

NECROMUNDA 1st ed. HOUSE RULES

Mr. Toco King, Game Designer

Week 6 | www.tocoking.be



ZOMBIES!

Staggering

Zombies always move 2D4 inches in a straight line towards the nearest enemy, including hidden models.

(The Zombies can sniff them out.)

Its staggering moves always allow a Zombie to engage an enemy model in close contact. This counts as charging. Zombies are permitted to move around other Zombies in order to engage a model in combat and surround him.

As there is no Zombie player, players simply take turns moving one Zombie each until all Zombies have moved. There is a Zombie turn between each player turn!

Zombies can make a move of 1D4" in water. (If they accidentally fell into it. They do not enter the water deliberately.)

BRAINDEAD

Zombies ignore Pinning.

Zombies ignore Flesh Wounds.

Zombies can't Run.

Zombies count as passing any Leadership tests they are called upon to take.

Zombies are Zombies.

DUMB

There's no hand-eye coordination for Zombies. They cannot climb walls.

They have a pitiful time doing anything complex, and thus going up ladders is exceptionally difficult. When climbing a ladder roll the movement dice and pick the lowest one. If they do not reach the top of the ladder, then they fall off again.

Zombies cannot jump. Instead they will fall off of the ledge automatically, ending their turn immediately.



ENDLESS HORDE

Undead scenarios represent a last stand against an endless horde of Zombies. Any Zombie taken Down or Out Of Action is immediately removed from the board and replaced within 4" of any board edge (chosen by the player responsible for the Zombie's removal) and at least 4" away from any Ganger.

**Once a
zombie,
always a
zombie.**

- Toco



ZOMBIE PROFILES

Zombie

Movement 2D4"
 Weapon Skill 2
 Ballistic Skill 0
 Strength 3
 Toughness 4
 Wounds 1
 Initiative 1
 Attacks 1
 Leadership 5

*Armed with teeth, claws, etc...
 Counts as a single knife.
 Value: 50 credits.*

Zombie Animal

Movement 3D6"
 Weapon Skill 2
 Ballistic Skill 0
 Strength 4
 Toughness 4
 Wounds 1
 Initiative 2
 Attacks 2
 Leadership 5

*Armed with teeth, claws, etc...
 Counts as a single knife.
 Maximum 25% of a Zombie pack
 can be made up of Zombie
 Animals.*

FRESH FLESH

Should a model taken out of action by a Zombie survive the battle, then there is still a chance he comes down with the disease.

After all Serious Injuries have been resolved; roll a D6 for the model taken out of action directly by a Zombie.

1-2 Mild Symptoms

The victim feels ill and misses the next game.

3 Not me!

The infected ganger shoots himself in the head, suffering a fatal injury and dies.

4-6 Braaaains!

The model is now infected. Roll a D6: on a roll 4-6 the new Zombie wanders off to stumble around the hive with other Zombies. On a roll of 1-3 the new Zombie attacks! Immediately resolve a combat between a random gang member and the new Zombie. The Zombie shuffles off never to be seen again should he take his opponent out of action.



Against the Zombies

Some weapons work differently on Zombies than on living targets.

Flamers, Hot Shot Shotgun Rounds, Fire Bombs, Exterminators and Hand Flamers:

If a zombie is wounded by a weapon that uses a flame template then roll a D6. On the roll of 4 or more the Zombie catches fire and takes an additional wound. Roll again in the next turn. Continue this until a 3 or less is rolled or until the Zombie is terminated.

Needle Rifle/Pistol and High Impact weapons:

These weapons cause a head shot on a roll of 5 or 6 when rolling on the Injury Table and it then counts as Out Of Action.



COLLECTIVE FEAR

A veteran Zombie fighter is unlikely to be scared of one Zombie but when charged by 3 or 4 will not be so confident.

If the total WS of a group of Zombies in a base-to-base combat is greater than that of their opponents then the Zombies cause fear for that combat phase.