

From Depths to Dominance - Crossfire Necromunda Campaign - Cycle 1 & 2

ISSUING CHALLENGES

In Cycle 1, gangs will be randomly matched, based on who wants to play.

From Cycle 2 onwards, players will be able to issue challenges. Starting with the gangs who have the lowest ratings.

ROLL FOR SCENARIO

Players can either roll a D6 each and combine them, one player can roll for the scenario. Alternatively, if one of a gang's fighters has been captured by another gang, rather than challenging for a Territory, that gang may issue a challenge to the captors to play the [Rescue Mission](#) scenario.

2D6	Result
2-4	Smash & Grab
5-8	Border Dispute
9-10	The Trap
10-12	Search & Destroy

BATTLEFIELD SETUP

Starting with the defender (or the winner of a roll-off if the scenario does not specify a defender), players alternate placing terrain features upon the battlefield. Once one player passes, then the other player may place one more piece of terrain.

Then, starting with the defender again, players alternate placing obstacles and other small terrain features. Once one player passes, the other player may place one more terrain feature.

Finally, each player places a Loot Casket anywhere on the battlefield.

REINFORCEMENTS

If a gang has Reinforcements available, the scenario will describe how they arrive:

- Reinforcements always arrive at the end of the End phase. The scenario will state the round(s) on which Reinforcements arrive and how many arrive.

- Reinforcements are randomly determined. For each model drawn, a D6 is rolled. On a 3+, the controlling player deploys them. On a 1-2, the enemy player deploys them.
- Unless instructed otherwise by the scenario, Reinforcements are deployed on any battlefield edge, and not within 6" of an enemy model.

HOME TURF ADVANTAGE

If a scenario indicates that one gang has the Home Turf Advantage, they gain the following benefits:

- When making a Bottle check, roll two D6 and discard the highest.
- Models add 1 to the result of any Rally tests.

OPENING LOOT CASKETS

If a Loot Casket is opened by a fighter, roll a D6 on the table below to determine its contents:

D6	Result
1	Dangerous Goods: The casket has been booby trapped. Replace it with a frag trap.
2-3	Nothing Much: The casket contains some items of small value. Add D6 credits to the gang's Stash.
4-6	Ammo Cache: The Loot Casket contains a number of commonly used ammo clips, weapon parts and loose munitions. Replace the Loot Casket with an Ammo Cache.

AMMO CACHE

Before an Ammo test is made for any fighter within 1" of an ammo cache, the controlling player can declare that the fighter will ransack the ammo cache. Add 2 to the result of the Ammo test. Additionally, a fighter with a weapon with the Scarce trait may ignore that trait if they are within 1" of an ammo cache. However, should a natural 6 be rolled for an Ammo test while ransacking the ammo cache, the ammo cache is exhausted and removed from play.

Scenario 2-4: Smash & Grab

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

CREWS

- **Attacker:** Custom Selection (8)
- **Defender:** Hybrid (3+D6)

DEPLOYMENT

This scenario uses the standard rules for deployment as described in Scenario Rules: Gang Tactics.

Additionally, the defender sets up five loot caskets, at least 6" from the middle line of the battlefield. No other loot caskets are used in this scenario.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, they have opened at least three loot caskets. Otherwise, the defender wins.

REWARDS

CREDITS

The defender adds D6x10 credits to their Stash for each loot casket which was not opened (to a max of 4D6x10).

EXPERIENCE

The victorious gang Leader earns D3 XP (regardless of whether they took part in the battle or not).

REPUTATION

The victorious gang gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

LOOT CASKETS

The defender cannot open any loot caskets; they will not be paid for any that are tampered with.

If the attacker opens a loot casket, instead of rolling on the usual table, use the table below:

D6	Result
1	Booby Trapped: The loot casket was rigged to explode! Place the 5" blast maker centred over the loot casket, every model hit by it suffers a S4, AP -, D1 hit. Then remove the loot casket.
2-5	Valuable Goods: Add D6x10 credits to the attacking gang's Stash. Then remove the loot casket.
6	Jackpot: Add 3D6x10 credits to the attacking gang's Stash. Then remove the loot casket.

FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, roll for each remaining loot casket ignoring each result of Booby Trapped.

Scenario 5-8: Border Dispute

CREWS

- **Both Gangs:** Hybrid Selection (D3+3) + Reinforcements

DEPLOYMENT

Players roll off and the winner picks one half of the battlefield to be their turf & randomly sets up one fighter in their turf, 1" away from the centre of the battlefield. The other player then does the same in the opposite half of the battlefield (their turf).

