

NECROMUNDA ^{1st ed.} HOUSERULES

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Week 7 | www.tocoking.be

ONE-OFF BATTLES

The rules in this document improve your Necromunda experience if you only want to fight one game, not an entire Necromunda campaign. Just decide the amount of credits each gang can use, pick the gang's weapons and training and FIGHT!

Each increase in characteristics has a certain cost in credits. To discourage fielding only superheroes, the costs increase every time you buy training.

The skill tables in the Necromunda rulebook is a very nice addition to the game. But in the original rules can only get these skills by gathering experience points in campaigns. By assigning a cost in credits to skills, you can easily generate cool gangers for your one-off battles!

TRAINING

CHARACTERISTICS

For each gang member,

every first increase of a characteristic costs 35 credits

every second increase of a characteristic costs 45 credits

every third increase of a characteristic costs 55 credits

...

SKILLS

For each gang member, training 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
etc...	

e.g. It costs 150 credits for a gang member to gain 5 Skills by training. And it costs 360 credits for a gang member to gain 8 Skills by training.



SPECIAL WEAPONS

Suggestion: for one-off games Leaders, Gangers and Heavies can all use Special Weapons without the Specialist skill.

***Here you go;
Houserules to
play one game
of Necromunda
without the use
of the official
campaign rules.***

- Toco



Agility: 0 – Swim: No movement penalties in water.

Agility: 0 – Scuba Dive: A figure with the skill “Swim” may now hide when in water. The water counts as interference to visibility. Detection rules based on Initiative remain.

Techno: 5 – Chemist: If the Chemist does not go out of action, he may attempt to create a dose of chemicals instead of working a territory or visiting the trading post during the post battle sequence. Roll a D6. On the roll of a 6, a single dose has been created. Roll a further D6 to see what you have:

D6	1	2	3	4	5	6
Dose	Blade Venom	Wild Snake	Kalma	Slaughter	Spook	Spur

NEW SKILLS

WEAPON UPGRADES

These weapon upgrades are not specifically for one-off battles, but they're a great variation to the existing weapon lists in the rulebooks.

Second Barrel – 10 credits

For Shotguns. Ignore the first failed Ammo Roll in the game for this shotgun. Use this rule before the Workshop Territory special rule.

Recoil Hammer – 15 credits

For Autopistols and Autoguns. Can now use 1 Sustained Fire dice. Ammo Roll is now 5+ instead of 4+. When using Tracer Bullets, the Ammo Roll remains 5+.



Melta Bombs, Frag and Krak Grenades

Add a Timer or a Trigger to your explosive devices! Each upgrade costs 10 credits. They're lost when used.

Timer

Put a D6 on a stationary target. At the start of your turn, decrease the number. When it reaches zero, remove the countdown dice and apply explosion effect.

Trigger

Put an Overwatch token on a stationary target. Apply explosion effect when any miniature enters this token or blast radius.



EVENT CARD ASSETS

“Battles in the Underhive” is a compilation of some of the most sought-after Necromunda articles from the pages of White Dwarf magazine and the Citadel Journal. This book by Games-Workshop also contains new Event cards. Remove "Genestealer" and "Live Wire" from the Event card deck. Draw first event card = 10 credits. Draw 2nd event card = 15 credits. Redraw an event card = 5 credits. (Do not re-insert discarded cards in the deck.)