



Experimental Rules: Skill Tables Version 2.0

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Among the most dynamic and enjoyable aspects of Necromunda is its skill system. This system has not been changed since the game's initial release, and with good reason. However, as time has gone by, the Necromunda community has been clamoring for changes. So, how do you fix a set of rules that have functioned well for several years? Take a look and see what you think of our efforts.

SKILL REVISIONS

As there are few problems with Necromunda's skill sets, most of the game's skills will remain the same and the Necromunda Online Rulebook will remain a good resource for information on skills. Some skills already part of the rulebook have been reworded, or tweaked in an effort to simply answer everyday FAQs and have not changed, while others have been rebalanced with Necromunda's newest rules.

The biggest change you will notice is the addition of two new skill sets, one for gang leaders and one for heavies. These new sets will help make your champions more effective and a lot different than other members of the gang and, according to the Necromunda community, should be a welcome addition.

That said, the only thing left is to cover the skills, but first a reminder: just as the Rules Review depended on the community to get these changes going, so too do we depend on you to let us know how they work. So start playtesting and give us some feedback on what you think.

SKILL TABLES

Skill selection remains the same as it always has been, though it should be noted that Leader skills can only be chosen by leaders, and Heavy skills only by heavies, even if a fighter can choose any skill table. If a leader dies, the fighter who takes over his place may choose leader skills from then on.

Agility Skills

1. Catfall. A fighter with catfall may take an initiative test to avoid damage from falling. If the fighter rolls under his initiative, he has rolled out

of the fall. Though uninjured, the fighter will still be pinned. Falls of more than 12" still automatically take the fighter out of action.

2. Dodge. Remains the same.

3. Jump Back. At the beginning of any hand-to-hand combat phase, the fighter may attempt to disengage from combat. Before any other actions or skills are used, the fighter rolls a D6. If the result is less than the fighter's initiative he may immediately jump 2" straight back, leaving any opponents behind.

4. Leap. The fighter may leap D6" during his movement phase in addition to his normal movement. He may leap only once in his turn and the leap must be either before or after the rest of his movement. If the fighter moves more than 4" including his leap, the fighter is treated as though he ran. A leap will take a fighter over any man-high obstacle, including enemy fighters, without penalty. The fighter may also use a leap jump over gaps between buildings or other terrain, but you must commit to this before you roll to determine the length of the leap. If the fighter fails to make it all the way across the gap, he will fall and take falling damage as normal.

5. Quickdraw. A fighter with the quickdraw skill will double his initiative value when taking part in a Shootout scenario. Refer to the Shootout scenario in the Online Rule Book to see how this works. In addition, he may switch between his weapons more quickly and may carry a single basic or special weapon and still receive a bonus for fighting with two hand-to-hand weapons as if he had only hand-to-hand weapons.

6. Sprint. Remains the same.

Combat Skills

1. Combat Master. Remains the same

2. Disarm. A fighter with this skill may attempt to disarm one hand-to-hand opponent each turn. Roll a D6. On the roll of a 4+, the opponent automatically loses one weapon of the disarming fighter's choice. If the disarming fighter takes his opponent down or out of action after successfully disarming his opponent, or if the fight ends with a draw at the end of the game, the weapon is permanently destroyed and must be removed from the gang roster. However, if his opponent takes the disarming fighter down or out of action, he automatically recovers his weapon, though it may not be used for the remainder of the game.

3. Feint. A fighter with feint may trade any parries he has for extra attack dice instead. Each parry can be traded for one extra attack. The fighter may choose to parry or feint each turn, i.e. he may parry one turn and then feint the next.

4. Parry. Remains the same.

5. Counter Attack. Remains the same.

6. Step Aside. Remains the same.

Ferocity Skills

1. Berserk Charge. A fighter with this skill rolls double the number of attack dice as listed on the fighter's profile in the turn he charges. A fighter making a Berserk Charge may not parry by any means in the turn he charged.

