

TERRITORIES

All Territories in a Dominion Campaign are unique. The gangs that hold them will benefit from them in many ways. As a result, competition for certain Territories can become very intense as a campaign progresses. This section gives an overview of what each Territory represents and details the bonuses the Territory grants to the gang that holds it.

All gangs possess a Settlement Territory they cannot lose and which can never be staked on the outcome of a battle. This represents the gang hide-out.

TERRITORY BOONS

Each Territory grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang member, an increase in Reputation, a piece of rare or unique equipment or a special rule.

A gang receives the benefits of a Territory's Boon so long as it holds that Territory. Once the Territory is lost to another gang, the Boon is lost.

INCOME

If a Territory grants the gang that controls it income, the gang adds the amount of credits shown to their Stash when generating income after all battles, including the battle in which it was won.

RECRUITS

Some Territories grant gangs new fighters, Hired Guns or Hangers-on as recruits to the gang. These recruits incur no cost to recruit but do add to the Gang Rating and Wealth value.

Any gang fighter recruited from the Gang's House List has no cost to recruit, but any equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Any Hired Gun recruited as a Boon has no cost, and will remain with the gang for as long as they control the Territory that grants the Boon.

Any Hanger-on recruited as a Boon does not count towards the maximum number of Hangers-on the gang may normally have and may be recruited without the normal Reputation required.

EQUIPMENT

The gang adds the listed equipment type to its Stash. It is gained in the Post-battle Actions step of the post-battle sequence, immediately after the battle in which the Territory was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence.

If the Territory is ever lost, then so is the equipment type as it can no longer be maintained without the expertise present within the Territory.

REPUTATION

The gang's Reputation is increased by the listed value as a direct result of ownership of that Territory. If they lose control of the Territory, the bonus is lost.

SPECIAL

The Boon grants a unique benefit to the gang that holds the Territory. The benefit follows the rules listed in the relevant entry for the Territory. If the Territory is ever lost then so is the benefit.

ENHANCED BOONS

Some Territories are more important to gangs from a particular House. These Territories grant gangs of the named House one or more Enhanced Boons, which replace standard Boons of the same type. Where a Territory lists an Income, Recruit, Equipment, Reputation or Special Boon as an Enhanced Boon, for a gang of a named House, then it replaces the standard Boon(s) of that type listed previously for that Territory. The remaining standard Boons listed for that Territory are gained as normal by the gang holding that Territory, regardless of House.

GAINING AND CONTROLLING TERRITORIES

The gaining of Territory is at the heart of a Dominion Campaign. Territory is gained by winning a battle that has a Territory at stake. The only other way of gaining a Territory is if two players agree to trade one in exchange for a Captive.

OLD RUINS

A complex of old ruins stands tall on the tangled landscape of the underhive. Beneath the ashes and rubble, the tattered treasures of past ages wait.

TERRITORY BOON

Income: The gang earns D3x10 credits from this Territory when collecting income.

Additionally, add +1 to the dice roll for each Dome Runner attached to the gang.

DOMINION CAMPAIGN TERRITORY

SETTLEMENT

Settlements dot the underhive. Most are scrap-shanties, peopled by the brave, the foolish and the desperate.

TERRITORY BOONS

Income: The gang earns D6x10 credits from this Territory when collecting income.

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

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.

DOMINION CAMPAIGN TERRITORY

ROGUE DOC SHOP

A sawbones, blood cleanser or surgeon has set up shop. Any gang willing to provide this rogue healer with protection can count on their loyal service.

TERRITORY BOON

Recruit: The gang may recruit a Rogue Doc Hanger-on for free.

DOMINION CAMPAIGN TERRITORY

PROMETHIUM CACHE

Stacks of fuel drums and tanks fill this half-forgotten reach of the underhive, enough to keep a factory running, or burn half of the Sump down if a stray spark catches it.

TERRITORY BOONS

Equipment: Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free.

Special: All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.

DOMINION CAMPAIGN TERRITORY

WASTES

Tracts of ash, shapeless rubble, and twisted metal structures run through the underhive, their size waxing and waning with the ages. Most gangs have to pass through a portion of these wastes as they travel between places of more value.

TERRITORY BOON

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 check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

DOMINION CAMPAIGN TERRITORY

SLUDGE SEA

Effluent and polluted water drains down through the hive to catch in brown pools, forming lakes of fuming, iridescent sludge.

TERRITORY BOON

Equipment: Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free.

DOMINION CAMPAIGN TERRITORY

WORKSHOP

Underhive workshops tend to be a combination of different scrap yards, festooned with belts of ammo and strewn with the carcasses of machines. The denizens of such places are often strange recluses, who mutter to their machines and create strange totems out of their rusting treasure.

TERRITORY BOON

Recruit: The gang may recruit an Ammo-jack Hanger-on for free.

