

DESIGNER'S CUT

With Andy Chambers, Jervis Johnson & David Moretti

If you have a copy of *Outlanders*, you can play *Necromunda* with the annoying intervention of vicious Genestealers, various beastly monsters and dozens of other deadly denizens. You do need a Campaign Arbitrator though – what if he can't make it to the game, or you aren't even playing in a campaign? Well we have just the thing for you – *Necromunda* Event cards!

David Moretti from Rome sent us his ideas for using Event cards in *Necromunda* and we really liked them. When we mentioned this great idea to Jervis and Andy they said they'd had the same idea for *Necromunda* when playtesting first began. The Events deck was going to be a major part of the game. Unfortunately we couldn't physically fit anything else into the boxed set which meant the idea had to be dropped. However, Jervis and Andy's work on the cards has not gone to waste as we combine David's work with that of our games designers to produce a deck of cards which will make your games of *Necromunda* even more exciting!



HOW TO USE THE CARDS

At the beginning of each game, after having decided which scenario is going to be played, each player takes D3 cards from the *Necromunda* Event deck and keeps them secret from their opponent until the card is played. Each card has a full explanation of its use and effect upon the game.

At the bottom of each Event card is an indication as to when the card can be played. The three different categories of card are 'Before', 'After' and 'Event'. The exact duration of the Event card is given with the rules on the card.

Before

The card is played immediately after it is drawn and its effects will generally last for the entire game.

After

The card will be played at the end of the game and its effects will usually alter the post battle sequence.

Event

The card may be played at a specific moment and causes something to happen – an event. Usually the effects of this card are resolved instantly.

Note: For some cards you will have to note down where on the table they are. For example, the *Dangerous Walkway* card needs a walkway somewhere on the table noted down to prove the walkway is dangerous and may collapse. Make notes such as this after all terrain has been placed but before the gangs deploy for battle.

To use the events for *Necromunda* you will need to make up the deck of cards printed on the following pages. Photocopy the pages, cut out the cards, and glue the fronts to the backs. To make them more sturdy, sandwich a layer of thin card in the middle.



EVENT CARDS

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UNSAFE LADDER

Play this card when an opposing model climbs a ladder. A rung gives way and the model falls back down to the ground from the top of the ladder. Check to see whether the model is injured using the normal rules.

Event

EVENTS

NECROMUNDA

SHAKEDOWN

The opposing gang has been stopped by an Adeptus Arbites patrol and D3 randomly determined members of the gang have been taken in for questioning. These models must miss the fight.

Before

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

BLOOD FEUD

This fight is a blood feud. Any model taken out of action in hand-to-hand combat by your men will confer an additional D6 Experience points to that fighter.

Before

TREASURE STASH

The gang that wins this fight will find a huge pile of valuable treasure close to the location of the fight. The winning gang adds 2D6x10 credits to its income.

Before

WANDERING DOC

A wandering doctor takes care of all the seriously wounded members of your gang for a small fee of 20 credits. Any gang member who has to roll on the Serious Injury Table can make two rolls and choose whichever result he prefers. Ratskins may roll three times.

After

OUT OF AMMO

Play this card after your opponent makes a ranged attack. The weapon they were using runs out of ammo, no matter what their hit roll was, and whether or not an Ammo roll was required.

Event



EVENT CARDS

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LUCKY FIND

A ganger, sent in search of rare items, has had a bit of luck. Along the way he finds, under a pile of debris and waste, a single useful item which he brings back instead. The ganger does not contribute to the number of rare items found in the post-battle sequence, but roll a D66 on the Rare Trade Chart. The ganger has acquired that item totally free of charge.

After



ARCHEOTECH

Your leader happens to know of an archeotech hoard nearby. You can send a ganger to search that territory instead of collecting income or searching for rare trade. The ganger collects 2D6x10 credits from the territory before the access tunnel is buried by an ash fall. This money is added to the gang's income total before profits are worked out.

After



EVENTS



EVENTS



EVENTS



EVENTS



LIVE WIRE

Play this card on an enemy model that has just suffered a flesh wound or been taken down or out. As the model staggers back and collapses it trips over a live power cable. With a blinding flash thousands of volts of electrical energy course through the model, killing it instantly.

