



House Rules – Event Card Deck

By Robert J. Reiner aka Arbitrator General

Originally published as 'Designer's Cuts' by Andy Chambers, Jervis Johnson & David Moretti

If you have an older copy of the Event Card Deck, either from the back of the Battles in the Underhive Book or were one of the lucky few to actually get one through mail order, then you know that the Event Deck was fun to play, made for some interesting battles, and was an awesome addition to the game. Well, why should the Event Deck fade away when you can now have it again, updated for the ORB and NRC 2005 era of Necromunda...

The original article that this is based on is called 'Designer Cuts.' Here is the opening from that article. *Battles in the Underhive (page 79)...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 box 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 the our games designers to produce a deck of cards which will make your games of Necromunda even more exciting!'*

Since the original game designers wanted to use these and created them I feel that they should be available to the gaming community to use. I was also one of the lucky few to get an actual hard copy set by ordering directly from UK mail order. So that everyone can enjoy the Event Deck I have updated the rules for using the Event Card Deck in Necromunda and have reproduced cards that are based straight on the deck that was originally available. If you have the old deck, go ahead and use them instead of these, but use these to answer any loop holes in the original wording.

HOW TO USE THE CARDS

At the beginning of each game, after the scenario is selected, but before table edges or any models have been set-up each player rolls a D3. This is the number of Event Deck Cards that the player will receive. One player shuffles the deck and deals out the appropriate number of cards to each player. Each

card has a full explanation of how it is played right on it. At the bottom of each card is an as indication as to when in the turn it can be played. The three times that a card can be played are 'Before,' 'Event,' or 'After.' The exact duration and affects of each card are listed right on it.

BEFORE

Cards listed as 'Before' are to be played immediately after they are drawn and may generate an effect that lasts the entire game.

EVENT

Cards listed as 'Event' may be played at a specific moment in the game and may cause something to happen, or not to happen in some cases.

AFTER

Cards listed as 'After' are to be played at the end of the game and may alter your post game sequence.

SECRET NOTATION

Some cards will require you to write down where on the table they are. For example, the Dangerous Walkway card needs a walkway somewhere on the table. Make notes such as this after al terrain has been placed, but before the gangs are setup.

CARDS

To use the Event Card Deck you will need to make up the deck of cards on the following pages. There are forty-eight (48) cards in the deck. Simply print them all out, fold them in half, glue them together, and get ready to use them in your games.

ABOUT THE AUTHOR

Rob is a member of the NRC, a forum Moderator, and a Necromunda Answer Moderator. He thanks the community for their support of his efforts since we don't pay him. What will this Necromunda guru write about next?



EVENT CARD DECK

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EVENT CARD DECK

EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK
HONOUR DEBT	LOOT!!!	RACE AGAINST TIME	REWARD	REWARD
<p>A Ratskin scout or Underhive Scum owes you a debt of honour and your leader is cashing it in. Immediately roll up one Ratskin Scout or Underhive Scum from the ORB and they will fight for you in this game for free. After the game he will leave your gang unless you want to continue to pay him per the normal rules for hired guns.</p>	<p>TAKE D6 LOOT COUNTERS AND PLACE THEM ACCORDING TO THE RULES GIVEN IN THE SCAVENGERS SCENARIO IN THE ORB. EACH LOOT COUNTER IS WORTH D6X5 CREDITS PROFIT EACH.</p> <p>NOTE: NO MONSTERS WILL APPEAR DUE TO THESE LOOT COUNTERS.</p>	<p>There are lots of side bets on this game. If you can win this game on turn 1 each fighter will earn an additional 5 experience points. If you can do it on turn 2 they each get 4, turn 3 is 3, turn 4 is 2, turn 5 is 1. Are you up for the race against time?</p>	<p>Play this card at the start of the game. The Watchmen and Enforcers are cracking down and have posted bounties on lots of random gangers out there. Any fighter that you take out-of-action in this fighter will get you 10 credits profit each. No limits.</p>	<p>Play this card at the start of the game. The Watchmen and Enforcers are cracking down and have posted bounties on lots of random gangers out there. Any fighter that you take out-of-action in this fighter will get you 10 credits profit each. No limits.</p>
BEFORE	BEFORE	BEFORE	BEFORE	BEFORE



EVENT CARD DECK

EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK
REWARD	REWARD	SECRET TARGET	SHAKEDOWN	SLAVEWORKER	
Play this card at the start of the game. The Watchmen and Enforcers are seriously cracking down and have posted large one-day only bounties on various troublemakers out there. Any fighter that you take out-of-action in this fighter will get you 20 credits profit each. No limits.	Play this card at the start of the game. The Watchmen and Enforcers are seriously cracking down and have posted large one-day only bounties on various troublemakers out there. Any fighter that you take out-of-action in this fighter will get you 20 credits profit each. No limits.	At the start of the game write the name of any one enemy fighter. The first time that the Secret Target is wounded the fighter that inflicted the wound gains an additional D6 experience points.	The opposing gang has been stopped by an Enforcer Precinct Patrol. D3 random fighters from the opposing gang have been taken in for questioning and must miss this fight.	Play this card at the start of the game. One randomly selected fighter from the opposing gang has been captured and put to work in a factory plant as a slave. He cannot take part in this game, but will escape in time to rejoin his gang for the post battle sequence.	
BEFORE	BEFORE	BEFORE	BEFORE	BEFORE	BEFORE



