You'd Better do Something!
Special Actions
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Based on original material by
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Special actions were originally published back in Gang War and have made their way into my campaigns many times over the years. While many actions made a great addition to the game, others needed a bit of work to balance them with Necromunda's Living Rulebook. Refined and updated to comply with the newest version of the rules, Special actions can now be a part of your campaigns too. So remember, instead of shooting, go ahead and taunt your enemy, prime a grenade or start a fire or two.

SPECIAL ACTIONS

Necromunda's rule system is based on actions, which makes special actions easy to inject into games. A special action is any action taken by a fighter beyond the normal move and fire, such as running, charging, going into overwatch and hiding. Like any other action, only one special action may be attempted by a fighter each turn and only if the fighter meets a certain criteria. A fighter who wants to go into overwatch, for example, cannot move or fire during his turn.

Special actions can be divided into three categories; direct actions, sleeper actions and weapon actions. Direct actions are those that take place instantly, such as charging. Sleeper actions, on the other hand, may not have an immediate effect on the game, but change the status of the fighter, such as hiding or overwatch. Weapon actions may only be performed by fighters armed with specific weapons.

DIRECT ACTIONS

Direct actions take place immediately and can be performed by any gang member as long as their specific criteria is met. Some examples of direct actions include shooting, running, jumping and charging.

Taunt

The fighter, usually a very brave or a very stupid juve, chooses one of his opponents and calls him out with the most humiliating and infuriating insults he can think of. While most fighters can shrug these insults off, the right words at the right time can cause a fighter to explode, letting his guard down as he charges his assailant. A fighter may taunt any enemy model it can see that is no more than 12" away. To taunt an enemy, the fighter must pass a leadership test of his own. Once passed, his victim must take a leadership test. If the target model fails, he becomes subject to the rules for *Frenzy* as described on page 31 of the Necromunda Living Rulebook and must charge the fighter who taunted him in his next movement phase, even though he may not be in

range. Taunted models will never jump off buildings or ledges and may attempt to gain control during their Recovery Phase by passing another leadership test.

Rally Cry
The fighter yells a series of orders, encouraging words or insults to fellow fighters around him. This action can only be performed by a fighter with a higher leadership value than those he is rallying. A fighter can attempt to Rally Cry his comrades at any point during his turn by taking a leadership test. If passed, all friendly models with a lower Leadership value and within the rallying fighter's leadership in inches may immediately test to get up from pinning or to recover if broken. If they have not already moved, these rallied fighters may take their turn as normal.

Throw Weapon
A fighter may throw his weapon to a comrade who has run out of ammo. Fighters may throw a weapon to a friendly fighter within 2" who is not in hand to hand combat and in clear line of sight. This throw takes place during the shooting phase and neither the throwing fighter nor the receiving fighter may fire during that turn. In order to catch a thrown weapon, the receiving fighter must pass an initiative test. If failed, the weapon is dropped and will be lost permanently unless one fighter misses his next movement phase to recover it. Fighters may only use weapons they would normally have access to, so you cannot throw heavy weapons to gangers, basic weapons to juves, etc.

Rescue
The fighter scoops up a fallen comrade, carrying him out of harm's way. A fighter can attempt to rescue a friendly pinned or down fighter with whom he is in base-to-base contact. To pick up a comrade, the fighter must roll equal to or under his Strength on 1D6. If the test is passed, the fighter picks his comrade up and throws him over his shoulder. While carrying a fallen companion, a fighter suffers a –2 to his WS and a –1 to his I and BS. He may only use weapons that can be fired with a single hand and his Movement rate is reduced to his Strength value in inches. Enemies attacking a fighter who is carrying a comrade must randomize their hits between the fallen comrade and the carrying fighter. The fighter may put his comrade down at any time during his turn without any penalty.

Quick Repair
Most fighters know how to keep their weapons in working order. When a weapon overheats or jams, a fighter may be able to find some cover and attempt a hasty repair. Though these repairs can often be worse in the long run, it is often worth getting out every possible shot in a time of need. If a fighter does not move, fire or fight in hand-to-hand combat, he may attempt a quick repair. Roll a D6 for a weapon that has run out of ammo. On the roll of a 6, the gun is repaired and may be used again. On the roll of a 1, the gun explodes according to the exploding weapons advanced rule. A gun that is repaired in this way will never perform as well as normal and an ammo test must be made every time the weapon is fired for the rest of the game. Weapons that automatically require ammo tests or those that run out of ammo automatically cannot be quick repaired.

Tackle Charge
Instead of charging an enemy and engaging him in hand to hand combat, a fighter may attempt to tackle his opponent. To tackle, the fighter charges into base to base contact and rolls a D6, adding his Strength. If the distance charged was less than the fighter's movement rate, he may reroll the D6. The opponent rolls a D6 and adds his Initiative value. If the tackling fighter's score is higher, the opponent is tackled. Tackled opponents immediately suffer a single hit at the fighter's base strength value. As a result of the tackle, both fighters will be thrown D3" in the direction of the tackle and both will be pinned. A tackle charge does not lock opponents into hand to hand combat.

Some items are easy to operate...

Operate

The fighter attempts to manipulate a piece of equipment or terrain on the table. Many objects may be operated by a fighter, such as a closed door or hatch, a locked crate, an elevator or a wall gun. The fighter must end his movement in base-to-base contact with the object he wants to operate in order to declare this action. Normally, this takes place automatically, though players may decide some objects are harder to operate than others. Things such as locked doors or crates, complicated weapons or vehicles can only be operated if the fighter first passes an initiative test on a D6. Players must decide which will require this initiative test and what objects can automatically be operated.