2. Hard as Nails. The fighter is so tough and resistant that he gets a 6+ armour save. If the fighter wears armour, his increased resistant increases the save roll of that armor by 1.

3. Impetuous. Remains the same.

4. Killer Reputation. A fighter with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. The fighter causes *fear* as described in the psychology section of the Necromunda Online Rulebook.

5. Nerves of Steel. The fighter may attempt to avoid pinning even if he does not have a friendly

fighter within 2". If the fighter was already allowed to attempt to escape pinning (he has a friend within 2") then he may re-roll any failed pinning tests.

6. True Grit. A fighter with this skill treats injury rolls of 1-2 as flesh wounds, 3-5 as down and 6 as out of action. When using special injury charts such as needle weapons, simply add 1 to the lowest category in the same manner as flesh wounds have been altered above.

Muscle Skills

1. Body Slam. Remains the same.

2. Crushing Blow. Remains the same.

3. Head Butt. If the fighter inflicts 2 or more hits in hand-to-hand combat, he may choose to exchange all hits for a single hit with a strength bonus. The strength is equal to +1 for each additional hit scored. This means you can exchange two S4 hits for a single S5 hit, three S4 hits for a single S6 and so on. The blunt force of the head butt is such that its victim will fight with half his WS, rounding down, in the next round of combat, if he survives.

4. Hurl Opponent. If the fighter wins a round of combat, he may throw his opponent instead of inflicting normal damage. The fighter may throw his opponent D6" in the direction of his choice. When he lands, the fighter automatically takes one hit at a strength of ½ the distance thrown, rounding up. Thrown fighters that hit a solid object stop where they are and take damage. If the thrown fighter hits another fighter, they will both take damage as described above. Note that fighters may throw their opponents off buildings, into chasms or anything else they would like. Throwing a fighter will only earn the thrower with a single wounding hit experience award.

5. Iron Jaw. Remains the same.

6. Strong Man. A fighter with this skill is pumped up enough to carry the largest weapons with a firm grip, using strength before agility in combat. The fighter may use a single two-handed weapon in hand-to-hand combat as though it were a single-handed weapon, allowing the fighter to carry both a two-handed weapon and a pistol, for example.

Shooting Skills

1. Crackshot. Remains the same.

2. Fast Shot. A fighter with this skill may shoot several times in the shooting phase. The fighter can shoot as many times as his attacks characteristic. He can shoot at the same target or separate targets per the normal shooting rules. This skill may only be used with pistols and basic weapons as special and heavy weapons are far too cumbersome. Fast shot may be used with gunfighter, but not rapid fire.

3. Gunfighter. The fighter can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he is armed with two pistols. If equipped with a basic, special or heavy weapon, the fighter will be too encumbered to make use of both pistols and cannot use this skill. This skill may be used with Fast Shot, but not Rapid Fire.

4. Hip Shooting. The fighter is allowed to shoot even if he ran in the same turn. However, if he does run he will suffer a further -1 to hit modifier and cannot use bonuses from any gun sights. Even with this skill it is impossible for a fighter to run and shoot with a 'move or fire' weapon.

5. Marksman. A fighter with this skill may ignore the normal restrictions that force him to shoot at the nearest target. Instead, he can shoot at any target he can see. The fighter may also take shots at extreme range, which is determined by adding 50% to the weapon's maximum range. For example, a marksman using a lasgun will have an extreme range of 36 inches. Shots at extreme range suffer the same 'to hit' modifiers as the weapon's long range. Marksman may only be used with the following weapons: autoguns, boltguns, lasguns, needle rifles and longrifles.

6. Rapid Fire. If the fighter does not move during his turn, then he may shoot twice in the shooting phase. This skill works only with one pistol or basic weapon that is selected as soon as this skill is earned. The same fighter may earn this skill multiple times, selecting a different weapon each time the skill is earned.