EVENT CARD DECK

EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK
SLIPPERY SURFACE You must play this card after terrain is setup and board edges are selected, but before gangs deploy. The surfaces of all buildings and walkways are dripping wet with humidity and caked on with algae. Any fighter that runs or charges on a building or walkway must immediately roll equal to or under their initiative of slip and fall at the start of their movement. Fighters that fall are pinned and must test for falling if within 1" of an edge.	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 2D6x5 credits profit to its stash.	AM HIGH If your opponent's leader is taken down or out-of-action the fighter that caused the wounding hit gains an additional 10 experience points.	DANGEROUS WALKWAY Secretly note any walkway on the table as 'Dangerous.'. During the game, when a fighter moves over the walkway you may declare it as dangerous. Immediately roll a D6 and add the fighter's Toughness. Add a further +1 if the fighter is carrying a special or heavy weapon. If the total is 8 or less then walkway holds, but is still 'dangerous.'. If the result is 9 or more then the walkway collapses, sending the fighter (and any other fighters on the walkway) crashing to the ground below. Remove the walkway and work out falling damage as normal. If there are fighters under the walkway then they must roll equal to or under their initiative or be immediately taken out-of-action.	GAS POCKET Play this card when an opposing fighter fires a ranged weapon. No matter the result of the fighter's shot it has also sparked an explosion right next to the firing fighter. Immediately work out damage as if a Frog Grenade has hit the firing fighter. Place template, assign hits, and roll to injury per the Frog Grenade Rules.	BEFORE
BEFORE	BEFORE	EVENT	EVENT	EVENT	



EVENT CARD DECK

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GENESTEALER!!!

This card must played at the end of your turn. A Genestealer has infiltrated the Underhive and will start attacking from the center of the board edge of your choice (left or right). The Genestealer will move towards the nearest fighter and attack if it is in charge range. The Genestealer moves at the end of each player's turns and will go after the closest fighter, no matter the gang affiliation. Check the Bestiary Rules for stats on a Genestealer.

EVENT

GIANT RAT

Play this card in the close combat phase on a fighter that is NOT engaged in hand-to-hand combat.

The fighter has accidentally kicked over the entrance to the lair of a Giant Rat. Rightfully so it attacks the fighter. See the Bestiary Rules for stats on a Giant Rat. After this round of close combat the Giant Rat runs off (no free hits).

EVENT

LIVE WIRE

Play this card on an enemy fighter that has just suffered a flesh wound, been taken down, or been taken out-of-action.

The fighter stumbles back and trips over a live power cable. With a blinding flash thousands of volts of electrical energy course through the fighter killing him in moments. The gang finds his electrified corpse after the game. The fighter and all his equipment are crossed off the roster.

EVENT

LUCKY ESCAPE

Play this card when a fighter in your gang is injured. Somehow or other the fighter has survived unscathed and is not hurt. No matter how many wounds the fighter sustained in the attack he loses no wounds and is not injured.

This is one round versus one opponent in hand-to-hand combat or one shot from a ranged weapon, be is a las pistol or lascannon.

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EVENT



EVENT CARD DECK

EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK
OUT OF AMMO Play this card when an enemy fighter makes a ranged attack. No matter the result of the shot the fighter is also out of ammo with that weapon regardless of the to hit roll or whether or not an Ammo Check was required.	OUT OF AMMO Play this card when an enemy fighter makes a ranged attack. No matter the result of the shot the fighter is also out of ammo with that weapon regardless of the to hit roll or whether or not an Ammo Check was required.	OUT OF AMMO Play this card when an enemy fighter makes a ranged attack. No matter the result of the shot the fighter is also out of ammo with that weapon regardless of the to hit roll or whether or not an Ammo Check was required.	OUT OF AMMO Play this card when an enemy fighter makes a ranged attack. No matter the result of the shot the fighter is also out of ammo with that weapon regardless of the to hit roll or whether or not an Ammo Check was required.	PERSONAL CHALLENGE Play this card when one of your fighters is within 16" of an enemy fighter. Your fighter issues a personal challenge which is taken up by the opposing fighter. As long as the challenge is going on both gangs will respect the personal challenge. Both fighters cannot be attacked or shot at by any fighter but each other, nor may they attack or shot any other fighter but each other.
The only counter to this card is a Spare Clip card as weaponsmith and weapon reloads will not over ride this event card.	The only counter to this card is a Spare Clip card as weaponsmith and weapon reloads will not over ride this event card.	The only counter to this card is a Spare Clip card as weaponsmith and weapon reloads will not over ride this event card.	The only counter to this card is a Spare Clip card as weaponsmith and weapon reloads will not over ride this event card.	The Personal Challenge ends once of the two fighters takes the other down or out-of-action.
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<p>POISON CLOUD</p> <p>You must play this card at the start of any of your turns. Declare a table edge of your choice. D3 Hallucinogen Gas. Clouds move on 2D6" from any point that you choose on that table edge. Determine the distance for each cloud separately. Follow the usual rules for Hallucinogen Grenades from the ORB.</p> <p>EVENT</p>	<p>POWER CUT</p> <p>Play this card at any time. There has been a sudden power drain in this sector because another gang is tapping illegally into the power grid. Visibility is reduced to 2D6" for the rest of the game.</p> <p>EVENT</p>	<p>SCRAG</p> <p>Play this card when a fighter injures an opponent in hand-to-hand combat. The fighter gains an additional D6 experience points.</p> <p>EVENT</p>	<p>SCRAG</p> <p>Play this card when a fighter injures an opponent in hand-to-hand combat. The fighter gains an additional D6 experience points.</p> <p>EVENT</p>	<p>SICKENING FUNGUS</p> <p>When you draw this card note down a single building level on a single building on the table. This building level is infested with a poisonous fungus. Any fighter who walks in or across the building level must roll under the Toughness on a D6. If a fighter fails the test then he will suffer one automatic hit inflicting one wound which cannot be saved by armour saving throws or any other way.</p> <p>EVENT</p>										



