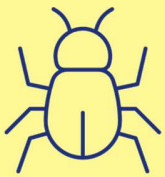


NECROMUNDA 1st ed. HOUSE RULES

Mr. Toco King, Game Designer

Week 2 | www.tocoking.be



A NEW KIND OF WYRD

While reading the *Warhammer: Storm of Magic* rulebook I got inspired to do the same for *Necromunda*. Spellcasters and psykers are called 'Wyrds' in the *Necromunda: Outlanders* expansion. In this document you can find my view on how to add new creatures to the Hive.

Any gang except Spyrers, Redemptionists and Enforcers can hire a Summoner Wyrd. If a player wants to hire a Summoner he must pay a hire fee of 25 credits. For purposes of calculating the gang rating a Summoner has value of 125.

SUMMONER PROFILE

All Wyrds have the following profile, no matter what their type. In addition, the Summoner will have a number of powers as explained later.

Movement 4
 Weapon Skill 2
 Ballistic Skill 2
 Strength 3
 Toughness 4
 Wounds 1
 Initiative 4
 Attacks 1
 Leadership 7

WEAPONS

Wyrds never travel unarmed, and so Summoners may be armed with up to two weapons from the following list:

- Stub Gun with Dum-dum bullets
- Autopistol
- Sword
- Bludgeon
- Maul
- Club
- Axe
- Flail



THREE STEPS for PETS

Invoke

Link Mind

Summon

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- Toco



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INVOCATION ROLL

It requires intense concentration and inner calm for a Summoner to use his powers. In order to summon a creature the Wyrd must make an **Invocation roll** equal to or under his Leadership on 2D6. If this Leadership test is failed then he may not summon a creature that turn.

In order to represent the chance of a daemonic attack from the warp, if a Wyrd rolls a 2 or 12 when he makes an Invocation roll then he must immediately roll a D6 on the Perils of the Warp Table on execute those results.

If the Summoner successfully passes the Invocation roll, then he must choose a target spot within 16" and in line of sight. Roll the Scatter and Artillery Dice. If a Hit is rolled, then ignore any numbers on the Artillery Dice. If an arrow shows up, then the target spot is moved an amount of inches equal to half the result on the Artillery Dice.

Check the **Mind Link**, if the Artillery Dice shows an exclamation mark instead of a number, then the Summoner experiences a mental backfire! The invocation failed anyway and the Wyrd now becomes Pinned.

NOTE FROM THE DESIGNER

A Summoner will have to make a successful Invocation roll first. Then a stable mind link must be established by rolling anything except an exclamation mark with the scatter and artillery dice.

Once the Invocation roll and Mind Link check are passed with success, then one more roll must be made: the Summoning roll.



Painted by Andrew Sinclair

CREATURES OF INTEREST

- Lashworm (2+)
- Carrion Bat (2+)
- Giant Rat (3+)
- Milliasaur (3+)
- Wolf Spider (3+)
- Orb Spider (3+)
- Ripper Jack (3+)
- Beastman (4+)
- Fiend (5+)
- Gigantic Spider (6+)
- Daemonette (7+)
- [6+ followed by a 4+]
- Bloodletter (8+)
- Pink Horror (8+)
- Flesh Hound (9+)

The summoned creature must remain within 16" of the Wyrd at all times. See hardcover rulebook page 230, last paragraph, for Beastmaster control rules.



SUMMONING ROLL

Choose a creature of interest before making the Summoning roll with one D6. Check the required result behind each creature name. If the Wyrd fails this Summoning roll then no creature is summoned turn. A Wyrd cannot summon a creature if he already controls one.