Then, starting with the player that set up the first fighter, the players take turns setting up the remaining fighters in their starting crew using the standard rules for deployment.

Finally, each player places a gang relic in their own turf. This can either be a generic token or a small terrain feature. The gang relic must be set up at least 5" away from any edge of the battlefield.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If one gang has any fighters on the battlefield – not including Prone and Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious. Any other result is a draw.

REWARDS

CREDITS

If a gang's relic was not defiled, they add D6x10 credits to their Stash. Otherwise, they add D3x10 credits to their Stash.

EXPERIENCE

If a fighter defiles an enemy gang's relic, they earn D3 XP.

The victorious gang's Leader earns D3 XP (regardless of whether they took part in the battle or not).

REPUTATION

If one gang's Relic was defiled and the other's was not, the gang with the defiled Relic loses D3 Reputation and the other gang gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

GANG RELICS

Add 2 to the result of any Cool tests and Leadership tests made for friendly fighters within 6" of their gang relic.

DEFILE THE RELIC

A fighter within 1" of an enemy gang's relic may perform the Defile Relic (Double) action.

Defile Relic (Double): The relic is defiled by the activating fighter. Once a relic has been defiled, it no longer offers any bonuses to Cool tests and Leadership tests, and cannot be defiled again.

REINFORCEMENTS

At the start of each End phase, each player rolls a D3 and receives that many Reinforcements. These are deployed one at a time, starting with the player that has the Priority marker and alternating until all Reinforcements are deployed.

FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. Additionally, if the losing gang's relic hasn't been defiled, a random fighter from the winning gang is considered to have defiled it

Scenario 9-10: The Trap

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

CREWS

- **Both gangs:** Custom Selection (6)

DEPLOYMENT

The defender splits their fighters into as many groups as they wish, each containing at least two fighters. They then choose one group and set it up within 2" of the centre of the battlefield.

The attacker then sets up their entire crew within 6" of any battlefield edge.

Finally, the defender sets up the rest of their crew. First they nominate a group, then roll a D6. On a 1-5, the fighters in that group must be set up within 2" of the fighters already deployed in the centre of the battlefield. On a roll of 6, they may be set up anywhere on the battlefield that is not within 2" of an enemy fighter.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory Points.

VICTORY

If one gang has scored more Victory Points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

REWARDS

CREDITS

The victorious gang adds D6x10 credits to their Stash. The losing gang adds D3x10 credits to their Stash. In the case of a draw, both gangs add D6x10 credits to their Stash.

EXPERIENCE

The Leader of the victorious gang earns D3 XP (regardless of whether they took part in the battle or not).

REPUTATION

The winner gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage as described in Scenario Rules: Gang Tactics.

DECIMATE THE OPPOSITION

Both gangs score Victory Points for taking enemy fighters that Out of Action:

- 3 for a Leader
- 2 for a Champion
- And 1 for any other fighter

SURPRISE ATTACK

Instead of rolling for Priority in the first round, the defender rolls a D6, adding 1 to the result for each fighter they were able to set up outside the centre of the battlefield. If the result is 6 or higher, the defender takes Priority in the first round.

Otherwise, the attacker takes Priority in the first round instead.

Additionally, during the first round, make a Cool test for each fighter when they are activated. If the test is failed, the fighter can only make one action in this round, instead of two.

Scenario 11-12: Search & Destroy

CREWS

- **Defender:** Random (D3+3) + Reinforcements.
- **Attacker:** Custom (10).

SWEEP AND CLEAR

Divide the battlefield into 4 equal-sized areas. A weapon cache is hidden in each area and must be discovered.

- **Attacker:** Destroy
- **Defender:** Recover

At the start of each round, a gang can declare 1 or more fighters are searching 1 or more areas. The fighters must be Active and more than 6" from a battlefield edge. Searching fighters lose the Ready status and may not be activated for this round.

In the End phase, each searching fighter still Active can roll a 5+ to find the weapon cache. If both gangs are searching the same area, start with the gang with Priority. If found, place a weapon cache next to the fighter who found it.

WEAPON CACHES

Counts as loot caskets. Once found, it must be carried off the battlefield by the defender or destroyed by the attacker.

- **Defender:**
 - Removed after being carried into the defending deployment zone.
 - +2 points.
- **Attacker:**
 - Spend a Double action while B2B. Pass an Intelligence test to destroy it. Add a +1 modifier for each friendly fighter within 2".
 - +1 point.

REINFORCEMENTS

- Defender: 1.
- Each End phase (starting on the 2nd round).

ENDING THE BATTLE

The battle ends when at least 1 condition is true:

- Only one gang has fighters remaining.
- All weapon caches are destroyed or recovered.