DOMINION CAMPAIGN TERRITORY

COLLAPSED DOME

Many of the ancient domes that honeycomb the underhive eventually collapse under the weight of time, leaving treasures trapped beneath the wreckage and the structure above liable to fall apart at the smallest misstep.

TERRITORY BOON

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 suffers a Lasting Injury.

DOMINION CAMPAIGN TERRITORY



REFUSE DRIFT (CAWDOR)

Vast agglomerations of refuse gather in areas of the underhive in drifts that shift like dune in a desert.

TERRITORY BOON

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.

ENHANCED BOONS (CAWDOR)

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns 2D6x5 credits from this Territory when collecting income. A Cawdor gang has no risk of encountering a nasty waste-lurker.

DOMINION CAMPAIGN TERRITORY

CORPSE FARM (CAWDOR)

Everyone must eat, and the corpse farm takes the flesh of the dead and makes it into the corpse-starch that feeds the hive. Underhive corpse farms do a brisk, if shunned, trade in the bodies of the dead.

TERRITORY BOON

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.

ENHANCED BOONS (CAWDOR)

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: When collecting income, the gang gains 2D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

DOMINION CAMPAIGN TERRITORY

BONE SHRINES (CAWDOR)

Shrines of bones and noose-ropes are common in the underhive, and even the most cold-blooded ganger will rarely pass one without throwing in a cred as a plea for a blessing.

TERRITORY BOON

Income: The gang earns 2D6x5 credits from this Territory when collecting income.

ENHANCED BOONS (CAWDOR)

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Income: The gang earns 4D6x5 credits from this Territory when collecting income.

DOMINION CAMPAIGN TERRITORY



DRINKING HOLE (DELAQUE)

Reeking of liquor, sweat and blood, a drinking den is where many hivers go to numb their sorrows, or to find their courage at the bottom of a bottle of Wildsnake or Second Best.

TERRITORY BOON

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 checks. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. The marked fighters suffer a -1 to hit penalty for the rest of the battle.

ENHANCED BOONS (DELAQUE)

Reputation : Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Delaque gang may not use the standard Boon. Instead, the player of the Delaque gang that controls this Territory may nominate three enemy fighters at the start of the battle, and places an Intoxicated marker on each fight to show that their drink was spiked. The marked fighters suffer -1 to all tests and checks for the duration of the battle.

DOMINION CAMPAIGN TERRITORY

GAMBLING DEN (DELAQUE)

Gambling is rife in the underhive, with fortunes won on the turn of a card and lost on the spin of a bolt shell, and debts are easily piled up by those who don't know when to quit.

TERRITORY BOONS

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The player chooses a suit of cards. The player then draws a card from the shuffled deck of playing cards that includes both Jokers. If they draw a card from the suit they chose, they earn income to the value of the card (Jack 11, Queen 12, King 13, Ace 14) x10 credits. If they draw a card from a suit of the same color, then the Income is the value of the card x5 credits. If it is any other suit they gain no income from the Territory. If, however they draw a Joker, they must pay all of the income they earn in that post-battle sequence to a random gang taking part in the campaign, as determined by the Arbitrator.

ENHANCED BOONS (DELAQUE)

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: The Delaque player that controls this Territory may nominate a single enemy fighter at the start of the battle. The Delaque have called in the fighter's debt marker, and in return for keeping all of their limbs intact, the fighter agrees to take no part in the coming battle. The nominated fighter misses the battle.

DOMINION CAMPAIGN TERRITORY

NEEDLE WAYS (DELAQUE)

The Needle Ways are the vents, crawl tunnels and pipes that thread through the mass of the hive. Those that can navigate them can pas unseen between almost anywhere.

TERRITORY BOON

Special: Whilst it controls this Territory, the gang may infiltrate up to three fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot.

ENHANCED BOON (DELAQUE)

Special: A Delaque gang that controls this Territory may infiltrate two groups of up to three fighters using the method detailed above. The fighters in each group must be specified before the battle.

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SYNTH STILL (ESCHER)

Constructed from tangles of reclaimed pipes, vats and cylinders, a synth still in skilled hands can produce the finest poisons, medicines and narcotics.

TERRITORY BOON

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.

ENHANCED BOONS (ESCHER)

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it holds this Territory, the gang treats chem-synths, medicae kits, stim-slug stashes and any weapon with the Gas or Toxin trait as Common, and halves the cost of these items (rounding up).

DOMINION CAMPAIGN TERRITORY

STINGER MOULD SPRAWL (ESCHER)

Stinger Mould is a rare fungus that grows where rad-waste has saturated a fungus sprawl. The fungus can be deadly, but also offers near-miraculous healing properties.

TERRITORY BOON

Special: During the post-battle sequence, the gang controlling this Territory may re-roll a Single Lasting Injury roll on a fighter. Note that a Memorable Death result may not be re-rolled.

