

SPECIAL ACTIONS

by Jason Yeung

These Special Actions are new actions any model may use during their turn. A few examples of old Special Actions are Hiding, Overwatch, and Running. Hopefully these new actions will give players more flexibility during the game. So instead of saying 'this ganger is running', you can say 'this ganger is going to prime a grenade', or 'this ganger is going to give a rallying cry'. Anyhow, give them a try.

SPECIAL ACTIONS

Only one action can be taken per turn, whether it be Hiding, Running, Shooting, Charging, Aiming, Overwatch, Jumping, or Full Auto. Moving and Turning do not count as Actions. The only exception to this is when a model has a skill which allows him to do two specific actions in the same turn (ie: Dive, Ambush, Hipshoot).

BASIC ACTIONS

These Actions are Actions generally take place immediately and have no lasting effects. Some last for a certain duration ranging from instant to one full turn. After the duration expires, the model must declare that Action again. Examples of Basic Actions are shooting, running, jumping, and charging.

EVASIVE ACTION

Duration: One Full Turn

Evasive Action involves dodging, rolling, ducking, and plain avoiding the shots of the opponents. Models on Evasive Action gain an additional 6+ Dodge until his next turn (models who already have the Dodge Skill would roll 2 dice).

PRIME GRENADE

Duration: Until End of Your Next Turn

The model pulls the pin on the grenade, throws it on the ground, and runs. This action allows the model to throw a grenade or bomb without having it detonate immediately. Resolve the throwing of the grenade as normal (with -1 penalty for small target). Then place a counter where it landed. That grenade will explode at the end of your next turn. Must have grenades, bomb, or frag belt.

LEERING TAUNT

Duration: Instant

This little action involves yelling the most downright humiliating insults towards an enemy ganger followed by insulting hand gestures (usually done by very brave or very stupid jupes). This Special Action can only be performed if your model is in partial cover or in clear. Your model must also be within 12" of the chosen target and the victim must have line of sight to your model. First, your model makes a Leadership Test. If you pass, then your opponent takes a Leadership test. If he fails, then his model is affected by Frenzy and must charge the model that Taunted him. If the Frenzied model cannot charge, he will run towards the model that taunted him (although he will not jump off the roof of a building and such). Taunted models can attempt to regain control during their Recovery Phase (Leadership Test).

RESCUE

Duration: Special

The ganger runs towards his fallen companion, scooping him up and carrying him on his shoulders. A model can attempt to pick up a down model or pinned friendly model whom he is in base to base contact with. This action can only be performed if you first roll equal or under your Strength on 1D6. If you pass, then you have picked him up. While carrying a fallen companion, your model suffers a -2 Ws and -1 BS penalty. He can only use pistols, grenades, and single handed close combat weapons. He also suffers -1 Initiative and his Movement Value is limited to his Strength Value. However,

attacks that hit the ganger hit the model being carried on a 4+. The ganger can put down the model during any subsequent turn without any penalties.

RALLYING CRY

Duration: Instant

This action can only be performed by a higher ranking gang member onto a lower ranking gang member (Leader - Heavy - Ganger - Juve). The model yells a series of orders, encouraging words, and insults to all those around him. All friendly subordinate models within half Leadership Value in inches are affected. If any of these friendly models are pinned or panicking, they can immediately test to get up from pinning (or recover from panic) and take their turn if they first pass a Leadership Test (assuming they didn't take their turn yet).

FLYING TACKLE

Duration: Instant

This action can only be performed if your model is within 1" of the edge of a building or platform at the start of your turn. Your ganger leaps up to D6+Strength inches towards one enemy model on a floor beneath you in line of sight. If you roll equal or under the horizontal distance to that model, then you may have hit him (otherwise you suffer full falling damage for the leap). If that model can roll equal or under his Initiative on 1D6, then he dodges you and you suffer full falling damage, landing D3 inches away from your target in a random direction. If that model fails, then you suffer falling damage equal to half the distance fallen, and your victim suffers full falling damage equal to the vertical distance you fell. Also, both you and the victim are knocked back D3 inches.

TACKLE CHARGE

Duration: Instant

Instead of declaring a Charge during your turn, you may declare a Tackle Charge instead. The ganger runs up to his victim and throws his shoulder into his victim. Both the charger and the victim both roll 1D6 and add their Initiative. If your charging distance was less than or equal to your Movement value, then you can may re-roll your D6 roll. If your result is equal or greater than your opponent's score, then you have tackled him. He immediately suffers a single hit at your base

Strength. Also, both of you are pinned as a result and cannot make any more Hand to Hand combat attacks for the rest of the turn (although both of you are still in combat). In addition, both of you are moved D3" in the direction of the tackle as a result of this attack. During next turn, Hand to Hand Combat is fought as normal.

