonhammer Lost Zone Unemployment Office](#)

HOW TO USE THE UNEMPLOYMENT OFFICE

Just like our Trading Post and Black Market tool, once per campaign week, the Arbitrator can generate a list of available job-seekers. Players can then hire Hangers-On from the available list. We recommend that the Arbitrator generate between 3 and 7 Hangers-On per week, though if it's a really big campaign, you might need to generate more.

Some Arbitrators may want to further introduce scarcity and create a first come/first serve situation where only one of the types of Hangers-On may be hired per week. For example, if a Rogue Doc is available at the Unemployment Office, then the first gang to hire her gets to do so, but after, she is scratched from the list and everyone else is S.O.L. This is, of course, optional (along with everything else in this entire project!).

CHANGES TO HANGERS-ON

Because of the Lost Zone's mechanics, some Hangers-On don't really work the way they're written anymore. But have no fear, we've written out some changes to keep them relevant. Additionally, we've removed a few from the list completely, as they're campaign-specific and don't really make sense within the framework of the Lost Zone. These removed Hangers-On are: Fixers, 'Narkers, and Proxies. Don't sweat their removal, Scummers, they didn't do anything anyways.

- **Bullet Merchant:** Change the 1st sentence of the High Calibre Hook-Up rule to read: "Once per Campaign Week, a gang who employs a Bullet Merchant may buy a single instance of Special Ammo from the Trading Post or Black Market even if it is not present in the randomly generated stock lists."
- **Cadaver Merchant:** Remove the second paragraph of the Cadaver Merchant rule and replace it with this: "A Cadaver Merchant can also acquire "meat" for the gang, enhancing their constitution. The gang can pay d3x10 credits to the Cadaver Merchant before the battle, and if they do, all members of the gang can ignore the first Flesh Wound they suffer. At the end of the battle, roll a d6 for each fighter that took part in the battle. On a roll of 1, the fighter succumbs to Kuru and must miss the next battle. Place that fighter in Recovery."
- **Chem Dealer:** Change the 1st sentence of the Abundant Supply rule to read: "Once per Campaign Week, a gang who employs a Chem Dealer may buy a single instance of a Chem from the Trading Post or Black Market even if it is not present in the randomly generated stock lists."
- **Dome Runner:** Add the following to the Dome Runner rule: "Additionally, when a player who's gang employs a Dome Runner rolls for the number of components found in Loot Caskets after the battle, they may re-roll 1 of the dice each time they roll for components. They must accept the result of the re-roll, even if it is worse."
- **Tech-merchant:** Replace the text of the Techno-baubles rule to read: "Once per Campaign Week, the gang who employs a Tech-merchant may roll 2d6, adding 2 to the result. After determining the result, the gang may then purchase one item from the Trading Post or Black Market with a Rarity or Illegality that is less than or equal to the determined result, even if it is not listed on the randomly generated stock lists."

BRUTES

Like with Hangers-On, after a battle, a player may spend Reputation to do the following:

- **Unlock Brute roster spot:** This action costs 7 Reputation and may only be performed once. It's big boi season, and the player may hire one available Brute. The hiring fee must be paid in credits, and the Reputation paid is removed from the gang's roster. After this step, the Brute is treated normally as written in the Necromunda rulebooks.

Brutes are extremely powerful, and can be huge game-changers that will swing the balance of power in a campaign. In other words, they ought to be used sparingly. So, we want to leave it up to the Arbitrator to decide when and which Brutes are available, but we have a few suggestions:

- **Use a custom, multiplayer scenario.** Say a wandering Ambot has been located in the Lost Zone. The gangs must send out a search party to try and capture it for their use! They should tread lightly, though, because the dome it's haunting has been abandoned for generations and doesn't look too stable...
- **Use Brutes as a catch-up Mechanic.** Access to a Brute is a great way to give a struggling gang a leg (or claw, or augmetic fist) up.

The takeaway here is that Brutes ought to be rare in Lost Zone campaigns, as they can easily take a gang from "barely surviving in the leftover refuse of the hive" to "a dominant force in the underhive."

TERRITORY UPGRADES

After a battle, a gang may spend 5 Reputation to upgrade a territory. Each territory may only be upgraded twice. A gang must take the first upgrade before they take the second upgrade.

Some upgrades add a specific item to the gang's stash. This item is not removed from the gang if the territory is lost.

THE ARBITRATOR'S SPECIAL

Reputation can be used in many ways. We're sure that creative Arbitrators out there will find novel ways to use it in a ton of cool manners. Here are some suggestions to get your brains kick-started:

- Put certain lucrative or difficult missions behind a Reputation gate to make sure the right gangs are doing the cool things.
- Deputize a gang with a ton of Rep to act as security for your Borderland town. Just don't let the Enforcers know that another gang's been taking bites from their apple!
- Let gangs spend Rep to jump the line if you're running an auction-style Trading Post or Black Market.
- Send Bounty Hunters after gangs with too much unspent Rep. They can't be trusted!

The possibilities are limitless!

TERRITORIES

The Dominion and Law & Misrule campaigns both use territories (or rackets, but we're just going to call all of them territories for the purposes of this section) as objectives. In the first part of the campaign, if you win a game, you get a territory drawn from a communal pool. Later in the campaign, when you win games, you are taking new territories directly from other players. While it is a fun and engaging system, it can swing wildly out of balance very quickly. Players who go on a losing streak early on can find themselves with half as many income generators as other players in the campaign and at a permanent disadvantage.

In the Lost Zone, we want to reframe territories. We're always looking to increase the ways this game can be narratively engaging, and we think that de-emphasizing territories as an object of conquest is the way to go. In the Lost Zone, territories will instead act more as a revenue safety net, allowing a gang to draw income to help them advance even if they're finding it hard to secure credits during games. Furthermore, we've designed a system where players can upgrade their territories with Reputation, increasing their revenue potential, and even adding some in-game effects.

USING TERRITORIES IN A LOST ZONE CAMPAIGN

Instead of a deck of cards, the Lost Zone uses the venerable d66 table to generate territories for gangs to inhabit during the campaign. When a player rolls to generate terrain, if the same result is rolled more than once, re-roll the dice until a different result is rolled.

STARTING TERRITORIES

In a Lost Zone campaign, each gang (except Palanite Enforcers, more on them later) starts with 2 territories. Roll a d66 to generate each one, or the Arbitrator may assign territories for thematic or narrative reasons. One of these territories must be selected as the gang's Home Turf. A gang's Home Turf cannot be changed unless it is lost. If at any point a gang does not have a Home Turf territory, they must select one of their other territories to be their Home Turf.

MINIMUM AND MAXIMUM TERRITORY LIMITS

The maximum territory limit is based on the number of fighters in a gang. Gangs have to patrol or work their territories, and if they don't have enough bodies to do so, they can't feasibly control their territories. A gang may claim 1 territory for every 3 fighters, rounding down. Brutes, exotic beasts, hangers-on, and any hired guns do not count towards this total.

A gang's minimum territory limit is 1, and if a gang only has 1 territory, it must be that gang's Home Turf. At the start of a campaign, if a gang has fewer than 6 fighters on their roster, they may still claim 2 territories, until they recruit up to 6 fighters. However, if they ever fall below 6 fighters from this point forward, they will have to forfeit a territory until they only claim 1.

