

NECROMUNDA 1st ed. HOUSERULES

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Week 4 | www.tocoking.be



TAU DRONES

A recycled Tau gun drone costs 120 credits and counts as a rare item, to be bought between fights. You can choose it whenever you find a rare item. Do not roll on the regular rare items chart.

Only one Drone Gun Platform per Leader.

Fly up costs the same as regular movement. Flying down costs ½" per 1". The Drone must land at end of move.

The Drone is not lost when its controller is killed. The Gun Platform then returns to base. (Remove from board.)

Drones cannot run, but they can hide. Arc of sight is 180°. Twin-linked Pulse Carbines. (*Twin-linked: re-roll failed "to hit" rolls when shooting.*)

The Drone Gun Platform is destroyed when wounded. Counts as rapid moving target; apply a -1 to hit when targeting a Gun Platform.

SOLO PLAY SCENARIO

One of my earlier articles for Necromunda 1st ed. Houserules presented rules for solo play. The original document had 2 scenarios. Here you can find a new scenario to use in solo play games.

Scenario 3: Destroy

Declare one central structure on the gaming table as the primary target for the attacker. A second structure is then decided to function as secondary target.

Defending miniatures are deployed anywhere on the table, with a maximum of 25% in or on the target structures. Attacking miniatures are deployed at any table edge and must plant a Melta Bomb on or in any target. They must then escape at any table edge.

Attacker has 1 or 2 Solo's + 1 free Melta Bomb.

Defender has 150% credit value of the attacker.

If playing with "Night Fighting" conditions: Defender has 200% credit value of the attacker.



IN THIS EDITION

Recycled Gun Drones

New Solo Play Scenario

Environment Houserules

This page is an addendum to my previous articles for Necromunda Houserules.

- Toco



CANISTERS & CRATES

This houserule allows more interaction with your tabletop scenery. You can now fire at canisters. When hit, a canister has a Toughness of 2. It explodes like a Grenade when damaged. *(Remove the canister scenery.)*

Chain reactions with other canisters are quite possible...

If you have no canister miniatures available, you could also apply the same houserules to barrels.

Your scenery might also include miniature crates. Crates can be pushed. Crates do not float in water. *(Remove from play when pushed into water.)*

It costs (7 - Strength) inch to push a crate 1 inch. Miniatures who are not Down will be moved adjacent to a crate that was just dropped on them, with no damage assigned. *(Owning player moves the miniature.)* When you drop a crate on a miniature that is Down, then consider that miniature Out Of Action immediately!

SEWER SYSTEM

Regular sized miniatures who end their move adjacent to a sewer exit may be placed at the other sewer exit in their next Movement Phase. The miniature cannot perform any other actions this turn if it decides to move through a sewer like this. Each sewer system should best have four exits.

(Sewer lids and wells could represent exits from the sewer system too.)

OPEN WATER

A jump into open water reduces the height of the fall with 3 inch (regarding falling damage).

This houserule opens the possibility for a new skill: Swim.

Any miniature in open water is considered to be swimming. While swimming, a miniature cannot Run and cannot Shoot. It can throw Grenades or perform Hand-To-Hand combat.

Agility - Swim:
No movement penalties in water.

ZODIAC

Can carry up to 4 regular sized miniatures. Passengers impact Movement (inch):
1 = 10" 2-3 = 8" 4 = 6"

Zodiac + Passengers are one target. Roll D6 when hit:

1-4 = Passenger

5 = Zodiac is hit. It will be removed from play at the beginning of its player next Movement Phase.

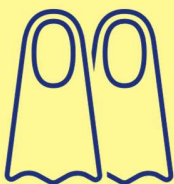
6 = Motor is hit. The Zodiac may move one last time up to 6 inch next Movement Phase.

If the Zodiac moved earlier this turn then all Passengers shooting from the Zodiac must consider their targets as Rapid Moving. (+1 to Hit)

Water conditions:

- Bay, stream, lake, pond: add an extra +1 modifier to Hit.

- Sea, wild river: add an extra +2 modifier to Hit.



NEW AGILITY SKILL