Stealth Skills

1. Ambush. Remains the same.

2. Dive. Remains the same.

3. Escape Artist. Remains the same.

4. Evade. Remains the same.

5. Infiltration. Remains the same.

6. Sneak Up. Any enemies attempting to spot this fighter must halve their normal spotting distance.

Techno Skills

1. Chemist. A fighter with this skill that does not go out of action may attempt to create a dose of chemicals instead of working a territory or visiting the trading post during the post battle sequence. Roll a D6. On the roll of a 6, a single dose has been created. Roll a further D6 to see what you have. 1--Blade Venom, 2--Wild Snake, 3--Kalma, 4--Slaughter, 5--Spook or 6--Spur.

2. Fixer. Gangers only. If the fighter works a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first outcome. However, the fighter may not change the number of dice rolled and must accept the second result.

3. Inventor. Remains the same.

4. Medic. The fighter has some experience patching up his fellows. If the gang includes a fighter with this skill, you may re-roll the result of one serious injury roll for one fighter after the battle, though the second roll must be kept. Gangs with multiple medics cannot use more than one for each wounded fighter. Injured fighters with special abilities or natural resilience of some kind must choose between their natural healing ability or the aid of a medic, but not both.

5. Specialist. Remains the same.

6. Weaponsmith. Remains the same.

Heavy Skills

1. Accuracy. The Heavy is especially skilled with blast weapons. Any weapon this fighter uses that has a blast template will only scatter half the distance indicated by the scatter die.

2. Armourer. The armourer checks all weapons being used by the gang before the battle starts. Any fighter in the gang may add +1 to any and all ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 always fails regardless of the required result. This skill is cumulative for gangs with two armourers.

3. Bulging Biceps. Remains the same.

4. Long Shot. The heavy is skilled at making aimed shots from heavy weapons. If the fighter fires only a single shot from a heavy weapon, this shot will have a +1 to hit modifier. This skill may not be used with any weapons which use a template.

5. Monkey Grip. The heavy has a secure enough grip on his weapon to make use of it in hand-to-hand combat. He does not count as encumbered in hand-to-hand combat if carrying a heavy weapon and will use the heavy weapon as a club.

6. Walking Fire. A heavy with this skill may walk his sustained fire shots up to 6" instead of the normal 4" from the initial target. Shots walked in this way must still follow line of sight to the heavy and follow all other rules for sustained fire.

Leader Skills

1. Barter. A leader with this skill has a reputation for being a loyal customer with many of the local trading posts. When the leader visits the trading post he always received D3+1 offers, just as though he had another gang member with him. Leaders with this skill may still be accompanied by gangers for even more offers.

2. Fence. The leader is known as a trustworthy source of good quality used equipment. Whether this is true or not, the leader can charge more for his secondhand equipment. Instead of receiving half value for items the gang sells, they earn 1/2

the cost plus an addition 25% of their original value.

3. Haggle. Your leader drives a hard bargain at the trading posts. When purchasing a rare trade item, you may re-roll the variable cost of the item. However, the second roll must be kept, even if it is more than the first.

4. Informant. The leader has earned a trusted friend who can feed him valuable information on resources in the area. During the post battle sequence, the leader may contact his informant if he does not visit the trading post by passing a leadership test. If he passes the test, he may add or subtract 1 from the roll to determine what scenario will be played. If the leader rolls a 2 for his test, he may add or subtract 2 instead. This ability stacks with Ratskin Maps, ratskin scouts and other such items.

5. Inspirational. An inspirational leader commands the highest loyalty and respect. Fighters in his gang may test on his leadership value if they are within 12" of the leader instead of only 6". Fighters must have a line of sight with the leader in order to use his leadership.

6. Iron Will. This skill allows the leader to re-roll any failed bottle checks as long as he is not down or out of action.

ABOUT THE AUTHORS

Rob and Nick are the most active members of the NRC and frequent contributors to Specialist Games. They play a vital roll to the future of Necromunda. Please help them out and give them feedback in the [NEC] Experimental Rules section of the Specialist Games Forums.