HOME TURF

If a gang is called to defend their Home Turf, they will fight tenaciously to hold on to it, and even press-gang any hangers-on into service to defend their home. If a gang is fighting on their home turf they may:

- Roll 2d6 and discard the highest when taking a Bottle Test.
- Add 1 to the result of any Rally tests.
- Select Hangers-on as part of the crew for the scenario. If the scenario is using the Random crew selection method, then the player must add the fighter cards of any Hangers-On to the pool of potential crew members.

LOSING HOME TURF

Losing their Home Turf can be disastrous for any gang. If a gang loses their Home Turf, they immediately lose 5 Reputation, to a minimum of 0. If this was the gang's only territory, then they must generate a new one from the Lost Zone Territory Table. However, since they're being chased out by their enemies, they must roll twice and let the player who just beat them choose their new territory. Hey, it sucks to suck, right?

INCOME

Each territory provides Income to the gang that claims it. This Income is paid out at the beginning of every campaign week (whatever that time frame might be), but not at the beginning of the campaign. Income can be fixed or random and may have modifiers applied to it. All players must assign their fighters to work their territories, if applicable, at the beginning of the campaign week. A territory can still generate Income if a fighter isn't working it, but the gang may not use the Special Rules associated with the territory.

WORKING TERRAIN

Some territories may have special rules that specify a number of fighters that need to work that territory. A fighter may not work more than one territory per campaign week. Working territories does not exclude a fighter from taking Post-Battle Actions. However, a fighter in Recovery at the start of a campaign week may not be chosen to work terrain.

UPGRADING TERRAIN

As described in Reputation, a gang may spend 5 Reputation to upgrade a territory. Each territory may only be upgraded twice. A gang must take the first upgrade before they take the second upgrade.

Some upgrades add a specific item to the gang's stash. This item is not removed from the gang if the territory is lost.

GAINING NEW TERRITORIES

During a campaign, a gang's fortunes will ebb and flow, and so will their claims on territories. As players add new fighters to their ranks, they can branch out to claim new territories. A gang may claim a new territory after a battle if **all** of the following conditions are met:

- The gang has fewer territories than their maximum territory limit (for example, the gang has 9 fighters, but only 2 territories).
- The gang has won their last battle and gained Reputation as a result of the battle.
- The Arbitrator allows it.
- If a gang is performing too well, the Arbitrator may decide that they've attracted the ire of the local guilders and have to lay low for a while before they can add new territories to their portfolio.

When generating a new territory, roll on the Lost Zone Territory Table. If a duplicate territory is rolled, do not re-roll it. There are a lot of Slag Heaps in the Underhive, after all.

LOSING TERRITORIES

A gang's roster may fall below the threshold to control the amount of territories they currently claim due to what happens in the Post-Battle Action Sequence. If that is the case, the player must select one territory to forfeit. The player may not select their Home Turf, unless it is the only territory they own. If that is the case, follow the rules for Losing Home Turf.

As before, the Arbitrator may want to step in and allow a gang to hold on to a territory even if they've lost some fighters in the name of campaign balance.

PALANITE ENFORCERS AND LOST ZONE TERRITORIES

While Palanite enforcers are oftentimes no better than the gangs they encounter, they do treat territories differently. An Enforcer patrol can only ever claim 1 territory: the Palanite Enforcer Precinct House. However, their station in the Underhive allows them to shake down opposing players for "protection".

PALANITE ENFORCER PRECINCT HOUSE

Bullpen, barn, caboose, lockup. The precinct house has many nicknames, but they all share one common trait: they're full of bloodthirsty Enforcers waiting to be let off the leash.

Income: 30 credits

Shakedown: Each campaign week, the Enforcer player randomly selects one of the opposing gangs participating in the campaign. Then, the Enforcer player randomly selects one of that gang's territories. For this week, the Enforcer player gets the Income earned from that territory instead of the opposing player who controls it. The Enforcer player only ever gets the territory's base income, though, and may not use any of the upgrades or special rules. The opposing player gets nothing as "helpful" Enforcers wreck up the place looking for cash.

If a Palanite Enforcer patrol has more than 10 fighters, the Enforcer player may perform 2 Shakedowns.

11. CHEM PIT

The sludgy soup of a chem pit might be poisonous, radioactive, corrosive, or all three. A savvy gang leader can find a use for these noxious vats of goo.

Income: 2d6x3 credits

Special Rules: Select one fighter to work this territory. Working a Chem Pit is extremely dangerous. When rolling for income, if a double 6 is rolled, the fighter has fallen in! Roll on the Lasting Injury table for this fighter, and count all results of 11-26 as 31-45. If the fighter survives, they're now covered in horrible burn scars. Add the **Fearsome Ferocity** skill to their fighter card.

Upgrade 1: Add 2 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – Used to the Fumes: Any fighters in this gang may add 1 to their Toughness when resisting Gas or Toxin weapons.

12. ANCIENT RUINS

These ancient ruins predate the Imperium by thousands of years, a sorry echo of humanity's once-bright future.

Income: 15 credits

Special Rules: None.

Upgrade 1: Set the Income of this Territory to 30.

Upgrade 2 – A Rare Find: Roll a dice. On a 1-3, add a Mung Vase to the controlling gang's stash. On a 4-6, add an Archaeotech Device to the controlling gang's stash.

D66	Territory
11	Chem Pit
12	Ancient Ruins
13	Slag Heap
14	Mineral Outcrop
15	Hab Block
16	Mineshaft
21	Toll Crossing
22	Ventilation Shaft
23	Slime Farm
24	Water Still
25	Drinking Hole
26	Narco Den
31	Gambling Den
32	Fighting Pit
33	Beast Kennels
34	Spore Cave
35	Archaeotech Dig
36	Refuse Heap
41	Machine Shop
42	Blood-Covered Altar
43	Slave Pens
44	Fortune Teller
45	Smuggling Routes
46	Redemptionist Shrine
51	Local Chapel
52	Whispertrade
53	Archaeobazaar
54	Promethium Tap
55	Water Tap
56	Prometheum Refinery
61	Malfunctioning STC
62	Ghast Grove
63	Abandoned Rendering Plant
64	Soup Kitchen
65	Slop House
66	Upper Gantries

13. SLAG HEAP

Dross, refuse, call it what you will – the raw waste of a slag heap is extremely valuable to the scummers of the underhive.

Income: 2d3x5 credits

Special Rules: None.

Upgrade 1: Add 1 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – Slag Cart: This territory earns Income twice per campaign week. Roll separately for each time.

14. MINERAL OUTCROP

These valuable deposits make life in the lost zone worth the risk for its many prospectors, fortune seekers, and fugitives.

Income: 30 credits

Special Rules: None.

Upgrade 1: Set the Income of this Territory to 45.

Upgrade 2 – A Diamond in the Rough: Add one Opulent Jewelry to the controlling gang's stash.

15. HAB BLOCK

The hab blocks of the lost zone are long-neglected structures filled with folks who have either been forgotten by the hive... or wish to be. Basic amenities include: walls and a floor.

Income: 15 credits

Special Rules: Select one fighter to work this territory. Roll a dice when collecting income. If the result is a 6, the controlling gang may add a free Juve to their gang roster. Equipment must be supplied by the controlling gang.

Upgrade 1: Set the Income of this Territory to 30.

Upgrade 2 – A Better Class of Thug: Instead of a Juve, the controlling gang may now freely recruit a Ganger.

16. MINESHAFT

This ancient mineshaft has been abandoned for centuries, its ore deposits depleted. Now it serves as a makeshift transport tunnel – just watch out for rotting support beams.

