

MAYHEM IN JUNKTOWN

A Nuclear Renaissance campaign for up to 18 players.

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“Junktown was built on the intersection of five main roads. It is a large fortified settlement, offering shelter to travelers and serving as the market town for the surrounding area. Much traffic passes through its gates and so merchants can make a good wage selling their wares.

Junktown itself is held by the powerful Friendly Panda Chemical Corporation (the FPCC). They buy raw materials at a good price and sell refined compounds of the highest quality. Hence they have established a very well organised operation. They also employ a huge standing force to protect Junktown, enforce its laws and collect taxes from all dealing within its jurisdiction. The FPCC does not look to expand its jurisdiction beyond its borders. It remains a neutral faction offering a haven to the often militant marketeering gangs that operate in the surrounding area. Rich trade also brings in bandits and thieves, but as long as they behave and pay their dues then all are welcomed and protected within the walls of the Junktown.

The area around Junktown has traditionally been controlled by the Ironstrike Clan. Until lately, they operated out of the fortified stronghold of Ironstrike Castle. The surrounding area is rich in resources, and the Ironstrike family amassed a fortune and accrued much power through skillful exploitation. However, the late head of the clan, Old Claus Ironstike, was a bad leader. He split the clan and enraged many of the family heads with his bad decision making and downright rudeness sparking an inter-clan feud. This feud has proven to be the undoing of the clan, as the families have spent their fortunes butchering each other! The recent death of Old Claus has driven the final nail into the coffin of the Ironstrikes. Their powerbase has eroded and brought down their empire. Those remaining of the family have gathered under the leadership of Jurgen. With his diminished clan gang he now wanders the wastes, hiring out his considerable skills to the highest payer. Bandits and entrepreneurs have begun muscling in on territories once held by the clan, and war is looming.

Who will be the first to dominate the area? The outcome depends on whether you have the muscle, fortitude, wit and luck to fend off your enemies whilst claiming their lands!”

Campaign Organiser

One person should be nominated as the campaign organiser, they will be responsible for updating the campaign map, as well as representing the FPCC in any dealings players may wish to conduct with them. They may play a normal gang as well, but will have many opportunities to cheat, so its best if its the most trust worthy player is nominated as campaign organiser!

As with the regular Nuclear Renaissance game, anything that is feasible to do is possible. This may include such things as offering to supply water to Junktown at a different rate if a player controls both Smallockton and the water way map areas. It might also include the FPCC attacking gangs outside of Junktown if one player is attacking Junktown too often. The Campaign Organiser is free to impose any house rules as they see fit, and should encourage roll playing amongst the players for most fun.

Starting points

The campaign organiser picks where on the map each player starts. Each player is given one map area. This is their starting point, it is the one territory that a player starts the campaign with. No player may start in Junktown. Players then try to control all the others territories on the map.

It is best to make sure that no one started too near or far away from anyone else, as this will affect the way people expand into new territories. Try to start all players equidistant from each other.

Junktown and the FPCC

Along with the rules for this campaign is the force roster for the FPCC. It represents the trained security the corporation holds at the time of the campaign. The force has a whopping reputation of 82,775! This is a virtually unkillable force, but so it should be. Junktown has resources far in excess of those possible to hold by a gang in the wastes. Still, its not infinite, and maybe a very tough coalition of gangs could chew their way through over 700 men...

The selection process for the FPCC is quite stringent and failure is not tolerated. For this reason, any employees on the FPCC who are injured in combat are decommissioned and moved into the famous shipping department. Here they remain and lose the chance of seeing any action!

Players cannot expand into Junktown if any of the FPCC forces remain. Players may attack Junktown instead of expanding into another territory, and so should play the Scenario "Attacking Junktown".

Campaign Turns

The campaign is divided up into 15 campaign turns. At the start of each campaign turn, players gain bonuses from any territory they control. The bonus is awarded to the controlling player as shown below. See "territory bonus"

After that, players may declare that they are attacking a territory or expanding into a territory. Players must write down the territory they wish to attack or expand into and hands it secretly to the campaign organiser. The campaign organiser must then update the map. Players attack any map area on the board but may only expand into territory adjoining another territory they already control.

If a player attacks a territory that is not held, they may claim it as their own. If they attack a territory held by another player, they must play a game of Nuclear Renaissance. They may not claim the territory, even if they win. To take territory from another player you must expand into it, not attack it.

If players expand into an unoccupied territory then they claim it as their own.

If players wish to expand into a territory already owned by another player then a game of Nuclear Renaissance is played. The winner takes the territory from the loser.

If two or more players choose to expand into the same unoccupied territory they must play a game of Nuclear Renaissance to determine who claims it.

Players may upgrade their gang at any point in a campaign turn, except while actually playing a game of Nuclear Renaissance.

When a player claims a new territory update the campaign map to show the new owner. They will start getting the benefits of the new territory next campaign turn.

Players may only make one attack or expansion into new territory each campaign turn. However, they may be attacked by several other players. This will mean that they must play several games of nuclear renaissance in just one campaign turn.

When all territory disputes have been resolved, the campaign turn ends and a new one begins.

Winning

Whoever controls the most territories after 15 campaign turns wins. A player with zero territories may still attempt to expand into any territories next to the edge of the map.

Choosing Scenarios

When two or more gangs meet up you will need to select a scenario.

Roll on the scenario choosing table, unless the territory in dispute is one that allows the defender or attacker to choose.

Territory bonus

If a player controls a territory they gain a bonus for it. This bonus is awarded at the start of each campaign turn.

Upwaste - Lost treasure - Roll a d10 once per campaign turn, on a 10 receive 70 rep points.

Death hole - Scavenge mining equipment - 10% off all vehicle upgrades (rounding down)

Top road - Road tolls - +10 rep per campaign turn.

Nortone - Pressgang townsfolk - +5 rep per campaign turn. Roll a d10 once per campaign turn, on a 10+ receive a free goon (note- only stats are free, you still pay for abilities and equipment)

Ironstrike mountains - Rough terrain - Defending player chooses scenario when this territory is fought over.

Castle Ironstrike (start point- Gill) - Moochin' cash from rich folk - +10 rep per campaign turn.

Deadman hills - Chums with the local rednecks - +1 to recovery rolls.

Green zone - A fine trade in furs 'n' skins - Skid suits, arseless chaps and pimping threads half price (rounding down)

Big Mumma's - Plenty of ale and pub lunches - +5 rep per campaign turn. All food items half price (rounding down)

Castle way - Traders - Re roll one campaign map effect that involves rolling a die.

Dark hills - Theres gold in them hills, but not much - +5 rep per campaign turn.

The chem spill - Selling stuff that makes you see unicorns - Roll a d10 once per campaign turn, on a 9 or 10 receive 30 rep points.

Waterway - No cash, no drink - +10 rep per campaign turn.

Long waste - Robbin' lost chaps - +5 rep per campaign turn.

Town with no laws - Town defenses - + 5 rep per campaign turn. Defending player chooses scenario when this territory is fought over.

Outlaw country - The local trade (that being killing and stealing) - +5 rep per campaign turn.

Red Ron's - Gambling - Roll a d10 once per campaign turn, on a 9 or 10 receive 30 rep points.

Downwaste - Theivin' from travelers - +5 rep per campaign turn.

Smallokton - Town healer - My reroll one recovery roll after each game.

