TRIBEMEET AUS 2018
GUILD WAR CAMPAIGN PACK

GANG CREATION GUIDELINES

Full campaign rules can be found on the following two pages,
but here's what you need to know to get started with creating your gang.
Outlander gangs may ignore the first two points and simply create their gang in line with the rest of
the items in this list.

- Each house gang gets a Guilder Contact as their first territory. The remaining four territories may be rolled prior to the meet (everyone please just be honest). Any additional Guilder Contact results should be re-rolled.
- Each house gang must include some suitable model to represent a low ranking Guilder armed with your choice of an autopistol, a laspistol or a stub gun with dum dums. This model will not cost any credits and will not contribute to starting gang rating. I have created a custom hired gun listed as a Guilder in the TribeMeet AUS campaign, please wait till I've added your gang to the campaign to include your guilder on your roster and use the custom one I've made. Let me know in the TribeMeet thread when you've got your gang ready to be added.

- Fresh starting gangs only.
- Must be created using Yaktribe tools to enable easy management of the campaign.
- NCE Rulebook and Outlanders gangs only.
- Gangs must be hired using the standard recruitment rules from said NCE books.
- House weapon lists must be adhered to as closely as possible (though I would assume nobody's going to jump up and down about one or two exceptions here and there).
- All minis must be as close to WYSIWYG as possible.
- All minis must be painted and based (at least three colours, though I doubt any of our members here are the type to rock up with a bare plastic/metal or undercoated only gang anyway)

HIRED GUNS
- Each participant may bring up to two hired guns (as listed in the NCE Rulebook and/or Outlanders) with equipment and skills/advances chosen/rolled for prior to the meet.
- When not currently on any player's roster, all hired guns will go into a communal pool available to everyone. For example, I'm planning to start off with a Ratskin Scout and will be bringing a Pit Slave who I hope to hire later. The Ratskin Scout is mine unless I fail to pay his fee, in which case he'll drop back into the communal pool and be available for anyone to hire. The Pit Slave will be up for grabs from the start as I can't fit him into my starting roster, so someone else may hire him before I get the chance.
- No more than two hired guns per gang at any one time.

BRING A PIT SLAVE ALONG FOR THUNDERCUBE TOO!

GORKAMORKA MOBS
There will be a table set up for Gorkamorka, this will be host to an open campaign anyone can jump into between Necromunda games (though if anyone wants to just play Gorkamorka of course they'll be welcome to hang around this table all weekend, but as far as I know everybody wants in on the Necromunda action).

Mobs should be hired according to the standard rules presented in the Gorkamorka rules, or Digganob for the more adventurous types.

The Guilders

Each house gang automatically has a Guilder Contact as their first territory. Roll four more territories as normal, re-rolling any additional Guilder Contact results. Outlander gangs roll their territory as normal.

Each house gang must start with some appropriate model to represent a low ranking Guilder. The Guilder has the same stats as a juve and may be armed with your choice of an autopistol, a laspistol or a stub gun with dum dums and of course comes equipped with the ubiquitous free knife.

The Guilder may never be given any extra equipment but may gain experience and level up like a normal gang member.

Guilders have access to the Agility, Stealth and Techno skill tables and may never take skills from any other table, even if a 2 or 12 is rolled on the advance table.

The Guilder costs no credits, however, any experience they earn will contribute to gang rating.

Guilders must take part in every game. If a gang has more than one they must bring D3 randomly selected Guilders to each game except when playing the Gang Fight scenario, in which case all Guilders must participate.

In scenarios that use random numbers of gang members and/or randomly determine which gang members participate, Guilders are additional participants added on top of the number of fighters rolled and are randomly selected from all Guilders the gang is currently hosting.

Losing/Capturing Guilders

If the losing gang in any scenario has at least three models taken out of action, and suffers at least three times as many casualties (out of action) as the victorious gang, then the winners automatically capture all of the losing gang's hosted Guilders that participated in the game.

This represents the Guilders abandoning their hosts and moving over to the protection of a clearly superior gang.

Note that all Guilder Contact territories are permanently attached to the Guilder representing them, so when a gang captures a Guilder, they get an extra Guilder Contact territory along with him/her and the losing gang must strike that territory off their list.

If a Guilder is killed by any means, his/her associated Guilder Contact territory is also destroyed.

This rule replaces the normal territory capture rules, so only gangs not currently hosting any Guilders can lose territory other than Guilder Contacts.

The same rules apply for a Guilder who is taken out of action and rolls a captured result, with the following exceptions:

The capturing gang may not convince the Guilder/s to join their gang until their opponent has had a chance to rescue them as normal using the Rescue Mission scenario. If they fail then the winning gang may do as they please with the Guilder/s, however an outlaw gang will have to pay off their Guild Price if they wish to keep the Guilder/s for themselves, as detailed below. If they cannot afford to do this but do not wish to murder the Guilder/s they will have no choice but to allow them to return to the original gang anyway.