Income: d6x10 credits

Special Rules: Select one fighter to work this territory. If a 1 is rolled when rolling the dice to determine this territory's Income, there has been a collapse! Roll a further d6. On a 1-3, place the fighter working this territory in Recovery. On a 4-6 the fighter escapes unharmed.

Upgrade 1: Set the Income of this Territory to 2d6x10

Upgrade 2 – Tunnel Rat: When a fighter is working this terrain, they are considered to have the Infiltrate skill from the Cunning skill tree.

21. TOLL CROSSING

Bilking the normies out of their hard-earned Imperial eagles in exchange for passage across your turf is as honest a living as any you'll find in the Lost Zone.

Income: 2d6x5 credits

Special Rules: Select two fighters to work this territory. Sometimes travelers don't want to pay up, and a shootout may occur. If doubles have been rolled, one of the fighters working this territory has been injured during such an occurrence. Randomly determine one of the fighters working this territory and Roll on the Lasting Injury table for this fighter, and count all results of 11-26 as 31-45. If the fighter survives, they've learned an important lesson regarding readiness. Add the Overwatch skill to this fighter's card.

Upgrade 1: Set the Income of this Territory to 2d6x10

Upgrade 2 – Bottleneck: The controlling gang knows their opponent is coming. After deployment, but before the first priority roll of the game, the controlling gang may re-deploy up to 3 friendly fighters following the normal rules for deployment.

22. VENTILATION SHAFT

Ventilation shafts crisscross throughout the lost zone and for gangers who know how to navigate them they're as valuable an asset as any road.

Income: 10 credits

Special Rules: Select between 1 to 3 fighters to work this terrain. Each fighter may take advantage of the ventilation network and is considered to have the Infiltrate skill while they work this terrain. However, the ventilation network is confusing, and it is very easy to become lost. If the player controlling this terrain decides to use the Infiltrate skill of any fighter who gains it from working this terrain, they must roll an Intelligence check for that fighter. If it is failed, the fighter has become lost and must be removed from the starting crew and not replaced.

Upgrade 1: Set the Income of this Territory to 10+2d6.

Upgrade 2 – Trail Blazes: The fighters working this terrain are more familiar with the ventilation network thanks to a series of trail markings left by passing friendlies. Re-roll any failed Intelligence tests when determining if any fighters are lost in the vents before a battle.

23. SLIME FARM

Enterprising Underhivers raise toxic lifeforms for deadly poisons and potent chems.

Income: 30 credits

Special Rules: Select up to two fighters to work this territory. Any fighters working this territory are considered to be equipped with Gas Grenades.

Upgrade 1: Set the Income of this Territory to 45.

Upgrade 2 – Nutritious Slime: The fighters working this territory have developed a taste for slime. They may ignore the first Flesh Wound suffered in each battle they fight.

24. WATER STILL

While "potable" is an extremely generous term for his particular liquid, it is the lifeblood of the underhive nonetheless.

Income: 2d6x5 credits

Special Rules: Select one fighter to work this territory. If the dice roll for Income for this territory is a double, the fighter working this territory has caught a stomach bug. They are placed in Recovery with severe intestinal distress.

Upgrade 1: Add 2 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – Filters: The fighter working this territory is no longer at risk from single-cell lifeforms in the water. They cannot be put into a Recovery as a result of the Income roll.

22. DRINKING HOLE

For the gangs that control them, drinking holes aren't just places to rest and recuperate but valuable tools for keeping an ear to the ground for the goings on of the Lost Zone.

Income: d6x10 credits

Special Rules: You may select 1-3 fighters to work this territory. If you do, you may draw the same number of Tactics Cards before the start of a battle and choose 1 to keep. However, the fighters working this territory become inebriated while drumming up rumors. Each fighter starts the battle with d3 Intoxicated markers (see: rules for Wild Snake).

Upgrade 1: Add 2 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – "This One's on the House!": The controlling gang's drinking hole has become a popular local place to get some R&R. Occasionally, enemy gangs show up to wet their whistles. The bartenders know these ne'er-do-wells by sight and ply them with free drinks, making sure they're all stumbling drunk when they leave. The controlling player may randomly select d3 fighters from the opponent's crew. Each fighter starts the battle with d3 Intoxicated markers (see: rules for Wild Snake).

22. NARCO DEN

When drink isn't enough to dull the pain of life in the lost zone, many turn to the narco dens, which are as lucrative for the gangs that control them as they are dangerous.

Income: 2d6x5 credits

Special Rules: You may select any number of fighters to work this territory. While working this territory each fighter may ignore the effects of any Lasting Injuries. However, there is a risk of a fighter getting hooked on their gang's own stash. Mark down how many times each fighter has worked this terrain on their fighter cards. Roll a d6 for each fighter working this terrain. On a result of 1, the fighter has become hooked and must spend some time detoxing. Place this fighter in Recovery. Subtract 1 from the dice roll for every time this fighter has worked this terrain past the first. For example, if the fighter has worked this terrain 3 times, subtract 2 from the dice roll to see if they need to go into Recovery.

Upgrade 1: Set the Income of this Territory to 2d6x10

Upgrade 2 – Distribution Network: Each campaign week, add 1 does of Obscura to the controlling gang's stash.

31. GAMBLING DEN

The two main forms of entertainment in the lost zone are gambling and fighting, and the two are usually heavily mixed.

Income: special

Special Rules: The owning player may roll up to 6D6, and gain that many credits x10. However, should they roll any duplicate numbers, they receive none.

Upgrade 1: Add 1 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – Gambling with Peoples' Lives: If a player rolls duplicate numbers while rolling for Income on this Territory, they may now place a friendly fighter in Recovery to gain half of the determined Income.

32. FIGHTING PIT

The fighting pits are more than just a form of entertainment, they're a way for many gangers to earn extra coin and rep.

Income: d6x5 credits

Special Rules: Select one fighter to work this territory. Pit fighters are excellent, if brutal, teachers, and their lessons are comprehensive and long-lasting. If a fighter works this territory, they immediately gain d3 XP. However, if a 1 is rolled when determining Income, the fighter has been injured by their time in the pits. Make a roll on the Lasting Injury table for this fighter, and count all results of 11-26 as 31-45. If the fighter survives, they learn a lasting lesson and may roll up a random skill on the Combat skill list, but may never work this territory again.

Upgrade 1: Set the Income of this Territory to d6x10

Upgrade 2 – Medics are Standing By: You may treat all Lasting Injury rolls made as a result of this territory as 31-45.

33. BEAST KENNELS

Hunting hounds, gladiator-beasts, and exotic pets alike call the beast kennels home.

Income: d3x10 credits

Special Rules: The controlling gang may forfeit collecting Income with this territory to instead temporarily recruit 1 free Exotic Beast. This Beast must be one that the gang is eligible to recruit, and this Beast will not gain XP in any fashion. At the end of the campaign week, this Beast is removed from the roster.

Upgrade 1: Set the Income of this Territory to 2d3x10

Upgrade 2 – Increased Capacity: The controlling gang can now temporarily recruit 2 Beasts per campaign week instead of 1. The second Beast follows the same rules listed above.

34. SPORE CAVE

The varied spores and funguses that grow in the Underhive can be cultivated for food, medicinal use, or chemical weapons. Agriculture is truly alive and well on Necromunda.

Income: 15 credits

Special Rules: Select 1 fighter to work this terrain. While working this terrain, a fighter is always considered to have a Medi-kit.

Upgrade 1: Set the Income of this Territory to 30.