ENHANCED BOONS (ESCHER)

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Escher gang may either (1) remove a single existing Lasting Injury from a fighter, or (2) re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result.

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NARCO DEN (ESCHER)

Narco dens are filled with the scent of exotic smoke, and the bubble and hiss of fume-bottles and chem-injectors. Rich and poor alike come to such places to chase dreams and forget nightmares.

TERRITORY BOON

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOONS (ESCHER)

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Synth Still, this is increased to D6x10.

DOMINION CAMPAIGN TERRITORY



SLAG FURNACE (GOLIATH)

Glowing with heat and spattered with molten metal, a slag furnace smelts slag and ore so that the metals they contain can be poured off.

TERRITORY BOON

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOONS (GOLIATH)

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

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.

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FIGHTING PIT (GOLIATH)

Violence is life, death, and entertainment in the underhive, and some of the most feared fighters are made on the cinder floors of fighting pits under the eyes of baying crowds.

TERRITORY BOON

Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

ENHANCED BOON (GOLIATH)

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

DOMINION CAMPAIGN TERRITORY

SMELTING WORKS (GOLIATH)

Crags and seams of valuable Slag can be found across the underhive, mute markers to the ancient industries that grew the Spire.

TERRITORY BOON

Income: gang earns D6x5 credits from this Territory when Collecting income.

ENHANCED BOON (GOLIATH)

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Slag Furnace, this is increased to D6x10 credits.

DOMINION CAMPAIGN TERRITORY



MINE WORKINGS (ORLOCK)

An open cast mine bored into a mineral mass can yield a fortune in carbonite gems, cognate ore, argent and emeralds, all waiting to be ripped from the ground.

TERRITORY BOON

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.

ENHANCED BOON (ORLOCK)

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

DOMINION CAMPAIGN TERRITORY

TUNNELS (ORLOCK)

The tunnels that run through the hive are the primary ways that people move between locations. Those that control them can move freely and attack where they wish.

TERRITORY BOON

Special: Whilst it controls this Territory, the gang may choose to have up to three fighters deploy via tunnels ahead of any battle. These fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. During the deployment phase, the player sets up two 2" wide tunnel entrance markers on any table edge on the ground surface of the battlefield. During the Priority phase of each turn, roll a D6. On a 4+, the group of fighters arrive on the battlefield. That turn they may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance markers. The members of the group must all arrive through the same tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle.

ENHANCED BOONS (ORLOCK)

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Orlock gang may choose to deploy up to six fighters via tunnels using the method detailed above. The fighters in each group must be specified before the battle.

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TOLL CROSSING (ORLOCK)

The fastest ways through the underhive often cross chasms, sludge rivers or pass through bottlenecks. Gangs often set up tolls at such points, extracting credits from those who wish to pass swiftly and safely on their way.

TERRITORY BOON

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON (ORLOCK)

Special: Whilst it controls this Territory, an Orlock gang has Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.

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GENERATORIUM (VAN SAAR)

Much of the light and power in the underhive relies on taps into energy conduits or barely functioning generators. Those that control the source of such power can let it flow... or cut it off at a whim.

TERRITORY BOON

Special: The player may cut the power during any Priority step of a battle. The following rules apply for the rest of the battle: Ranged attacks may not be made against targets more than 3" away unless the target has a Blaze marker or a muzzle flash marker (see below), or is wearing a refractor field. Fighters with photo-goggles or infra-scopes extend this range to 12". In addition, models may not take the Charge action against enemies they cannot see (i.e. unless their target is within 3" or has a Blaze marker or muzzle flash marker, or is wearing a refractor field). If the fighter fires a weapon (with the exception of weapons that do not use energy or gunpowder, such as harpoon launchers, needlers or web guns), place a marker next to the fighter to represent its muzzle flash. In the End phase, remove all muzzle flash markers from the board.

ENHANCED BOON (VAN SAAR)

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

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ARCHAEO TECH DEVICE (VAN SAAR)

These are relics from a long lost age, when the hive had not grown to the sky. They possess strange capabilities, wondrous power and danger in equal measure.

TERRITORY BOON

Special: Any number of weapons owned by the gang may be given one of the falling 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.

ENHANCED BOONS (VAN SAAR)

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Van Saar gang may give any number of weapons it owns two 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 these Traits. These weapons also gain the Unstable trait. If the Territory is lost, the weapons lose these additional Traits.

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TECH BAZAAR (VAN SAAR)

An underhive tech bazaar buzzes with the calls of bullet merchants echoing above haggling tech-prospectors, while agents of the Gun-guild watch and take their due.

TERRITORY BOONS

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 item from the Rare Trade chart with a Rare value equal to the result of 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.

ENHANCED BOONS (VAN SAAR)

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x10 credits from this Territory when collecting income. If the gang also controls an Archaeotech Device, this is increased to 2D6x10.

DOMINION CAMPAIGN TERRITORY













