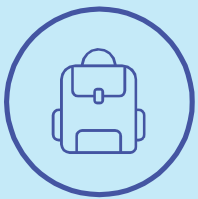


NECROMUNDA 1st ed. HOUSERULES

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Week 1 | www.tocoking.be



SOLO PLAY

The need to play Necromunda is often higher than the time available to meet with friends. All the reason for me to design these "Solo Play" game rules for Necromunda.

The fun in a solo game of Necromunda consists of two parts. First, strategically placing all defenders, planning to make an unbreakable wall. And second, trying to sneak through all defenses...

I took the term "solo" quite literally, therefore the scenarios can pit only one* attacker against multiple defenders.

Do not use a large table when playing Necromunda on your own. Using a lot of scenery and many buildings improves the experience.

Solo Play is based on scenario 5 (The Raid) rules for defenders and attackers.

* Actually, I left some room to play with up to 2 attacking miniatures.

LONE WOLFS VERSUS DEFENDERS

For solo play games I invented a new type of miniature. The attacking side can now label a miniature to be a **Lone Wolf**.

Lone Wolves may act twice each turn. At a cost. The miniatures total cost should now be multiplied by 2,5.

e.g. A ganger with a lasgun will cost 188 credits if he acts as a Lone Wolf this game. 50 (ganger) + 25 (lasgun) x 2,5 = 188 (rounded up)

The defending side gains three new labels to assign to miniatures.

- 1) **Sentry:** As per normal "Sentries" rules.
- 2) **Watch:** Miniature is on Overwatch. Will never move nor rotate. Follows rules for "Spotting". Will shoot during own turn when enemy in sight. Will go to Overwatch when no enemy in sight.
- 3) **Guard Post:** Hidden Watch. Has "Ambush" skill. Will hide whenever possible.

Sentry = Normal cost.

Watch = 150% Normal cost (rounded up).

Guard Post = 200 % Normal cost.



UPCOMING HOUSERULES

Wyrd Summoners

Dog Soldiers

Nanosuit Armour

If you succeed in a mission, then adjust the defenders to improve defenses and try again. If you fail the mission, well, then you've done a good job defending the terrain! Try again.

- Toco



IMMERSIVE TABLETOP



WE'RE ON OUR OWN!

In solo play games there will be no reinforcements when the **alarm** is sounded.

Sentries must shoot when they have a target in sight, but they do not move. When no target is in sight, then they run closer to a target (and possibly fight a close combat).

Watches and Guard Posts have a Line of sight at full range, with a 90° front arc.

Shooting procedure for Defenders:

- Always shoot with a heavy weapon first.
- If a heavy weapon is unavailable or out of range, then shoot with a special weapon.
- If that's unavailable or out of range, then shoot with basic weapon.
- If no basic weapon is available or out of range, then shoot with pistol(s).
- If pistols are unavailable or out of range, then throw a grenade.



SCENARIO 2: ELIMINATE

Defender deploys miniatures (including one free unarmed target) anywhere on the table. The target follows normal Sentry rules when the alarm is not sounded. When the alarm is sounded, the target runs away from attacker(s), but cannot leave the table. Attacker deploys at any table edge and must kill one unarmed target miniature and must then escape at any table edge.

Attacker has 1 or 2 Lone Wolves. Defender has 200% credit value of the attacker + 1 target (unarmed Juve).

If playing with "Night Fighting" conditions: Defender has 250% credit value of the attacker.



SCENARIO 1: BREACH

Attacker must leave table edge opposing deployment edge. Defender deploys anywhere at 3/4 part of the table excluding the 1/4 part adjacent to attacker's deployment edge.

Ratio:

Attacker has 1 or 2 Lone Wolves. Defender has 200% credit value of the attacker.

If playing with "Night Fighting" conditions: Defender has 250% credit value of the attacker.