Upgrade 2 – Traditional Medicine: Each campaign week, add 1 dose of Stinger Mould to the controlling gang's stash.

35. ARCHAEOTECH DIG

This site is filled with the remnants of ancient technology from a brighter age of humanity, when technology wasn't viewed with such superstition.

Income: d6x5

Special Rules: Select one fighter to work this territory. If a 1 is rolled when rolling the dice to determine this territory's Income, there has been a collapse! Roll a further d6. On a 1-3, place the fighter working this territory in Recovery. On a 4-6 the fighter escapes unharmed.

Upgrade 1: Set the Income of this Territory to d6x10.

Upgrade 2 – Buried Treasure: Recent digging has uncovered something valuable. Roll a d6 and add the corresponding item to the controlling gang's stash:

- Archaeotech Device
- Malefic Artefact
- Xenoculum
- Archaeo-Carapace armor
- Mnemonic Inload Spike
- Halo Device

36. REFUSE HEAP

In the underhive, one man's trash is another man's treasure. Or dinner, depending on how hungry they are.

Income: d6x5 credits

Special Rules: Up to 3 fighters can sift through the garbage at the Refuse Heap. Generate Income for each fighter working this territory. However, for each roll of 1, one of the fighters will fall into a hidden pit, get attacked by a ferocious scavenger, or some suffer some equivalent fate. Place that fighter in Recovery.

Upgrade 1: Add 1 to the result of each dice roll when determining Income for this territory.

Upgrade 2 – Good Scrap: The fighters working this territory have found something useful in the Refuse Heap. Roll a d6 and add the corresponding item to the controlling gang's stash.

- 1-2: Ablative Overlay
- 3-4: Guttgerforged Cloak
- 5-6: Scrap Shield

41. MACHINE SHOP

Choice few know how to properly machine and maintain equipment on Necromunda, and they can without fail be found in the machine shops of the Underhive.

Income: 2d3x5 credits

Special Rules: Select one fighter to work this territory. If that fighter has an Intelligence characteristic of 6+ or better, they're able to repurpose some of the machines to make ammo for the gang. The controlling player automatically passes their first Ammo Check they're required to take each battle while the condition for working this territory is met.

Upgrade 1: Add 2 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – Bullet Cutting Tools: If the fighter working this territory has an Intelligence characteristic of 6+ or better, then the controlling gang may add one type of special ammunition to their stash per campaign week.

42. BLOOD-COVERED ALTAR

This makeshift altar is covered in blood and offal and carved with arcane runes. It radiates with a malice nearly as powerful as its smell.

Income: 10 credits

Special Rules: Select one fighter to work this territory. This fighter receives whispers from the Immaterium directly into their brain. The controlling player may randomly generate 1 extra Tactics Card per game if the fighter working this terrain is in the starting crew. However, the fighter must pass a Willpower check or start the game under the Insanity condition.

Upgrade 1: Set the Income of this Territory to 20.

Upgrade 2 – “I Can See Forever”: The fighter working this territory is perpetually under the effects of Ghost. Roll for the effect at the beginning of every battle.

43. SLAVE PENS

Flesh is a readily available commodity on Necromunda, but even the lowliest gang-slave has to stay somewhere.

Income: d6x10 credits

Special Rules: Select one fighter to work this territory. This fighter can escort a work party to another of the gang's territories. If the controlling player wishes to do so, increase the Income gained from a different friendly territory by 10% rounding up to the nearest 5. In the case of multiple slave pens, each territory can only benefit from one work party. A Slave Pen can never be the target of another Slave Pen.

Upgrade 1: Add 1 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – More Cages: The gang's capacity for slaves has increased. The controlling player may now select two fighters to work this territory, each taking control of their own work party and enhancing the income of 2 different friendly territories.

44. FORTUNE TELLER

This soothsayer will tell you any future you want to hear, for the right price.

Income: d3x10 credits

Special Rules: Select one fighter to work this territory. This fighter has agreed to submit to the fortune teller's reading. Roll a d6: on a 2-6 the controlling player may Randomly draw one extra Tactics Card for each of their battles this campaign week. On a 1, the fighter hears something truly disturbing and refuses to take part in any battles this week. Do not draw an extra Tactics Card.

Upgrade 1: Add 1 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – Practice Makes Perfect: The fortune teller is getting better at this whole “predicting the future” thing. After deployment, but before the first priority roll of the game, the controlling player may re-deploy d3 members of their gang. Deployment rules must still be followed.

45. SMUGGLING ROUTES

The tunnels and vents of the lost zone can provide valuable passage past the enforcers and so controlling one is extremely lucrative.

Income: 2d6x5 credits

Special Rules: Smugglers sometimes thank gangs for maintaining valuable smuggling routes. In addition to credit Income, the controlling gang may purchase 1 item (at full price) from the Trading post or Black Market that has a rarity or illegality equal or less to the number rolled for Income, even if this item is not included in this week's spate of trade goods.

Upgrade 1: Add 2 to the result of the dice roll when determining Income for this territory, and for determining how rare or illegal the bonus item can be.

Upgrade 2 – “Thanks For Keeping Us Safe”: The item that the controlling gang can purchase is now sold at a 20-credit discount.

46. REDEMPTIONIST SHRINE

This brightly-lit shrine to the Emperor's wrath inspires equal measures of awe in the faithful and fear in the heretical.

Income: 15 credits

Special Rules: Select one fighter to work this territory. This fighter spends time flagellating, fasting and praying for salvation. During a battle, this fighter may re-roll their first failed armor save. However, flagellating, fasting and not sleeping can take its toll. Perform a Toughness test for the fighter. If failed, they start the battle with 1 Flesh Wound.

Upgrade 1: Set the Income of this Territory to 30.

Upgrade 2 – Zealous Fury: The fighter working this territory is filled with a burning hatred for unbelievers. While working this terrain, the fighter is considered to have the Berserker, Unstoppable, and Iron Will skills.

51. LOCAL CHAPEL

The inhabitants of the lost zone haven't kept much faith in their lives, but the few who seek out these chapels to pray for a second chance.

Income: 10 credits

Special Rules: Select 1 fighter to work this territory. That fighter may "dip into" the alms box to add 2d3 credits to the gang's stash when collecting Income. However, the local populace don't like this much and may take out their frustration on the fighter. If both dice are 1s, roll on the Lasting Injury for this fighter and count all results of 11-26 as 31-45.

Upgrade 1: Set the Income of this Territory to 20.

Upgrade 2 – Choir Practice: The holy hymns of the Emperor's faithful have inspired the gang to calm surety. All members of the gang may add +1 to any Cool checks that they're required to take.

52. WHISPERTRADE

Talk isn't always cheap, depending on who's doing the talking.

Income: 20 credits

Special Rules: Select two fighters to work this territory. The controlling player's fighters have been spreading rumors about an opposing gang leader. Roll an Intelligence check for both fighters working this territory. If either one is passed, then for every battle the controlling player takes part in this week, any opposing Leaders must subtract 1 from any Cool or Leadership checks they're required to make.

Upgrade 1: Set the Income of this Territory to 30.

Upgrade 2 – "I heard a rumor...": Select one enemy fighter from the opposing gang before each battle. The two fighters working this terrain have discovered a glaring weakness in that enemy fighter's fighting style. For the rest of the battle, any fighters working this terrain get a +1 to hit modifier against this enemy fighter in close combat.

53. ARCHAEOBAZAAR

A trading post that draws the sector's traders and gangers alike.

