El Necromundo

"Muchos Bang Bang, Gringos!"

The following rules may be used to represent any Old West skirmish game. They use the Necromunda rules in all instances except where detailed here.

The Turn
This version uses random activation. Allocate a playing card to each model, then shuffle just those cards together, along with a Joker. Turn over one card at a time, and that model takes his turn. When either the Joker turns up or all the cards are used up, shuffle the deck and start again.

During a model's turn he may move, shoot and fight in close combat as normal. Effectively, each model is a Necromunda gang of one.

The Posse
Each player gets **$50** to recruit his gang. Models start with no equipment.

	M	WS	BS	S	T	W	I	A	Ld	Cost
Legend	4	4	4	3	3	1	4	1	8	$12
Gunman	4	3	3	3	3	1	3	1	7	$5
Kid	4	2	2	3	3	1	3	1	6	$2
Horse	8	3	0	3	3	1	3	1	5	$3
Ass	6	3	0	3	3	1	3	1	5	$2

Weapons
Replace the Necromunda weapons with the following:

Ranged Weapons	Range Short / Long	To Hit Short / Long	Strength	Ammo Roll	Notes	Cost
Small Pistol (Derringer)	0-6 / 6-12	+2 / -1	2	6	Pistol	$1
Regular Revolver (Colt Peacemaker)	0-8 / 8-16	+1 / -1	3	4+	Pistol	$2
Heavy Revolver (Walker Colt Dragoon)	0-8 / 8-16	+1/ -1	4	6	Pistol	$3
Rifle, Single Action (Springfield 1861)	0-12 / 12-36	-	3	6	Basic	$2
Rifle, Repeating (Winchester 1873)	0-12 / 12-36	-	3	4+	Basic	$3
Carbine, Single Action (Sharps 1863)	0-12 / 12-24	+1/ --	3	6	Basic	$2
Carbine, Repeating (Spencer)	0-12 / 12-24	+1/ --	3	4+	Basic	$3
Shotgun	0-4 / 4-12	+2 / -1	3	6	Basic	$2
Musket	0-6 / 6-18	+1 / -1	3	6	Basic, Slow	$1
Blunderbuss	Template	-	2	2+	Basic, Slow	$1
Bow	0-12 / 12-24	+1 / --	2	2+	Basic	$1
Hunting Rifle (Sharps 1869)	0-12 / 12-36	-1 / --	4	4+	Basic	$4
Gattling Gun	0-12 / 12-24	-	4	4+	Heavy. 2 SFD. MoF. 2 crew	$10

Slow guns may only fire every other turn. i.e. they need a turn to reload.

Ammo Rolls; As in Necromunda, a failed ammo roll signifies that you have run out of ammunition, or the gun has jammed. However, even 19th Century weapons are of better quality than those in the Underhive, so a model may reload or clear his weapon by spending a shooting phase doing so.

Hand Weapons	Range	Strength	Notes	Cost
Hand Weapon	-	As User	CC	Free
Two Handed Weapon	-	As User +1	CC	Free
Tomahawk	Sx2+2	As User	CC	$1
Spear	Sx3	As User	CC	$1
Sword	-	As User	CC,Parry	$1
Lasso	Sx2	-	Special. Target pinned until pass a Strength test.	$1

Explosives	Range	To Hit	Strength	Notes	Cost
Dynamite, stick o'	Sx2+2	-1	4	Grenade,5" Blast.	$2 per
Ketchum Grenade	Sx4	-1	4	Grenade,5" Blast. Detonates on a 4+	$2 per
Liquor Bomb	Sx2	-1	2	Grenade,3" Blast. Catch fire, does not pin.	$1 per

Dynamite follows the rules for grenades. If it lands within 1" of another model they may attempt to catch it by passing an Initiative test. If passed they may then throw it immediately or nonchalantly extinguish it 'twixt finger and thumb and keep it for later. If the Initiative test is failed it explodes as normal, but the inept fumbler suffers an automatic wound as it goes off in his hand.

Ketchum grenades are very temperamental, early hand grenades. When they land roll a die, and on a 4+ they will explode. Otherwise mark the point where they landed, and they may be picked up by another model.

CC= Close combat. MOF= Move or Fire. SFD= Sustained Fire Dice

Other Equipment
William Malcolm Telescopic Sight: $2
  Extends rifle range to unlimited, but with a -1 to hit.

Mounts
Mounts are bought as any other equipment. During a turn either a character *or* his mount may move, and a character may either mount *or* dismount. Mounts left on their own will stay where they are.
A mounted character may shoot in the shooting phase. If the mount moved normally then the shooting is at -1; if the mount ran (galloped) then apply a -2.
If shot at a mounted character is a Large Target (+1). If hit then allocate hits randomly between the mount and rider: 1-4 Mount, 5-6 Rider.
Riders and mounts with riders are never pinned. Once dismounted, characters can be pinned as normal, whilst riderless mounts will flee at their maximum move in a random direction. In hand-to-hand combat mounted characters add their mounts attacks to theirs.

Campaigns

If playing a campaign, use the injury rules from Necromunda to determine the fate of fighters 'down' at the end of the game.

Where one gang is playing another they may not be equally matched. The gang's rating is found by adding up the dollar cost of all members and equipment. Money is earned or won in the various scenarios, or looted form enemies.

To compensate somewhat, the weaker gang is given a bonus card for each full $10 of difference between the two gangs' rating. This should match the main deck, and could be a different coloured Joker, a marked card or something similar. When this card is drawn the player gets a bonus activation for any model, even if the model has already been played this turn. A model may therefore make two or more actions per turn in this way.

Experience and Skills

El Necromundo uses the skills from Necromunda, but omitting Techno skills. All skills are available to all models. However, do not use the experience system from Necromunda. Each time a model performs a particularly cool, outstanding action (detailed below), he is allowed one roll on the Advancement Table immediately.

- Rolling a 6 to wound, followed by a 6 to kill.
- Causing 2 critical hits in a round of close combat. (3 6s in close combat)
- Rolling a 1 on the injury chart for a second time during a game.
- Catching a stick of dynamite, throwing it back and taking down your attacker.
- Killing someone outright at 30" or over.
- Being pinned 3 times without suffering injury.
- Killing 3 people during a game.

Advancement Table

d66	Result
11-16	Nothing. Whilst undoubtedly cool, you don't earn or learn anything this time.
21-26	In you next poker game people are a little intimidated, letting you win $2d6.
31-36	New Skill: Pick any new skill
41-43	New Skill: Randomly pick a skill group and randomly generate a skill from it
44-46	New Skill: Select any skill group and randomly generate a skill from it
51-53	Characteristic Increase: +1 Weapon Skill
54-56	Characteristic Increase: +1 Ballistic Skill
61	Characteristic Increase: +1 Strength
62	Characteristic Increase: +1 Toughness
63	Characteristic Increase: +1 Wounds
64	Characteristic Increase: +1 Initiative
65	Characteristic Increase: +1 Attacks
66	Characteristic Increase: +1 Leadership