SLEEPER ACTIONS

These Actions are declared like Basic Actions, but their effects last until cancelled or released. Examples of Sleeper Actions are Hiding and Overwatch. Most Sleeper Actions last until the model moves, shoots, or enters close combat (although this is not always the case). Also, some Sleeper Actions can be "Layered" upon each other (ie: Hiding and then setting Overwatch). This will be stated with the specific Action.

AIMING

This Special Action can only be performed if the model does not move this turn and is not in hand to hand combat. That ganger declares one ranged weapon that he is Aiming with. The next shot that model makes with that chosen weapon gains a +1 bonus to hit. However, this bonus is lost if that model moves or turns in any way after declaring Aiming.

May be done while on Overwatch, Crouching, or Hiding.

BRACE CHARGE

This Special Action can only be performed if your model does not Move during his turn. A model that is declaring a Brace Charge Action draws his weapons and prepares for close combat. If any models charge him, the model Bracing Charge will gain a +1 WS bonus for the first round of combat. However, this bonus is lost if that model moves during his turn or any subsequent turns.

May be done while Hiding or Crouching.

CROUCHING

This Special Action can only be performed if your model does not Move during his turn. A model that is Crouching squats low on the ground so that he makes better use of cover. As a result, anyone shooting at him suffers an additional -1 penalty to hit. This Sleeper Action lasts until you Move (not turn) or enter Close Combat. NOTE: Leave your model standing the way it is (use a token to make crouching models). Models Crouching behind

Full cover do not count as having the Crouching bonus as the cover obscures enough for a -2 penalty either way. (If you wanted to really make use of cover, choose the Hiding Command instead.)

May be Layered on any other Sleeper Action.

SPECIAL FIRE-ARMS ACTIONS

These Special Fire-arms Actions were designed to create more in depth gunfights in Necromunda. These shooting actions can be taken instead of regular shots, whether on Overwatch or during your turn. None of the following Special Fire-arms Actions can be combined with the Shooting Skills of Fastshot, Blaster Master, Gunfighter, Gunslinger, Rapid-fire, or Rapid-fire Master.

FATAL SHOT

This Action represents a ganger aiming his shot to kill rather than shooting to stun or injure. This shot suffers a -1 penalty to hit. However, if your shot hits and wounds, you may re-roll the first Critical Injury Roll, although the second result must be kept.

TWO ROUND BURST

This Action represents a ganger firing two quick shots from his gun. These shots can be directed at two different targets as long as they are both within line of sight of your model. These shots are fired normally except that they both are fired at half Ballistic Skill (round up). Also, your ammo roll value is modified by -1 for both shots. However, your Ranged Weapon must be capable of Two Round Bursts (see chart).

THREE ROUND BURST

This Action represents a ganger firing three quick shots from his gun. These shots can be directed at three different targets as long as they are both within line of sight of your model. These shots are fired normally except that they all are fired at one third of your Ballistic Skill. Also, your ammo roll value is modified by -1 for both shots. However, your Ranged Weapon must be capable of Three Round Bursts (see chart).

FULL-AUTO

This Action represents a ganger holding down the trigger on a fully automatic weapon and totally emptying his clip in one turn. This attack is VERY destructive.

However, it is guaranteed that your weapon will jam, run out of ammo, or explode. Your model may shoot as many times he wants during this turn until he jams his gun. Because of the wild kickback of a Full-Auto Blast, all your shots will be fired at one third Ballistic Skill. Also, your ammo roll value is worsened to 4+ at best (despite Armorers). However, your Ranged Weapon must be capable of Full-Auto (see chart). After a Full-Auto, your gun is automatically Jammed. Models with a weapon reload can use (erase off of gang roster) their Weapon Reload to fix a gun of the same type that was jammed because of Full Auto.

EXACT TRANSLATION OF BS TO 1/3 BS:

BS	1	2	3	4	5	6	7	8	9	10
3rd BS	0	1	1	2	2	2	3	3	3	4

Weapon	2 Rnd Burst	3 Rnd Burst	Full-Auto
Stubgun	X	X	-
Stubgun w Dum-Dums	X	X	-
Auto Pistol	X	X	X
Las Pistol	X		
Bolt Pistol	X	X	-
Hand Flamer			
Gauss Pistol	X	X	X
Web Pistol	X	-	-
Needle Pistol			
Autogun	X	X	X
Las-Gun	X	X	
Boltgun	X	X	X
Shotgun	X	-	-
Flamer	-	-	-
Grenade Lncher	X	-	-
Melta-Gun	X	-	-
Needle Rifle	-	-	-
Plasma Gun	X	-	-
Hand Froster	-	-	-
Heavy Weapons	-	-	-