Income: d6x10 credits

Special Rules: Select one fighter to work this territory. If that fighter can pass an Intelligence check, then they are considered to have the Savvy Trader skill from the Savant list for the rest of the campaign week.

Upgrade 1: Add 1 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – Under the Table: The controlling gang has cut a deal with the traders for something exotic. Roll a dice and add the corresponding weapon to the gang's stash:

- Arc Rifle
- Rak'Gol Razor Gun
- Kroot Long Rifle
- Sling Gun
- Warpstorm Bolter
- Yu'Vath Puzzle Box

54. PROMETHEUM TAP

Tapping into the prometheum lines without alerting the attention of those above can pay off huge dividends for a gang and the lost zone's working taps are highly sought after.

Income: 15 credits

Special Rules: Select up to three fighters to work this territory. Each fighter may add Incendiary Charges to their fighter card while they work this territory.

Upgrade 1: Set the Income of this Territory to 30.

Upgrade 2 – Gas Surplus: All flame-based weapons that the controlling gang employs gain the Plentiful trait. Flame based weapons include (but are not limited to!) flamers of all varieties, incendiary charges, and flamestorm and inferno ammunition.

55. WATER TAP

The most valuable asset in the lost zone is not the prometheum that fuels the fires of industry but clean, potable drinking water.

Income: 2d6x5 credits

Special Rules: Select one fighter to work this territory. If the dice rolled for income show a double, collect income as normal, but the Water Guild is getting wise to the gang's effort to steal the life-giving fluid. During the next campaign week, Income may not be collected from this territory. Mark that down on the gang's roster so it is not forgotten.

Upgrade 1: Add 2 to the result of the dice roll when determining Income for this territory.

Upgrade 2 – Hydrate or Die-drate: The controlling gang is in excellent condition thanks to all the water they're able to consume. Whenever a member of the gang would suffer a Flesh Wound, roll a dice. On a 5+, the Flesh Wound is discarded.

56. PROMETHEUM REFINERY

Raw prometheum is only as valuable as your ability to refine it and these stations are tightly guarded.

Income: d3x10 credits

Special Rules: Select one fighter to work this territory. That fighter skims a small bit of the refined prometheum to fashion into ammunition. That fighter may freely equip firestorm or inferno ammo.

Upgrade 1: Set the Income of this Territory to 2d3x10

Upgrade 2 – High Octane: The controlling gang can now refine crude prometheum into some seriously flammable stuff. All flamers, incendiary charges, and fire-based ammunition increase their strength by 1, but gain the Unstable trait.

61. MALFUNCTIONING STC

Whatever wondrous dark age technology this STC once was capable of producing, those secrets have been lost to time. It can still tell you how to build a working stubber, though.

Income: 20 credits

Special Rules: All members of this gang may equip a stub gun for free, though they still have to abide by the rules regarding how many weapons they can carry.

Upgrade 1: Set the Income of this Territory to 40.

Upgrade 2 – Bigger Bang: All members of this gang may equip their free stub guns with dum-dum rounds for free.

62. GHAST GROVE

Gangers often haze juves by having them spend a night in these groves, surrounded by the psychic echoes of their dead rivals.

Income: 15 credits

Special Rules: Select one fighter to work this territory. This fighter may freely equip one does of Ghastr before every battle.

Upgrade 1: Set the Income of this Territory to 30.

Upgrade 2 – High Tolerance: If a member of the controlling gang uses Ghast, they may reroll any failed Willpower checks to use a psychic power.

63. ABANDONED RENDERING PLANT

Forgotten and forbidden, an old corpse-starch rendering plant can still be coerced back to life.

Income: d3x10 credits

Special Rules: If the controlling gang has a friendly fighter die as a result of a 61-66 roll on the Lasting Injury table, or decides to execute a captured enemy fighter, then they may fire up the rendering plant. As a result of being so well-fed, for the next battle after they've used this territory, the controlling gang's fighters may ignore the first Flesh Wound they receive. Mark this on the gang's roster so it is not forgotten.

Upgrade 1: Set the Income of this Territory to 2d3x10

Upgrade 2 – High Tolerance: Hidden Storage Locker: The gang has found a hidden storage locker with a bunch of rendering equipment. Add a Butcher's Chain Cleaver and a Boning Sword to the controlling gang's stash.

64. SOUP KITCHEN

For those too poor to afford good slop, there's always the soup made from the runoff. The miserable wretches the soup kitchens attract can often have good intel, however.

Income: 10 credits

Special Rules: The local vagrants appreciate the effort the controlling gang puts into keeping people fed. The controlling gang may add a free Hive Scum to their starting crew before each battle.

Upgrade 1: Set the Income of this Territory to 20.

Upgrade 2 – “Did you hear what I heard?”: The controlling gang is kept informed by their network of local drifters and vagrants. The controlling player may add or subtract 1 to the first priority roll of each battle.

65. SLOP HOUSE

When it comes to keeping a gang fed, there's no finer meal in the lost zone than the slop house, which serves both varieties – brown and gray.

Income: 15 credits

Special Rules: Add a slopper to the gang. If the territory is lost, so is the slopper.

Upgrade 1: Set the Income of this Territory to 30.

Upgrade 2 – Brain Food: Being so well-fed allows the controlling gang to concentrate on what's important. The controlling player may add 1 to any Willpower or Intelligence checks their gang is required to make.

66. UPPER GANTRIES

The cranes, girders, and scaffolding that support the spires provide a vantage point to watch over the underhive.

Income: 10 credits

Special Rules: Select 1-3 fighters to work this terrain. During deployment, these fighters may be deployed anywhere on the table that is at least 2 levels or 6" above the ground level, whichever is shortest. Roll a d6 for each fighter deployed in this fashion. On a 1, they've slipped and fallen on their way down from the gantries. place them on the ground level and treat them as if they've just fallen 6".

Upgrade 1: Set the Income of this Territory to 20.

Upgrade 2 – A Big Switch: The controlling player's fighters have found a really big switch up in the gantries. It's the light switch for the whole dome! At the start of any battle, the controlling player can decide to have their fighters throw the switch before they come down. Use the Pitch Black rules for that scenario.

SCENARIOS

Before we get into scenario selection, let's talk about an entire Lost Zone campaign. You're obviously going to have a start date for your campaign, but we strongly suggest having an end date, too. Campaigns can get stale if they're left to run for too long, and no one wants to jump into a campaign that's been running for 18 months and each gang has a gang rating of 6,000. So, have an end date. A fun way to end the campaign is with disaster! Perhaps the last campaign week ends with an awful hive quake that buries the zones being fought over and millions of tons of rubble! Or perhaps the sump sea rises to swallow a settlement whole as the gangs try to settle their grudges one last time, climbing ever higher to avoid being drowned! Maybe even any survivors can make it out of the Lost Zones to start their own new gangs for the next campaign.

CAMPAIGN WEEKS AND DOWNTIME

Let's quickly cover the idea of a campaign week. In our territories article, we mentioned the idea of a campaign week as when territories will give up their income. So, it's important to set these up as they have an impact on the campaign. An Arbitrator can decide how long they want a campaign week to run, but we generally run our campaigns with two real-time weeks making up one campaign week. We've found that asking players to get in at least 1 game of Necromunda in a two-week span is generally a pretty easy ask, as most people have lives, families, and a ton of other things to do with their time. If your group is made up of younger hobbyists (or retirees), you may want to have a 1:1 ratio of real weeks to campaign weeks as your players might have more time for gaming.

