

# EL NECROMUNDO

“You gone loco, Hombre”



## El Necromundo Campaign rules

### Create a Gang

To sustain campaign gameplay, costs are adjusted as follows:

Starting money - \$150

Model cost - \$x3.5 (Kids \$7, Gunman \$18, Legend \$42)

Weapon cost - \$x5

### Pre-fight Sequence

- 1 Pick an opponent
- 2 Each roll 1D6 on the scenario table
- 3 Roll for weather
- 4 Compare gang ratings

### Post-fight Sequence

- 1 Roll for any scenario conditions
- 2 Roll any serious injuries
- 3 Roll any advances
- 3 Roll downtime exploration chart
- 4 Make purchases
- 5 Update roster sheet

### Scenario Table

Each player rolls 1D6 and checks the table for the combined result.

<b>2-3</b>	The Rustlers
<b>4</b>	Lonely Margarita
<b>5</b>	Tennessee Gold
<b>6</b>	Shoot Out
<b>7</b>	Gang Fight!
<b>8</b>	Bandidos Attack
<b>9</b>	The Heist (reroll)
<b>10</b>	The Hanging (reroll) (turn limit)
<b>11-12</b>	Grudge (bottle tests at 50%)

### Scenarios & Rules

#### Standard Deployment

Gangs set up on opposite table sides within 8" of the edge.

#### Terrain Density Guide

Low - 4-8 pieces

Normal - 10-14 pieces

High - 16-20 pieces

### **The Rustlers**

The townsfolk are celebrating the success of their bull in the cattle festival. Their prize bull is now a tempting target for rustlers - which is why a gang has been hired to keep it secure. The challenge is getting the bull away...

Deployment: 1 Bullock is placed in the center of the table, not far from a ranch. The defending gang places D3+1 models anywhere beyond 8" from the table edges. The Attacker places 2D3 models within 8" of a random table edge.

Terrain Density: Low

Special Rules: This scenario is always played at night. Night time limits visibility to 12". Until the alarm is raised, the defending models half their WS and each move D6-3" each turn. If the result is negative, the attacking player gets to move the model. The figure is then placed to face in a random direction. Defenders cannot attack until the alarm is raised. The alarm is automatically raised after guns/explosives are fired, and if a defender survives hand-to-hand combat. The alarm will also be raised if an attacker falls within the 12" line of sight of a defender.

Once the alarm is raised, the defender is allowed to roll for reinforcements. Each gang member yet to be deployed gets a roll of 4+ to join the fight each turn. Each success allows a gang member to appear on a random table edge. If the roll is a 6, the gang member appears from the Ranch.

The bull can be moved by any attacker who begins their turn in base contact. If it crosses the opposite table edge from where the attackers deployed, the winning gang makes \$5D6. It has M4, WS3, S4, T4, W3, I3 and A1. While it cannot be purposely attacked, should it suffer a wound, it will become frenzied and charge the nearest target. It will remain frenzied until it wounds a model, after which point it becomes docile and able to be led away again. Should the defending gang win, they will be rewarded with \$3D6 and the admiration of the towns cowgirls.

### **Lonely Margarita**

The Governor's daughter has ran away into the wilderness and a large reward is being offered for her safe return.

Deployment: Standard

Terrain Density: Low

Special Rules: Margarita is deployed in the center of the board in her tent. She will follow a gang member who begins their turn in base contact. She refuses to run and her profile is the same as a Kid's. If she safely crosses the table edge the winning gang earns \$20. She cannot be attacked, but should she be down or out at the end of the fight the gang responsible loses a random member who is arrested and sentenced to hanging. The gang may attempt a rescue, follow the rules for The Hanging scenario.

### **Tennessee Gold**

You have caught wind of a rogue operation where gold nuggets are being smuggled out of town inside of Tennessee Whiskey Company barrels.

Deployment: Standard

Terrain Density: High

Special Rules: 5 barrels are scattered around the center of the board, at least 6" apart. Any model touching a barrel may examine it for gold instead of shooting. Roll a D6 - on a 5-6 they find a nugget. Mark the figure carrying gold and remove the barrel. At the end of the fight each nugget in your possession is worth \$10+D6.

### **Shoot Out**

The classic Western stand off.

Deployment: See below  
Terrain Density: See below  
Special Rules: See Necromunda scenario for now

### **Gang Fight!**

A regular scrap between 2 gangs.

Deployment: Standard  
Terrain Density: Normal  
Special Rules: None

### **Bandidos Attack**

A rival gang has it out for you.  
Deployment: See below  
Terrain Density: See below  
Special Rules: See Necromunda scenario Ambush for now

### **The Heist**

All Outlaws know the quickest way to riches lies in taking out the bank/Money train.  
Deployment: See below  
Terrain Density: See below  
Special Rules: Not yet written

### **The Hanging**

Deployment: See below  
Terrain Density: See below  
Special Rules: Not yet written

### **Grudge**

You have been attacked and insulted by your rival for too long. It's time to settle this, forever.  
Deployment: Standard  
Terrain Density: Normal  
Special Rules: Both gangs require 50% losses before taking Bottle Tests.

### **Western Weather**

Roll 2D6 and consult the table below.

2-3	<b>Storm</b> - Severe downpour limits visibility to 18" and makes all ammo rolls +1 difficulty
4-10	<b>Perfect</b> - Normal
11-12	<b>High Noon</b> - The blazing sun makes all shooting hit rolls +1 difficulty.

### Downtime Exploration chart

This replaces the trading outpost rare weapons table. You may send your gang into town. Add +1 if you won the last fight.

1	<b>Gamble.</b> Roll again: 1-4 - Lose \$2D6, if you haven't enough to pay, your leader rolls on the serious injury table as the other gamblers try to beat it out of him. 5-6 - Jackpot! Win \$3D6.
2	<b>Trumped-up charges.</b> A random member of your gang is wrongly arrested and misses the next fight while he languishes in jail.
3	<b>Reverend's prayers.</b> The local clergyman prays for you. You may change the result of your next scenario table roll by +1/-1.
4	<b>Texan ammo.</b> A favourable trade has resulted in your gang getting more reliable ammunition. In your next fight ignore the first failed ammo roll.
5	<b>Spirit guide.</b> A nomadic Indian has blessed your gang. After your next fight you may reroll 1 serious injury roll. You must accept the second result.
6	<b>Insider info.</b> After discreetly meeting a disgruntled member of a rival gang you learn their next move. In your next fight 2 members of your gang may deploy up to 14" from your table edge.
7	<b>Hired!</b> Take a new Kid for your gang for free.