

One Game

Rules to play one game of Necromunda without the use of the official campaign rules.

One Game

Both players decide an amount of credits to spend (e.g. 1250) and create a gang with following rules.

Characteristics Training

For each member, every first increase of a Characteristic costs 35 credits.
For each member, every second increase of a Characteristic costs 45 credits.
For each member, every third increase of a Characteristic costs 55 credits.

Solos

A miniature may act twice each turn if you multiply the total cost of that miniature by factor **2,5**.

Skill Training

For each member, the first Skill costs 10 credits, the second Skill costs 20 credits.

1st	10 credits
2nd	20 credits
3th	30 credits
4th	40 credits
5th	50 credits
6th	60 credits
7th	70 credits

=> *It costs 150 credits for a gang member to have 5 Skills.*

=> *It costs 360 credits for a gang member to have 8 Skills.*

=> *It costs 550 credits for a gang member to have 10 Skills.*

Special Weapons

Leaders, Gangers and Heavies can all use Special Weapons without the Specialist skill.