EVENT CARD DECK

EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK
SPARE CLIP Play this card if a fighter in your gang runs out of ammo. He has a spare clip of ammo (or the equivalent) for his weapon and may continue to use his weapon as normal. If the weapon runs out of ammo again then it is out of ammo for the rest of the game, unless you have another Spare Clip that is.	SPARE CLIP Play this card if a fighter in your gang runs out of ammo. He has a spare clip of ammo (or the equivalent) for his weapon and may continue to use his weapon as normal. If the weapon runs out of ammo again then it is out of ammo for the rest of the game, unless you have another Spare Clip that is.	SPARE CLIP Play this card if a fighter in your gang runs out of ammo. He has a spare clip of ammo (or the equivalent) for his weapon and may continue to use his weapon as normal. If the weapon runs out of ammo again then it is out of ammo for the rest of the game, unless you have another Spare Clip that is.	SPARE CLIP Play this card if a fighter in your gang runs out of ammo. He has a spare clip of ammo (or the equivalent) for his weapon and may continue to use his weapon as normal. If the weapon runs out of ammo again then it is out of ammo for the rest of the game, unless you have another Spare Clip that is.	SPARE CLIP Play this card if a fighter in your gang runs out of ammo. He has a spare clip of ammo (or the equivalent) for his weapon and may continue to use his weapon as normal. If the weapon runs out of ammo again then it is out of ammo for the rest of the game, unless you have another Spare Clip that is.	THE OLDEST TRICK Play this card when one of your fighters is about to fight in a round of hand-to-hand combat. The fighter kicks up trash, sand, debris, or whatever is lying around into the face of one of his opponents. This reduces his opponent's WS to 0 for the rest of this turn.
EVENT	EVENT	EVENT	EVENT	EVENT	EVENT



EVENT CARD DECK

EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK	EVENT DECK
TOXIC WASTE Play this card when you make a ranged attack on an opponent, but fail to hit them. The shot instead hits a conduit near the target and highly corrosive waste sprays your target. The target will immediately take D3 S4 hits causing one wound each with no armour saving throws allowed. You do not gain experience for any wounds inflicted in this way.	TRUE GAIT Play this card when a gang or fighter fails a Leadership test for any reason. The failure is negated and the gang or fighter automatically passes the test.	UNSAFE LADDER Play this card when an enemy fighter climbs a ladder. The top rung gives way and the fighter falls back down to the ground. If there are intervening ledges or levels the fighter falls through the hatches all the way to the bottom regardless. Check to see whether the fighter is injured using the normal rules for Falling in the ORB.	ARCHEOTECH Your Leader happens to know of an archeotech horde nearby. You can send a ganger to search the territory instead of collecting income, scavenging, or searching for rare trade items. the gang will instead collect 2D6x10 credits income from the spot before the access tunnel collapses on him.	LUCKY FIND Play this card to have a ganger sent in search of rare trade to have a bit of luck. Along the way to the trading post 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 trade items offered to the Leader, but you roll once on the Standard Rare Trade Chart in the ORB and add that item to your stash for free.	AFTER
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SCOUT During the Post Battle Sequence you may send a ganger to search for a new territory instead of working a territory or searching for rare trade items. Randomly determine a new territory from the Territory Chart in the ORB. If your D66 roll comes up doubles then the ganger returns empty handed, otherwise you may add that territory to your gang and work it after your next game. AFTER	SPECIAL MERCHANDISE You have been paid to get a consignment of merchandise through the opposing gang's territory. If you get one of your fighters off the opposing player's table edge then you gain and extra 2D6x10 credits income after the game. AFTER	WANDERING DOC A wandering doctor takes care of all the seriously injured fighters of your gang for a small fee of 20 credits (total, not each). Any fighter who has to roll on the Seriously Injured Chart chooses the one you apply. Fighters that already can re-roll their injuries still roll twice, then apply the result they want, but may then re-roll the result that they have if they choose. AFTER