...others are not.

Drag

A fighter may drag an object across the battlefield in an attempt to build up a defensive position or move valuable goods out of the way of attackers. A fighter may drag any object or piece of terrain no larger than himself by ending his movement in base-to-base contact with it. In his next movement phase, the fighter may drag the item up to half his movement value. A fighter dragging an object can run, but will also reduce their running movement rate by half. Enemies shooting at a fighter dragging an item must randomize the shot between the fighter and the object and a fighter can let go of the object at any time. While dragging an object, fighters may use only single handed weapons.

SLEEPER ACTIONS

Sleeper actions are declared the same way as direct actions, but last until the fighter moves, shoots or gets into hand-to-hand combat. Examples of sleeper actions include hiding and overwatch.

STACKING ACTIONS

Some sleeper actions can be stacked, causing multiple status changes to a particular fighter at a time. Here is an example: A fighter can go into hiding during turn 1 of a game. If he does not move, fire or is spotted, during his next turn he may perform a second sleeper action, going into overwatch, for example. Once the fighter takes an action that would cancel a single sleeper action, all sleeper actions are canceled together.

Evasive Action
Duration: One full turn

A fighter may take evasive action if he does not fire or fight in hand-to-hand combat in his turn. The fighter ducks, rolls and makes use of surrounding

terrain to evade oncoming shots and make himself a hard target. A fighter on evasive action gains a 6+ Dodge against shooting attacks in the same way as fighters with the *Dodge* Agility skill. This action lasts until the beginning of his next turn. Models who already have the *dodge* skill may evade as well and roll 2D6 to dodge instead of 1.

Drop
Duration: Special
A fighter may drop to the ground if he does not move in his turn. Fighters who drop prone can confuse their enemies, who think the fighter has been taken down by enemy fire. Place the model as though it is man-down. The fighter may move 2" in his movement phase and continue to fire as normal in later turns, though you must take his line of sight into consideration. Enemy fighters shooting at a dropped model must first pass an initiative test. A fighter may stand up at the beginning of any of his subsequent turns.

This action may be stacked with other sleeper actions.

Concentrate
Duration: One full turn
The fighter pulls together his focus and prepares himself for a tense shootout. A fighter may concentrate if he does not fire or fight in hand-to-hand combat during a turn. Concentrating fighters may always test to avoid pinning when hit by enemy fire, even if there is no ally within 2". Leaders may concentrate as well, though they may simply re-roll to avoid pinning if they fail the first time. A fighter remains concentrating until the beginning of his next turn.

This action may be stacked with other sleeper actions.

Brace Charge
Duration: One full turn
This action can only be performed by a fighter who does not move or fire. A fighter that has declared a brace charge draws his weapons and prepares for close combat as he sees his enemies close in. If the fighter is charged, the model bracing the charge will gain a +1 WS bonus for the first round of combat. A brace charge lasts until the beginning of the fighter's next turn.

Aim
Duration: Special
Fighters who do not move or fire in their turn may choose to aim instead. The fighter chooses one ranged weapon with which he is aiming. The next shot the fighter makes with that weapon while aiming gains a +1 bonus to hit. Aiming is immediately canceled anytime the fighter moves.

This action may be stacked with other sleeper actions.

WEAPONS ACTIONS
Weapon actions are special attacks that involve specific types of weapons. These attacks follow all the same rules as their normal attacks.

Unload
Duration: N/A
The fighter removes the safety from his weapon and holds down the trigger, letting loose a hail of gunfire at his target. A fighter who does not move in his turn may unload. Instead of normal shooting, the fighter may fire D6 shots, each of which is taken at a –1 to hit. Weapons that use sustained fire may roll an extra sustained fire die. Once all these shots are resolved, the weapon automatically runs out of ammo. This skill may not be used with weapons that automatically run out of ammo or those that automatically take ammo tests.

A couple of primed grenade counters made from pennies and extra bits....

Prime Grenade
Duration: The End of Your Next Turn
The fighter pulls the pin on a grenade, throws it on the ground and runs. Priming allows a fighter to throw a grenade without it detonating right away. Resolve the throw as normal. The fighter may target a point on the ground and attempt to hit it with a –1 to hit modifier. Place a counter where the grenade lands. That grenade will explode in the usual way at the end of the fighter's next turn. This attack may be used with any grenade or bomb.

does not shoot during his turn, he may start a fire by placing the blast template on a point of the board within 4". Flamers used to start fires must still take a ammo check as if they had been fired. The fire will burn through his turn. At the beginning of each following turn, roll a D6. On the roll of a 1-2, the fire shrinks and puts itself out. On a 3-4, the fire remains the same. On the roll of a 5-6, the fire spreads D3" in a random direction. Any fighters under the template or that come into into contact with it take damage as if they were hit by a flamer.

About the Author
Nick Jakos is a frequent contributor to Fanatic Online and something of a Necromunda Guru. He is an active member of the Necromunda Rules Review and is known as Arbitrator Andante on the specialist games forum. A firm believer that Necromunda is GW's greatest game, Nick is always on the lookout for ways to make the game even better.

Set Fire
Duration: N/A
Fighters armed with flamers may use them to set small fires to destroy enemy encampments, escape routes or alter the terrain in other ways. If the fighter