Event

GIANT RAT

Play this card in the close combat phase on a model that is NOT engaged in hand-to-hand combat. The model has accidentally disturbed a Giant Rat, which attacks. See the Outlanders rulebook for full rules on Giant Rats. The Giant Rat will run off once the combat is resolved.

Event

DANGEROUS WALKWAY

The player who draws this card secretly notes down any walkway on the table as "dangerous". During the game, when a model moves over the walkway, you may declare it dangerous. Roll a D6 and add the model's Toughness. Add a further +1 if the model carries a special or a heavy weapon.

If the total is 8 or less, the walkway holds. On a total of 9 or more, the walkway collapses, along with any model/s using it. Falling models take a hit in the usual way. The walkway falls straight down. Any models fully or partially under the debris must make an Initiative test. Models that fail are injured automatically. Roll straight away on the Injuries Table. Remove the fallen walkway from play.

Event

SECRET TARGET

At the beginning of the fight, before placing the gangs, secretly note down the name of one enemy fighter. The first time that fighter is hit and wounded during the game, the fighter causing the hit gains an additional D6 Experience points.

Keep this card until the target model is shot and wounded, then discard it.

Before



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DISHEARTENED

The enemy gang has been beaten by yours several times in the past and is not as confident as usual. All of their fighters suffer -1 to their Leadership tests and Bottle tests for this game.

Before

EVENTS

NECROMUNDA

BOUNTY HUNTER

A Bounty Hunter is after a dangerous outlaw who he believes is fighting with the gang you are just about to face. The Bounty Hunter promises you half the reward money for the outlaw if you help him capture the renegade. The Bounty Hunter joins your gang for one game free of charge. Randomly determine one member of the enemy's gang. If the Bounty Hunter captures him split the reward money in half and add the money to your stash.

Before

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

AIM HIGH

If the enemy's leader goes down or out of action, the fighter who caused the wound gains an additional +10 Experience points. This card is discarded after the opposing gang's leader goes down or out of action.

Event

POISON CLOUD

You must play this card at the beginning of your turn. Declare a table edge of your choice. D3 Hallucinogen gas clouds move on 2D6" from the table edge in a direction of your choice. Follow the usual rules for Hallucinogen grenades.

Event

RACE AGAINST TIME

Each member of your gang will gain additional Experience points at the end of the fight if you win the Race Against Time. If you beat your opponent in 1 turn you will gain an additional 5 Experience points per fighter taking part. If you beat the enemy gang in 2 turns you gain 4 EP's, 3 turns = 3 EP's, and so on. If you haven't beaten the enemy gang after five turns you gain no additional EP's.

Before

SCOUT

At the end of the game, you may send one of your gangers searching for new territory, instead of collecting income or searching for rare trade. Randomly determine a new territory from the Territory Table. If the D66 roll comes up a double then the ganger returns empty handed. Otherwise you may add a new territory to your existing territories, and this can be worked after your next fight.

After



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HONOUR DEBT

A Ratskin Scout or an Underhive Scum owes a debt of honour to your gang leader and chooses to pay for it now. For this game you can add a Ratskin Scout or an Underhive Scum to your gang without paying the hire fee. After the fight is over the debt of honour is discharged and the hired gun will leave unless you decide to pay his hire fee.

Before

EVENTS

NECROMUNDA

LOOT

Take D6 Loot counters and place them according to the rules given for the *Scavengers* scenario. The loot is worth D6x5 credits each. Note that no monsters will appear in this particular game.

Before

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

SICKENING FUNGUS

When you draw this card note down a single building level on the table, which is infested by poisonous fungus. Any fighter who walks in or across the building must make a Toughness test on a D6. If the model fails the test, he suffers 1 wound which cannot be saved by armour saving throws or any other way.

Event

GENESTEALER!

This card must be played at the end of your turn. A Genestealer enters play from the middle of a table edge of your choice (left or right, it may not appear behind the enemy gang). The Genestealer will move towards the nearest model and attack if it is in charge range. Move the Genestealer at the end of each player's turn, but remember the 'Stealer will go for one of your men if they are closer. See the Outlanders Bestiary for rules and stats for Genestealers.