Lastly, let's consider Downtime. All the official campaigns include a period of Downtime where gangs recuperate and resupply. This is a good idea! Incorporate some Downtime into your Lost Zone campaigns. Maybe have a fun multi-player battle at the halfway point to spice things up and garner some momentum for the end of the campaign.

Here's an example Lost Zone campaign timeline where each campaign week lasts two real-time weeks:

- **Campaign Week 1:** April 25th to May 8th (14 days)
- **Campaign Week 2:** May 9th to May 22nd (14 days)
- **Campaign Week 3:** May 23rd to June 5th (14 days)
- **Downtime:** June 6th to June 12th (7 days, with a multi-player game)
- **Campaign Week 4:** June 13th to June 26th (14 days)
- **Campaign Week 5:** June 27th to July 10th (14 days)
- **Campaign Week 6:** July 11th to July 24th (14 days)
- Campaign Ends with a big disaster!

CHALLENGES

The last thing we have to cover before we can get into the selection process is Challenges. Who is actually going to play who? There are a couple of ways to do this. The Arbitrator can set matchups for each campaign week, or can institute some sort of challenge system. Both are good ideas, but letting the players have some agency in who they play is always a popular move.

As an Arbitrator, if you've settled on a premade matchup system, it's as easy as posting the matchups at the start of the campaign week and telling your players to get after it.

If you're instituting a challenge system, it's a little more complicated, but a lot more flexible. We've seen many different systems in place over the years of playing this silly game, but the best way to do things that we've found is to let the gangs with the lowest gang ratings pick their opponents first. A low-gang rating gang isn't done any favors when they're matched up against the big leaguers, and this system eliminates

the possibility of the stronger gangs picking on and targeting the weaker gangs. This way, the weaker gangs in the campaign can pick their opponents and hopefully make it up to the levels of the stronger gangs by the time the end of the campaign rolls around.

WHAT ABOUT PICKUP GAMES?

Some players may have more time on their hands and can play more games than others. Some players spend every Sunday night furiously writing articles for some dumb website. It's a wide world out there. Anyways, there are always going to be players who want to get an extra game in or two each campaign week. We don't want their gang to get too good compared to the other players who can't play that much, so how do we let them get games in, but not let them rack up obscene amounts of credits or rep in the process?

The answer is simple: The [Open Hive War](#) deck! It's great! The scenarios are balanced, the rewards aren't game breaking, and the whole thing is a ton of fun! We've in fact, written an entire article on how much we love it.

You might be thinking that this deck has been out of print for 6 months or so, but have no fear. In the link above is an online resource that can be used to generate Open Hive War games without using the deck at all! It's a great way for players to get in the games they want to play and not run away with the whole campaign.

SCENARIO SELECTION

Scenario selection in a Lost Zone campaign can be done in 2 ways:

- Narrative Selection
- Lost Zone Scenario Tables

NARRATIVE SELECTION

The first, and probably most obvious way to get a game going is to have a narrative reason to fight. For instance, my Orlocks may have lost a couple of games in a row and are reeling. Jules' Delaques have decided to strike when the iron is hot, and target one of my territories for a raid. Jules and I decide to play a Sneak Attack scenario to embody the opportunistic Delaques kicking the Orlocks when they're down.

However, not every two players are going to be able to come up with a story on the spot to characterize their games, so we're introducing:

LOST ZONE SCENARIO TABLES

The Lost Zone has 3 tables for players to use when generating a scenario to play. They are:

- The Territory Table for games with an expansionist theme.
- The Loot Table for games when getting paid is of the utmost importance.
- The Underhive Rumble Table for games where the players are looking to inflict serious damage to their opponents (or on unaligned civilians!)

Before a game, the challenger or gang with the lowest rating picks which table to roll on. They roll 2d6 and consult the appropriate table. Afterwards, the players set up and play their game.

THE TERRITORY TABLE

2D6 Roll	Result	Scenario Options
2-5	That's My Turf!	Takeover / Border Dispute / Sneak Attack
6-7	Territory	Toll Bridge / Escape the Pit / Escape the Badzone
8-9	Death Match	Stand-off / The Trap / Ambush
10-12	Underdog	Lower-Ranked player picks Scenario and Attack/Defend

THE LOOT TABLE

2D6 Roll	Result	Scenario Options
2-5	Crimes	Looters / Propaganda / Escort Mission
6-7	Treasure	Scavenge / Archaeo-hunters / Forgotten Riches
8-9	Death Match	Stand-off / The Trap / Ambush
10-12	Underdog	Lower-Ranked player picks Scenario and Attack/Defend

THE UNDERHIVE RUMBLE TABLE

2D6 Roll	Result	Scenario Options
2-5	Disruption	Meat Harvest / Blood Rites / Search & Destroy
6-7	Destruction	Takeover / Sabotage / Border Dispute
8-9	Death Match	Stand-off / The Trap / Ambush
10-12	Underdog	Lower-Ranked player picks Scenario and Attack/Defend

ARBITRATOR SUGGESTIONS

We've got a few more suggestions for Arbitrators out there. These ideas didn't warrant an entire section of our rules, but they're worth noting because of the impact they can have on different gangs and your campaigns.

WYRD POWERS

Underhive magic could use a bit of a boost. And while a Chaos Cult might be tempted to take a Savant skill on their witch – isn't it cooler to fly or shoot fire? Here are some suggestions for encouraging psyker shenanigans:

- **Maintaining a power is a free bonus action.** This makes a number of skills much more feasible as you are not burning actions to sustain flight / super strength, shields & so on.
- **Balance powerful skills with perils of the warp risk.** While we don't feel that there are skills that should be proactively nerfed, this is a helpful tool to have in your back pocket... just in case. If you foresee abuse of GSC mind control, tack the ability to peril the (now free) roll to maintain.
- **Use the "good" Scouring.** This means that it should be a single action, instantaneous attack.
- **Consider letting a Wyrd take a free "wild magic" skill** – meaning that they choose a target and then randomly roll on their available psychic primaries table to see which ability gets used. This will inevitably end poorly, but it's fun as hell.

STRINGING TOGETHER NARRATIVE GAMES

So we've talked about how to string together games. The system is meant for people to generate games with their friends without having an overarching narrative reason to do so. We think it's a good system, but in some cases it can lack a certain oomph.

As an Arbitrator, you ought to pay attention to your players' games. In this example, let's say that player A loses a game, their leader gets Injured, and a Champion and a Ganger kick the bucket. This stinks! The aggrieved gang is going to want to get even. So, let them! Give player A the option to take it to their opponent with an unbalanced game. Not every mission is set up to be fair, and giving a player with a beat up gang the opportunity to get even will be fun for them, and potentially good for the entire campaign as it will slow down the advancement of the gang that caused all the casualties.

Some good (because they're completely unbalanced) scenarios to use in this example are:

- **Ambush:** The attacker gets to use their whole gang, while the defender can only use Random (d3+5). The defender does not get reinforcements. This game heavily favors the attacker.
- **Smash & Grab:** Hoo boy. The Attacker gets Custom Selection (10) and the defender gets Random Selection (d6+3) and NO reinforcements. This game heavily favors the attacker.
- **Last Stand:** This scenario is built to be unbalanced. It is a Last Stand in both name and mechanics. Unsurprisingly, the attacker is heavily favored here.
- **The Hit:** Completely unbalanced, it's going to be a slaughter of the defending team. Attackers' crews are Custom (d3x5), while defenders have the same amount but randomly chosen.
- **Show of Force:** This is not a balanced mission. This is a meat-grinder.
- **Hit & Run:** Custom Selection and non-restrictive deployment options give Attackers an overwhelming advantage.