VICTORY

The gang that gathered the most loot points is the winner, otherwise it is a draw.

REWARDS

CREDITS

- D3x10 to the attacker for each destroyed cache.
- D6x10 to the defender for each recovered cache.

EXPERIENCE

Scenario specific rewards:

- +1 for destroying a cache.
- +D3 for recovering a cache.

Standard rewards:

- +1 for taking an enemy Out of Action.
- +1 for taking an enemy Leader or Champion Out of Action.
- +1 for killing an enemy (during the battle).
- +1 for Rallying.

REPUTATION

- +D3 for winning.
- -1 to any gang that bottled out.

From Depths to Dominance - Crossfire Necromunda Campaign - Cycle 1 & 2

Lasting Injury Table

D66	LASTING INJURY	D66	LASTING INJURY
11	Lesson Learned: The fighter goes into Convalescence but gains D3 Experience.	45	Hand Injury: The fighter goes into Recovery and their Weapon Skill characteristic is decreased by 1.
12	Impressive Scars: The fighter gains a set of impressive scars as testament to their bravery. Increase the fighter's Cool by 1. This bonus only applies once, treat all further results as Out Cold.	46	Hobbled: The fighter goes into Recovery and their Movement characteristic is decreased by 1.
13	Horrid Scars: The fighter has been horrifically disfigured, leaving them with a fearsome visage. The fighter gains the Fearsome skill. If they	51	Spinal Injury: The fighter goes into Recovery and their Strength characteristic is decreased by 1.
14	Bitter Enmity: The fighter bears a bitter grudge against the gang that inflicted this injury. When fighting a battle against the gang that inflicted this injury, the fighter gains the Berserker skill. If they already have the Berserker skill or roll this result a second time, treat it as Out Cold	52	Enfeebled: The fighter goes into Recovery and their Toughness characteristic is decreased by 1.
15-26	Out Cold: The fighter misses the rest of the battle, but avoids any long term injuries. The fighter recovers in time to perform post-battle actions.	53	Head Injury: The fighter goes into Recovery and their Intelligence and Willpower characteristics are each decreased by 1.
31-36	Convalescence: The fighter goes into Convalescence.	54	Multiple Injuries: The fighter is not dead but has suffered many serious wounds. Roll a further D3 times on this table re-rolling any results of Captured, Multiple Injuries, Memorable Death, Critical Injury or Out Cold.
41	Old Battle Wound: At the end of each battle this fighter participates in roll a D6, on a 1 the fighter goes into Convalescence.	55-56	Captured: The fighter might be Captured.
42	Partially Deafened: The fighter suffers no penalty if they are partially deafened, however, suffering this injury again reduces their Leadership by 1.	61-65	Critical Injury: The fighter is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (see Medical Escort) in the post-battle sequence, they will die.
43	Humiliated: The fighter goes into Convalescence and their Leadership and Cool characteristics are each decreased by 1.	66	Memorable Death: The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains 1 additional XP.
44	Eye Injury: The fighter goes into Recovery and their Ballistic Skill characteristic is decreased by 1.		

Post-Battle Sequence

PRONE & SERIOUSLY INJURED

Prone or seriously injured fighters who fled or remained on the battlefield at the game's end must test to see if they succumbed to their injuries. On a D6 roll of a 3+ they survive without any complications. However, on the result of a 1 or 2, they must then roll on the Lasting Injury table.

COLLECT INCOME

After a battle, each gang collects income from each Territory they control that generates income, as detailed for that Territory. The total amount of credits generated from each gang's Territories is then added to the gang's Stash.

Each gang has a Home Settlement that cannot be lost and provides the following:

Home Settlement
<p>Income: The gang earns D6x10 credits from this Territory when collecting income.</p> <p>Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.</p> <p>Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.</p>

POST BATTLE ACTIONS

Each fighter in the gang that has the Gang Hierarchy (X) special rule can make one post-battle action. Fighters who are in Recovery, or who have been Captured, cannot make post-battle actions. The actions below are always available, but others might also become available through special Territories, skills or other means.

- Trade
- Sell to Guilders
- Claim Bounties
- Dispose of Captives
- Medical Escort

D6	Result
1	Complications: The fighter dies.
2-5	Stabilised: Roll on the Lasting Injury table, re-rolling any results of Captured, Critical Injury or Memorable Death. Apply the result, in addition the fighter goes into Recovery.
6	Full Recovery: The fighter goes into Recovery, but suffers no lasting effects.

UPDATE ROSTER

During this step of the post-battle sequence, gangs can dispose of dead and injured fighters, scrap damaged vehicles, purchase new equipment and models, and more.