Note that it's possible for a rescue mission to go so badly wrong that the defenders end up capturing even more Guilders! If this happens, no further rescue mission may be played to save them. Any regular gang member captured due to a serious injury table result may still be rescued in the normal way.

Guilders and Outlaw Gangs

Gangs currently hosting one or more Guilders may not be outlawed and outlawed gangs may not host any Guilders.

If an outlawed (but not Outlander) gang fulfils the criteria to capture another gang's Guilder/s, they have the option to pay off their Guild Price at a 75% discount, if they are able to do this they are no longer outlaws and may take the Guilder/s (note this discount is not cumulative if the gang captures more than one!).

This represents the Guilder/s from the losing gang cutting them a deal to secure better protection.

The gang may wait until after post battle income is worked out before deciding whether or not to pay off their Guild Price.

Alternatively they may chose to pass on this opportunity and continue as an outlaw gang, in which case the Guilder/s must be returned to their hosts unless...

Murdering Captured Guilders

If they're feeling really nasty, an outlaw gang may declare they intend to kill any captured Guilder/s instead, in which case their outlaw status will become permanent (ie. they may never pay off their guild price).

An opportunity must be provided for the Guilder's host gang to rescue him/her before being killed (unless they were captured as a result of a serious injury roll and a rescue mission has already been played and failed as detailed above).

Any gang that declares intent to kill a Guilder in this way is treated as an outlander gang for the purposes of VP calculation as detailed below, regardless of whether or not the Guilder/s in question are rescued before they get the chance to carry out their bloodthirsty intentions.

Outlander gangs who capture Guilders have no choice but to kill them, but must provide a chance for a rescue mission first exactly as detailed above.

Guilders killed in combat (ie. during a game, not executed after a failed Rescue Mission) will not automatically result in the outlawing of any gang, however their death will result in a -2 to any outlaw table result rolled after the game, instead of the normal -1 (remembering that gangs cannot be outlawed if they are currently hosting one or more Guilders).

Calculating Campaign Victory Points

At roughly 5pm on day two of the campaign, each gang's Victory Points (VPs) will be calculated. Each gang will receive one VP for each Guilder they are currently hosting, or in the case of outlander gangs, one VP for each Guilder they have killed.

One VP will also be awarded for each full 100 points of difference between their starting rating and their current rating.

Finally one VP will be awarded for each game the gang participated in, regardless of the result.

The three gangs with the highest VP scores will then enter the

final deciding round of the campaign.

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Guild War Campaign Reference Sheet

The lists below detail the sequence of additional steps to be carried out before and after each game.

These steps are carried out in addition to any normal Pre or Post Game actions and should be carried out directly after resolving the normal Pre/Post Game Sequence.

The Modified Pre Game Sequence will apply to any game involving at least one gang currently hosting one or more Guilders. The Modified Post Game sequence will only apply if a gang is defeated by a big enough margin to allow their conquerors to capture Guilders from them as detailed below in step 1 of the Modified Post Game Sequence.

Modified Pre Game Sequence

1. If playing the Gang War scenario, all Guilders must participate.

2. If playing any other scenario, each gang rolls a D3 to determine how many Guilders are acompanying their gang and randomly determines which ones they are (flip a coin or roll a D3).

3. In scenarios that use random numbers of gang members and/or randomly selected gang members, Guilders are ignored for the purposes of working out who turns up and then added as additional fighters exactly as described in point 2 above.

Modified Post Game Sequence

1. If the losing gang in any scenario has at least three models taken out of action, and suffers at least three times as many casualties (out of action) as the victorious gang, then the winners automatically capture all of the losing gang's hosted Guilders that participated in the game, taking their Guilder Contact territory with them.

2. If the victorious gang is an Outlander gang, play a rescue mission, after which all un-rescued Guilders are killed and their associated Guilder Contact territories are destroyed.

3. If the victorious gang are outlaws, after resolving post battle income, they must decide whether or not to pay off their Guild price (at a 75% discount) and keep the captured Guilders.

4. If they cannot pay or refuse to pay, all captured Guilders must be returned to their host gang.

5. Alternatively the outlaw gang may choose to kill all captured Guilders. Mark the gang's outlaw status as permanent and then play a rescue mission, after which all un-rescued Guilders are killed and their associated Guilder Contact territories are destroyed.

Note: Guilders killed in combat (ie. during a game, not executed after a failed Rescue Mission) will not automatically result in the outlawing of any gang, however their death will result in a -2 to any outlaw table result rolled after the game, instead of the normal -1 (remembering that gangs cannot be outlawed if they are currently hosting one or more Guilders).