Dice Grounds Necromunda Campaign

OVERVIEW

The campaign follows the rules on pages 121-133 of the Necromunda Skirmish 2026 rulebook. The optional Arbitrator's Toolkit rules will not be used in this campaign. Gangs start the campaign with 1000 credits. The campaign will be tracked at https://www.mundamanager.com/campaigns/07cc2a31-60e1-4e77-83c6-9da0abb5f840.

The campaign consists of 6 games, one game every 2 weeks, in 2 campaign phases as below. Matchups and challenges will be announced at the start of each game period and matched players arrange their games to be played within that 2 week period.

Campaign Phase	Game	Date
Occupation Phase	1	5 Sept - 18 Sept
	2	19 Sept - 2 Oct
	3	3 Oct - 16 Oct
Downtime Cycle		
Takeover Phase	4	17 Oct - 30 Oct
	5	31 Oct - 13 Nov
	6	14 Nov - 27 Nov

TERRITORIES

Each gang begins the campaign with 2 territories - a settlement territory and an additional territory. The territories are randomly generated by Dice Grounds a the start of the campaign. Additional territories are randomly generated for gangs to fight over during the campaign. Each territory gives a boon to the controlling gang and has a battlefield effect for games fought in that territory.

MATCHUPS AND CHALLENGES

Matchups for the first game are drawn randomly. For games 2 and 3 Dice Grounds will nominate challengers based on gang ratings. Each challenger nominates 1 uncontrolled territory and 1 rival gang to challenge over the territory. The challenged gang may accept or decline the challenge. If they accept, those players are matched up for the current game round. If the challenged gang declines, the challenging gang automatically gains control of that territory. If there are unmatched players after the challenges have been issued and accepted or declined, Dice Grounds will nominate challengers from the unmatched players, who nominate territories and opponents as above. If there are no unoccupied territories, the challengers choses a territory controlled by the challenged gang. If there are unmatched players after this round of challenges, Dice Grounds will create matchups for these remaining players.

After the third game, there is a downtime cycle where gangs receive 250 credits to spend on new equipment or new recruits. This can be supplemented by credits from the gang's stash, but this 250 credits cannot be added to the stash and must be spent at this point or lost.

For games 4-6 Dice Grounds will nominate challengers based on gang ratings. Each challenger nominates a territory controlled by an opposing gang and challenges that gang to fight over that territory. If the challenges is declined the challenging player automatically takes over control of that territory. If there are unmatched players after the challenges have been issued and accepted or declined, Dice Grounds will nominate challengers from the unmatched players, who nominate territories and opponents as above. If there are unmatched players after this round of challenges, Dice Grounds will create matchups for these remaining players.