

THE BATTLE FOR WINKY WORLD

A NECBROMUNDA CAMPAIGN

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Back in the old days, folks from up the spire used to come here. Families. It was a place to get away from the day-to-day boredom of their lives. They had a word for that, "vacation." It was like going to a magical world of make believe, where all their dreams could come true. Considering how they lived, that's saying something.

Then one day they just stopped coming. Who knows why. Found something else even more magical probably, so the dome sat empty for I don't know how many years. The Squats found it last week when they were digging. It's pretty run down but it's better than most of what we got down here and I think with a little hard work and a whole lot of dreams we can make Professor Winkie's Funtime Factorum a magical, and profitable, place again!

TERRITORIES

Original Territory Name	Winkie World Territory	Description	Boon
Synth Still	Wonderful World of Drugs!	It's a great big, beautiful tomorrow, where the drugs flow freely like a river and chems grow on trees!	Special: Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stim-slug stashes and any weapon with the Gas or Toxin trait as Common. (Escher) Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation. Special: Whilst it controls this Territory, the gang halves the cost of these items (rounding up).
Fighting Pit	Pain Street USA	Once an idyllic town square this area is now a deadly brawling ring. USA in this case stands for "Underhive Slamming Arena."	Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle (Goliath) Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.
Toll Crossing	Ticket Booth	Everybody who comes through the gate needs to pay, and you set the price.	Income: The gang earns D6x5 credits from this Territory when collecting income.
Archaeotech Device	Prof. Winkie's Wonderful World of Science	This attraction features a replica of Professor Winkie's original lab, complete with many working experiments! It's educational!	Special: Any number of weapons owned by the gang may be given one of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional Traits.
Tech Bazaar	The Gift Shop	The most wonderful souvenirs to remember your time in the park.	Income: The gang earns D6x10 credits from this Territory when collecting income. Equipment: Select one Leader or Champion to make a Haggle post-battle action. Roll 2D6. The gang may immediately choose one Rare (X) item from the Trading Post where X is less than or equal to the dice roll and add it to their Stash for half of its usual value, rounded down. If the roll is lower than 7, pick a Common weapon or piece of equipment to add to the gang's Stash for half of its usual value, rounded down. If the roll is 3 or lower, then the fighter proves to be very poor at haggling and no equipment is gained. If the fighter selected has Exotic Furs, add +1 to the result of the 2D6 dice roll.

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Corpse Farm	Backstage	Strange sounds come from behind doors labeled "Keep Out - Park Staff Only." I'm sure it's fine.	Income: When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle. (Corpse Grinder Cult) Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation. Income: When collecting income, the gang gains an additional D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.
Wastes	Cast Tunnels	A series of tunnels and passages connect areas of the park in unexpected ways.	Special: If challenged in the Occupation phase, the gang may choose the Territory at stake in the battle, even though it would normally be chosen by the challenger. If challenged in the Takeover phase for a Territory the gang already controls, make an Intelligence test for the gang Leader. If the test is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.
Collapsed Dome	The Spine Cracker	You must be this tall to ride the Spine Cracker, and also sign this waiver indemnifying us for any grievous personal injury you may theoretically sustain.	Income: When collecting income from this Territory, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the gang rolls on the Lasting Injury table.
Refuse Drift	Scavvy Nests	Many of the workers in the old park never left and have squirreled away all sorts of things in their warrens.	Income: The gang earns 2D6x5 credits from this Territory when collecting income. However, if a double is rolled, a randomly determined fighter has a nasty encounter with a waste-lurker and must miss the next battle whilst they recover. No income is lost.
Drinking Hole	Sumpkroc Saloon	Once a very popular place for parents while their children enjoyed the rest of the park.	Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation Special: Whilst it controls this Territory, any fighter in the gang may re-roll any failed Cool tests. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. While a fighter has at least one marker from this territory, they suffer a -1 modifier to hit rolls for the rest of the battle.
Mine Works	Big Promethium Mountain	Untold riches lay buried beneath this old attraction, which once offered a thrilling simulation of manual labor to the well-heeled visitors.	Income: The gang earns D6x10 credits from this Territory when collecting income. The gang may set Captured fighters to work in the mines rather than selling them to the Guilders. For every Captive working the mine, roll an additional D6 to generate income. If the Territory changes control, all of the Captives remain working the mine. A Captive sent to the mines may not subsequently be Sold to Guild. While a Captive is working in the mine, the gang may attempt a Rescue Mission at any time. (Ironhead) Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.