Again, in this case you're trying to give the gang that lost some members an advantage at evening the score. This kind of action should only be played in the same campaign week or the very next one, as you want the revenge to happen quickly. Also, it will help take the sting out of the game if the attacking gang isn't at full strength.

Additionally, it's always a good idea to set up some fun set pieces for your players. Like, if one of your players has a Chaos-corrupted gang, throw in a Blood Rites or Meat Harvest! Have fun with it!

BUILD YOUR OWN TOWN

It's easy to build a narrative around a geographical location. In that vein, build yourself your own little settlement out at the edge of the Underhive. As the Arbitrator, you can take the place of the corrupt mayor, hiring gangs to do your dirty work. Maybe you even have an Enforcer gang that can do the dirty work as an NPC gang. Maybe create some locations that act as gang territories. The town's tavern can be a Drinking Hole that the local Orlocks run. There's an Escher-controlled Narco Den a couple of hab blocks away. And don't forget the Van Saar gang skulking around the nearby Ancient Ruins looking for ancient tech to exploit! This way, players can link their experiences to places on the map and have a visual aid to see where their battles are taking place. And, if you have the artistic chops, build your players a map! Let them see exactly where they are in your little dirtbag town!

FOR PETE'S SAKE, USE THE BOOK OF PERIL

The Lost Zones are meant to be nearly-uninhabitable parts of the Underhive. There is a ton of fun stuff in the Book of Peril, and most players don't even know it! Perhaps the Ancient Ruins mentioned above are untouched because they have been submerged in the Sump Sea for generations. The only reason those plucky Van Saar can go ransack them is because, for whatever reason, the Sump Sea has ebbed. But the mysterious tides that plague the ruins aren't completely gone, and when the Van Saar are called to defend their territory, they find that the tide's coming in!

There's so many ways to customize your players' campaign experience out there. Take a swing with the Book of Peril, your players will love you for it.

OUTLAWS

You may want to use the rules for Outlaws in your campaigns. In the Lost Zone, there isn't really an over-abiding law system. The laws change from town to town, and from settlement to settlement. Depending on where your campaign is taking place, certain gangs may have earned the ire of the local Guilders, the mayor, or the people, and have been branded as Outlaws. Conversely, gangs like Redemptionists and Chaos or Genestealer Cults are so unwholesome that they tend to be considered Outlaws no matter where they go in the Underhive. These rules aren't necessary for use in a Lost Zone campaign, so the Arbitrator may use their discretion when implementing their use.

BECOMING AN OUTLAW

As stated above, some gangs are always Outlaws no matter where they go, mostly because of all the trouble they cause. The following gangs are always Outlaws, and may not pay off their bounties:

- Corpse Grinder Cults
- Helot Cults
- Genestealer Cults

Some gangs may have rules determining their Outlaw status (like Cawdor). If that is the case, follow those rules as printed. However, if a gang is considered an Outlaw and makes an alignment change to Law-Abiding (like a Cawdor gang can), they aren't actually considered Law Abiding until they've paid off their bounty.

Chaos-corrupted House gangs aren't necessarily Outlawed, but they'll probably get there.

BECOMING AN OUTLAW (CONT.)

At any time, a gang may declare themselves Outlaws. There are many reasons why a gang might go Outlaw. Maybe they're fed up with the local contabulary, or they've been paid off by a shadowy figure. Either way, a player may take their gang Outlaw at any point.

Conversely, a gang may be declared Outlaw as a result of their conduct. These sort of narrative reasons for Outlawing gangs will, of course, be left up to the Arbitrator, but here are some suggestions as to what can lead a gang down the left-hand path:

- The gang has killed civilians in a recent battle (scenarios that may cause this include **Downtown Dust-Up**, **Meat Harvest**,
- The gang has successfully stolen from the Guilders (scenarios where the Guilders are involved include **Caravan Heist**, **Daylight Robbery**, **Mercator Storehouse Heist**)
- The gang has interfered with an important NPC (**Escort Mission**, **Public Execution**)
- The gang has been involved in a scenario involving the taint of the Warp (**Ritual**, **Blood Rites**, **Slaughter**)
- The gang has killed a fighter from a Law-Abiding gang with Illegal weaponry.
- The gang has been seen using psychic powers or abilities, or consorting with those who do for more than 2 consecutive battles.
- The gang is too powerful, and the campaign needs a shake-up.

These aren't the only reasons to Outlaw a gang. An Arbitrator can use these examples or come up with their own reasons to Outlaw a gang as they see fit. However, once a gang is outlawed, there's only one way to get back in the good graces of the law: cold, hard cash!

PAYING OFF A BOUNTY

An Outlaw gang has a price on their heads, and nothing can change that until the checks have cleared and the coffers are filled. An Outlaw gang's bounty is considered to be **one fifth of their current gang rating, rounding up to the nearest 5 credits**. For example, a gang with a rating of 1523 would need to pay a bounty of 305 credits to clear their name.

A gang can pay off their bounty at any time during the campaign, at the Arbitrator's discretion.

BENEFITS AND DRAWBACKS OF ALIGNMENT

A gang's Alignment is defined as whether or not they are Law-Abiding or Outlaw. Each Alignment comes with certain benefits and drawbacks.

LAW-ABIDING GANGS

Law-Abiding gangs must abide by the following rules:

- Law-Abiding gangs can Claim Bounties on Captives taken from outlaw gangs, once their owner's gang has had a chance to rescue them.
- Law-Abiding gangs may trade Captives with other Law-Abiding gangs, but may not trade Captives back to Outlaw gangs.
- Law-Abiding gangs can hire any Hangers-On, Brutes, Hired Guns, and Dramatis Personae that do not have the Outlaw special rule.
- Fighters in Law-Abiding gangs do not have bounties on their heads.
- Law-Abiding fighters who wish to make a Trade post-battle action at the Black Market must first pass an **Intelligence** check. If they fail, their action is considered over and they cannot attempt another.
- Law-Abiding gangs may form Guild Alliances if your campaign is using them.

OUTLAW GANGS

Outlaw gangs must abide by the following rules:

- Outlaw gangs cannot Claim Bounties on any Captives taken, but can dispose of them (removing them from the campaign) once their owner's gang has had a chance to rescue them.
- Outlaw gangs may trade captives with any other gang as they wish.
- Outlaw gangs can hire only Hangers-On, Brutes, Hired Guns, and Dramatis Personae that have the Outlaw special rule.
- All fighters in an Outlaw gang have a bounty on their head (as follows).
- Outlaw fighters who wish to make a Trade post-battle action at the Trading Post must first pass an **Cool** check. If they fail, their action is considered over and they cannot attempt another.
- Outlaw gangs may form Criminal Alliances if your campaign is using them.

CLAIMING BOUNTIES

During the Post-battle Actions step of the post-battle sequence, Law-Abiding gangs can claim bounties for enemy fighters belonging to Outlaw gangs that were killed during that battle, or that they have Captured (providing that the Captive's controlling palyer has had the oportunity to attempt a Rescue Mission) and are to be Sold to the Guilders.

Following a battle between a Law-Abiding gang and an Outlaw gang, the Law-Abiding gang may claim a bounty of 2d6x10 credits for every fighter belonging to the Outlaw gang that suffered a Memorable Death result on the Lasting Injury table during that battle.

