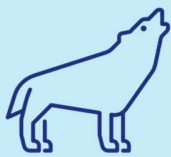


NECROMUNDA 1st ed. HOUSE RULES

Mr. Toco King, Game Designer

Week 3 | www.tocoking.be



DOG SOLDIERS

Player A: 7 Dire Wolves

Player B: Soldiers = 500 credits (no Heavies)

A player wins if his models are the only models left on the table. The Werewolf player does not take Bottle tests. If the Soldiers fail a Bottle test, they remain in play, but cannot move this turn.

When a Dire Wolf rolls a hit to wound a Soldier and the Soldier receives a Flesh Wound or goes Down, then this Soldier becomes an Infected after this combat. Replace the Soldier model by an Infected model IF less than 2 Infected models are already on the table. All Infected models are under control of the Werewolf player. Treat Infected models like Dire Wolves. At the start of the Werewolf player's turn, roll a D6 for every Infected. On a roll of 5+ it becomes a Werewolf. Replace the Infected model by a Werewolf model IF less than 3 Werewolves are on the table, otherwise ignore the dice roll.

DIRE WOLVES

The Soldier miniatures start in the center of one half of the table.

The Dire Wolves start on the edge of the same table half as the Soldiers.

This half of the table where the miniatures start, is packed with dense wood. The other table half has a house or ruins in the center and contains little trees.

The Soldiers can run for cover in the house and shoot whatever's moving between the trees, or try to take on the wolves in the forest...

Dire Wolf (worth 30 credits)

M6 WS4 BS0 S4 T3 W1 I7 A1
Ld7

Skill: Leap

Werewolf (worth 185 credits)

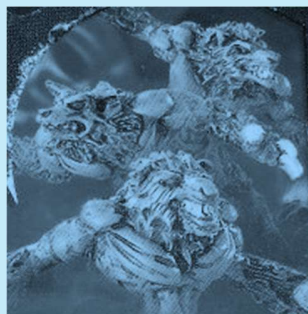
As a Ganger with Strength +1.

Skill 1: Sprint (Move x3)

Skill 2: Killer Reputation
(Causes Fear)

Skill 3: Berserk
(Attacks x2 when Charging)

Skill 4: Iron Jaw



HEROSCAPE

Heroscape, among other games, supplies ideal miniatures for these houserules.

The werewolf story "Dog Soldiers" is one of my favorite movies. I have been collecting some suitable miniatures to go with the story. That's why I came up with a scenario for Necromunda.

- Toco



CRYSIS NANOSUIT

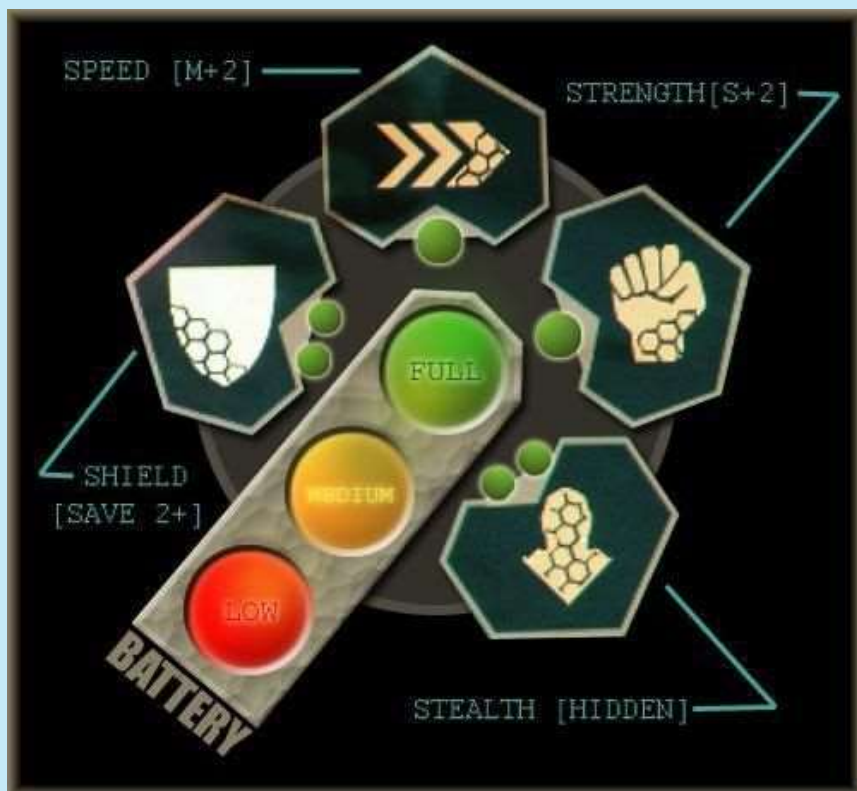
If you've got the credits, then you can buy a Nanosuit. I'd value the suit around 395 credits. You will need a template for each miniature wearing a Nanosuit. Also required are five tokens for each template.

Powerup: At the start of the game, put all three tokens on the template, one on each "Battery" spot.

Drain: At the start of each of your turns, REMOVE all tokens from your Nanosuit option spots (Armour, Stealth, Power or Speed). Put those tokens next to the template.

Activate: During your turn you may choose one option and put the required amount of tokens from the Battery at the selected option spot. The required amount of tokens is indicated by small green dots next to the option spot. (You cannot assign more to an option.) The Nanosuit options special rules are in effect as long as tokens remain on the option spot.

Charge: At the end of each of your turns, if you did not activate an option, then put one unused token on the Battery. (There can never be more than 3 tokens on each template.)



The Nanosuit replaces all other armour.



ACTIVATE

Maximum Strength!
- While this option is activated, the suit's wearer his Strength is increased with +2.

Maximum Speed!
- While this option is activated, the suit's wearer adds +2 to his base Move.

Maximum Armour!
- While this option is activated, the suit's wearer has a Save of 2+ against every Wound.

Cloak Engaged!
- While this option is activated, the suit's wearer is Hidden, even when in the open. He CAN be spotted when using the regular Initiative rules.