Event

EVENTS

NECROMUNDA

SLIPPERY SURFACE

You must play this card after the buildings have been placed but before the gangs deploy. The surfaces of all the buildings and walkways are dripping wet with humidity and slippery with algae. Any models that run or charge while on a building or walkway must make an Initiative test. If the fighter fails the test he slips over. If within 1" of the edge he has fallen off. If not, he cannot move.

Before

EVENTS

NECROMUNDA

EVENTS

NECROMUNDA

TOXIC WASTE

Play this card when you make a ranged attack on a model but miss. The attack hits a toxic waste pipe just above the target, and highly corrosive waste cascades all over the target. The model immediately takes D3 S4 hits with no armour saving throw allowed.

Event



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SCRAG

Play this card when a model injures an opposing model in hand-to-hand combat. The model scores an additional D6 Experience points.

Event



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Event



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Play this card after your opponent makes a ranged attack. The weapon they were using runs out of ammo, no matter what their to hit roll was, and whether or not an Ammo roll was required.

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Event

GAS POCKET

Play this card when an opposing model fires a ranged weapon. The shot ignites a gas pocket around the model, causing a large explosion. Treat this as if a Frag grenade had just exploded at the model's feet...

Event



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THE OLDEST TRICK

Play this card when one of your models is about to fight a round of hand-to-hand combat. The model kicks sand or dirt into the face of one opposing model, reducing their Weapon Skill to 0 for the rest of the turn.

Event



SPARE CLIP

Play this card if a model in your gang runs out of ammo. He has a spare clip of ammo (or the equivalent) for his weapon, and may carry on using the weapon as normal. If the weapon runs out of ammo again, however, then it is out of ammo for the rest of the battle (unless you have another Spare Clip card that you can play...).

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Event



FRAGILE ROOF

Play this card at the start of the game, before either side has set up. If either side uses a heavy weapon or grenade then the roof caves in on a D6 roll of 4, 5 or 6. If the roof caves in the game ends immediately in a draw and all models must roll under their Initiative on a D6 or take a S4 hit with a -1 save modifier.

Before





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REWARD

Play this card at the start of the battle. The Watchmen are cracking down on law and order, and have posted a one-day-only bounty on troublemakers. Your gang gets a 10 credit reward for each opposing gang member that is seriously injured or killed in the forthcoming battle.

Before



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Before



POWER CUT

You may play this card at any time. There has been a sudden power drain in this sector because another gang is tapping power from a generator far below. Visibility is reduced to 2D6" for the rest of the battle.

Event

FRESH TURF

Play this card at the start of the battle. Roll a new territory on the Territory Table. The player who wins the game takes this piece of new territory, instead of taking a territory from his opponent.

Before

SLAVE WORKER

Play this card at the start of the battle. One of the opposing gang members (chosen at random) has been captured and put to work in a factory plant as a slave. He cannot take part in this battle, but escapes to rejoin his gang once the battle is over.

Before

TRUE GRIT

Play this card when a gang or model fails a Leadership test for any reason. The failure is negated and the gang or model automatically pass the test.

Event



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LUCKY ESCAPE

Play this card if a member of your gang is wounded. Somehow or other the gang member has survived unscathed and is not hurt.

Event

EVENTS

NECROMUNDA

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EVENTS

NECROMUNDA

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EVENTS

NECROMUNDA

SPECIAL MERCHANDISE

You have been paid to get a consignment of merchandise through the opposing gang's territory. If you can get one of your fighters off the opposing player's table edge then you gain an extra 2D6x10 credits after the battle.

After

PERSONAL CHALLENGE

Play this card when one of your models is within 16" of an opposing model. Your model issues a challenge which is taken up by the opposing model. As long as the challenge is going on neither model may attack or be attacked by any model other than their challenger. The two models are only allowed to make ranged or hand-to-hand attacks against each other until one or the other is either down or out of action.

Event

REWARD

Play this card at the start of the battle. There is a 20 credit reward for each opposing gang member who is seriously injured or killed.

Before

REWARD

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Before