When a Law-Abiding gang sells a Captive belonging to an Outlaw gang to the Guilders, it can claim a bounty for that fighter. This makes that fighter worth their full value in credits, rather than the usual half.

SIMPLIFIED LOST ZONE RULES

If your gaming group is a bit less “gung ho” about adopting a sweeping house rule set like the Lost Zone, we’d present this simplified ruleset as an alternative option. If your players may prefer the well-equipped and varied gangs of new-school Necromunda, or if they’ve gone to the effort of lovingly converting whatever exotic xenos weapons or esoteric equipment they fancied and don’t want to toss out that work, or if they’re just cowards and want to hew close to the GW “Rules As Written” (RAW) standard, then consider giving these a shot.

CONTROLLING ACCESS TO RARE EQUIPMENT

A big difference in the feel of a campaign between old-style, or Lost Zone, and new-style Necromunda is how common special, heavy and exotic weapons are. The Rarity system at the Trading Post or Black Market isn’t really that restrictive. Between bonuses for multiple champions trading, reputation bonuses, and anything else from skills, kit, hangers-on etc, you can easily roll high, then go to town buying most anything you want. Here are some ideas to throttle that back:

- **Rarity Roll = 1 Item of up to that Rarity**

A simple fix (and the way some new players assume the rule is supposed to work) is that when visiting the Trading Post or Black Market, you roll for Rarity, then you can buy one item of up to that Rarity level – not as many items as you please!

- **Trade Actions do not stack the +1 to the Rarity roll**

If using the 1-item limit, you can rule that each Leader or Champ trading has to roll separately, and each can buy one item – no pooling your +1-2 bonuses for a hefty +4 to the roll after a successful game.

- **Restrict Purchases from the House Equipment Lists**

The above rules limiting Trading Post purchases can be a bit meaningless if Gangs are still buying freely from their House equipment available in Gangs of the Underhive or their own ‘House of’ book. You’d end up with more rigidly themed, but still very heavily equipped fighters. I would be careful in cutting players off from that equipment – it might be seen as unfair or punishing, since buying from the list at recruitment is seen as the inborn right of all House members. Here are some potential ideas to discuss with your group:

- **House Equipment may only be purchased on Recruitment**

By only allowing new fighters to come in with that flashy House kit, you are forcing players to choose between buying well equipped fighters, or getting some help in when they need it

- **House Equipment may only be purchased during Campaign Downtime**

LIMITING GANG ROSTERS

Old-style Necromunda had rules choking back your income if you had more fighters, representing the cost of feeding and maintaining a larger group. Gang size isn’t really an issue in Necromunda now, because Crew size is almost always limited, you get diminishing returns over 10 models. You could easily limit that if you want, of course, just say that no Gang can exceed X models. A more common issue is gangs stacking up multiple Champions and Brutes. This can reach a point where a custom-selected, rather than random, Crew can consist entirely of these powerful models, rendering common Gangers and Juves powerless. RAW, some campaign types don’t even place any limit on the number of champions you can recruit! The only limit from more recent books, that half your fighters must be Gangers, Juves or Prospects, is very forgiving. A gang with 12 fighters could have 4 Champions and a Brute, which together

with a Leader and at least one Specialist, means the elite will dominate many scenarios. If that's a problem, try this:

- **No Gang may recruit more than 2 Champions & 1 Brute.** If Champions die or are retired, Gangs may recruit to replace them, up to their max of 2. Prospects who promote to Champion from gaining Advancements may still take the total number of Champions above 2.

The intent here is to ensure that Champions and Brutes are still leaders and individual powerhouses, not the bulk of a gang's fighting power! Promoting from within is still allowed, as without that exception, it would always be better to buy a fresh Champion than have a promoted Prospect with some glaring stat weaknesses and an inflated cost.

If you think this House Rule is too limiting – for example, some of your players may have lovingly modelled 3 or 4 cool Champions, and want to use them – consider raising the limit at Campaign Downtime, or at key Reputation milestones. Just ensure it doesn't let one gang run away from the others.

- **Any Crew chosen using Custom Selection must include half its number (rounding up) of Gang Fighters.** E.G. when choosing 7 models as your Crew for a Scenario, 4 would have to be Gangers, Juves or Prospects, meaning you could have no more than 3 Champions or Brutes.

This alternate rule (you could use it together with the selection above if you like for an even more pronounced effect) stops players loading smaller-Crew Scenarios with exclusively their A-Team. That situation may not be a problem in your group – in some ways it's very thematic and cool that for an important job, a Gang Leader would bring along his inner circle. But it can further weight the advantage of Custom Selection in Scenarios and let a strong gang bully one which is badly hit by Recovery or casualties. Think about whether this rule is necessary in your group, it could be replaced by a sensible word from the Arbitrator where appropriate. It could even be applied to Random Crew Selection Scenarios, by forcing players to re-roll until they had a 'valid' composition, but that would be more cumbersome.

LIMITING PROBLEMATIC EQUIPMENT

A common element in many gaming groups, from casual clubs to competitive leagues, is a 'ban list'. Any arbitrator should be careful about banning things. You want to avoid it being seen as targeted at any one player or their gang. The key here would be discussion pre-campaign, or in an emergency when one particular item or weapon has derailed the whole thing. Decide on this before the first games are played, and get everyone to agree.

- **Simple Banned Equipment Lists**

List the items and include this info in the Campaign's House Rules sheet. Suggestions would be Ablative Overlays or Falsehoods.

Some Arbitrators may consider this too rigid or unfun. Additionally, many items are thematic, powerful and cool as single purchases. They become an issue when spammed on as many suitable models as possible. There is of course a middle ground:

- **Simple Limited Equipment Lists**

List the items with the number any gang is allowed to take – typically just 1, but could be 2 or even 3. E.G. Cameleoline Cloak (1) – this item is powerful and opens up great modelling opportunities, but you wouldn't want to face a shooting gang where everyone had one!

We would advise caution in banning or limiting items. It's a top way to spoil a player's fun when they've found something cool they want to try. If you're not sure whether something will be unfun for the other players, have a word, let it ride for a game or two, and it may not actually be as big an issue as you thought. The first line of defence is cultivating an attitude in your gaming group against spamming the same weapons, or trying to break the game.

MAKING SKILLS MORE INTERESTING

A central point of Lost Zone is making Advancements a bit more interesting. Skills are very limited and certain stat increases tend to be favoured. Changing this up will breathe new life into gangs if their owners have used them in a couple campaigns already. But your players may not want to engage with new tables and custom-written Skills. Here's a simpler, partial solution:

- **Secondary and Primary Skills can be chosen as the free Skill on Recruitment.**
Just let your Leader and Champions access that wider array of skills. Simple and opens up new options for builds.
- **Choose a Primary Skill for 6xp; Choose a Secondary Skill for 9xp**
There are several variations you could make to this – have both Primary and Secondary skills cost 6 XP, or 9 XP. Keep the option to roll randomly on either table for 6xp, perhaps with the option of re-rolling for Primary trees. The important thing is to have one line altering the Advancements available for skills, which can be included simply in your House Rules.

WORK WITH YOUR GAME GROUP

As always, things like this are a collaborative process – what's important is that you and your play group decide on an approach that works for the type of campaign you want to play. The actual crunch of any of these proposed alternate rule sets doesn't mean a thing if your group isn't into it and conversely if you're not having fun with the standard rules or want to try something new, don't be afraid to bring it up and discuss it. Hopefully, if your gaming group doesn't want a total conversion of the Necromunda campaign, but does want to tweak some aspects of the game, these rules will help.