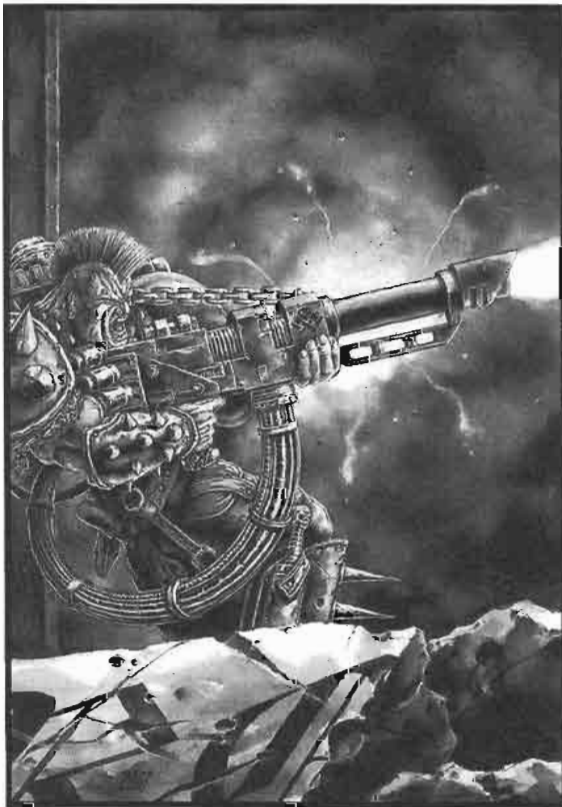
SPECIAL FLAMER ATTACKS

A model armed with a Hand Flamer or Flamer may opt to use one of the following attacks during his shooting phase. Note: These attacks cannot be used during Overwatch. Also, none of the following Special Flamer Attacks can be combined with the Shooting Skills of Fastshot, Blaster Master, Gunfighter, Gunslinger, Rapid-fire, or Rapid-fire Master.

CONTINUOUS FIRE

The fighter holds down the trigger of the Flamer, releasing a continuous blast of searing flame. When using Continuous Fire, resolve your flamer attack as normal, ammo roll and all. If you pass the Ammo Roll, then the Flamer (or Hand Flamer) template will stay in its position until the start of your next turn. Models staying inside the template of moving into it will suffer Flamer damage as normal during their turns. As a result of this attacks massive fuel consumption, another ammo roll is needed after using this attack (although its effects will still last to your next turn if you passed the first ammo roll).

Continuous Fire can only be used if the model does not move during his turn.



FLAME SWEEP

The fighter swings his Flamer in a 90 degree arc, creating a fan of flaming death. Place the Flamer template (or Hand Flamer Template) as normal. Then turn the model 90 degrees in any direction. Next, swing the template in the same direction until it reaches the front of the model with the Flamer. All models under the template or covered by its swing are hit on a 4+ and suffer a Strength 3 hit from the flames. However, they will each Catch Fire only on a D6 roll of a 5+.

FLAME WAVE

The fighter swings his Flamer back and forth in a 90 degree arc, creating a wall of fiery death. Place the Flamer template (or Hand Flamer Template) as normal. Then turn the model 90 degrees in any direction. Next, swing the template in the same direction until it reaches the front of the model with the Flamer. All models under the template or covered by its swing are hit and suffer regular Flamer Damage. As a result of this attacks massive fuel consumption, another ammo roll is needed after using this attack.

Flame Wave can only be used if the model does not move during his turn.

FIRE WALL

The fighter fires his flamer towards the ground, creating a trail of burning fiery napalm. Any model using this attack does not use a flamer or hand flamer template as normal. Instead, they may set fire to a small area of ground or terrain. First, that model makes an ammo roll as normal will all flamer and hand flamer attacks. Next, that model gets six 0.5 radius templates (same as Napalm Grenade templates) for a flamer and three 0.5 radius templates if he is using a hand flamer. He may then place them anywhere within 8 inches if he's using a flamer or within 4 inches if he's using a hand flamer. These templates must be placed so that each template is touching at least one other template (ie: in a line or pile). These templates stay in play and anyone touching or walking (running) over any of the templates is hit as if by a flamer: S4 hit, -2 Save, and 4+ Catch fire. Test for each template at the start of every turn. On a 6+, the template is removed from play. If a model is touching a counter at the start of his turn or moves into one, then it takes another hit.

Flame Wave can only be used if the model does not move during his turn.