

=][= Meetup 2024 TAG

Background

In the outer reaches of the Necromunda solar system there lies a ring of monitoring stations to watch for the ships transiting from the warp; these stations were built into asteroids toward the edge of the Necromundan system a millennia ago. One of these stations is called Watch Station-2641 or “Black Spot” by the locals. As well as overtly being a monitoring station, it has a more covert purpose, allowing illegal goods to be shipped into the Necromundan system, which has led to the station becoming a black market trading post.

It was a normal watch station, until an enterprising commanding officer got approached by some less than savoury ship captains to allow a “secret” route into the Necromundan system. It is now a den of scum and villainy, but this makes it the best place to purchase exotic goods and information. It is rumoured that Lord Helmawr keeps a close eye on the station, as the ever present agents of House Delaque seem to indicate.

Black spot

Rules of entry

Respect the Security (they shoot first)
Whoever shoots first (not security) can (will) be shot by everyone!
Usage of heavy weapons on the station is prohibited. (If caught)

Something is going on?

There are rumours a strange artefact has been brought to the station, but with the amount of Illegal activity and Secret meetings working out what is actually happening will be hard.

Warbands

54mm will be the model scale that the event will be run at.

Bring as many agents as you want, but each mission (game) will brief the maximum number of agents to be deployed per warband, with a maximum of 3 agents per player(as it makes the games faster and easier to track).

Sample of a simple Human Preacher

CHARACTER SHEET											
Name: Luthor Huss - Preacher LH											
	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Speed	
Starting:	39	47	48	43	45	62	64	72	66	3	
Current:											

Heavy and melta weapons are illegal (but only really frowned upon) on the station. Due to ricochets and stray shots punching through the station hull.

I am sorry Space Marines are not allowed to be part of warband. But if you have one there may be a reason to use them.

Campaign Specific Rules

Semi Auto

Instead of:

~~“When firing on semi-automatic, the weapon fires a number of times equal to the semi-auto value. If the weapon has a spread of semi-auto rates, the player must declare how many shots are fired when it~~

~~comes to the shooting action (they don't have to declare the exact number at the start of the character's turn). Each shot suffers a -10% to hit penalty for every shot fired (so a semi-auto (3) weapon suffers a -30% chance of hitting). A character can aim before firing on semi-auto, but any aiming bonuses are lost after the first semi-automatic shooting action. The rules for placed shots apply to semi-auto aimed and snap shots as normal"~~

I will be using:

"When firing on semi-automatic, the weapon fires a number of times equal to the semi-auto value. If the weapon has a spread of semi-auto rates, the player must declare how many shots are fired when it comes to the shooting action (they don't have to declare the exact number at the start of the character's turn). Each shot suffers a -10% Penalty cumulative. (so a semi-auto (3) weapon suffers a -10% penalty on the 1st shot, -20% penalty on the 2nd shot and -30% penalty on the 3rd shot). A character can aim before firing on semi-auto, but any aiming bonuses are lost after the first semi-automatic shooting action. The rules for placed shots apply to semi-auto aimed and snap shots as normal"

As semi auto weapons are usually overlooked and this gives them a time to shine. These were the rules I have used in the past from my days on the defunct Exterminatus.net Forums.

NPC Rules

Also I will be using the NPC rules from the Architect of Hate Campaign From Fo71

Repeated here

Grunts – New Rules for NPCs in Inquisitor

This section describes brand new rules for the use of large numbers of NPCs in campaigns and scenarios that provide players with the challenge they need without bogging the game down in endless dice rolling and reference to oodles of character sheets. GMs should feel free to disregard or amend these rules to suit their audience. The various NPCs listed in Section 3 conform to the rules given here.

These rules owe a huge debt to Eoin "Lord Inquisitor" Whelan.

STATS

Basic NPC stats look like this:

	WS	BS	Str	Speed
Cultist	4	5	0	2

Weapons Skill & Ballistic Skill (WS & BS):

The number represents the basic roll on a D6 that the NPC needs To Hit in close combat or shooting. This roll is unmodified by range, position, previous actions or any other influencing factor other than the GM's discretion. So the cultist example above needs a 4+ to hit anything in close combat and a 5+ to hit anything with a ranged weapon.

Strength Bonus (Str): Rather than a Strength, NPCs have a Strength bonus, that dictates how much extra damage they do with hits in close combat. In any other cases where strength is necessary, the GM uses his discretion.

Speed: NPCs do not roll for actions. They get to perform as many actions as they have Speed automatically. They will usually act in Speed order just like a PC

but the GM may dictate that they act at any other point in the turn as appropriate.

RANGED WEAPONS

Depending on the model, the ranged weapons carried by NPCs will be one or more of the following: Heavy, Basic or Pistol. These have no Range or Acc Modifier and never run out of ammo or need reloading except at the GM's discretion. They cause damage as follows:

Heavy weapons	-	2D10
Basic weapons	-	2D6+2
Pistols	-	2D6

All ranged weapons have a basic range limit of 24 yards and cannot hit anything beyond that range (you just can't get the help these days). At ranges from 12 to 24 yards, all ranged weapons count as Single. At ranges from 0 to 12 yards, they count as Semi (2).

COMBAT WEAPONS

Depending on the model, the combat weapons carried by NPCs will be one or more of the following: Nasty, Average or Weak. They have no Parry Penalty and cannot be broken by power weapons (assume the NPC has another, identical weapon, close at hand, to replace the broken one). They cause damage as follows:

Nasty weapons	-	2D10
Average weapons	-	2D6
Weak weapons	-	D6

This damage is, of course, modified by the NPC's Strength Bonus.

Combat weapons have no Reach as such, but the GM should use his judgment as to whether or not an NPC's weapon is long enough to be used at arms length.

Pistols may be used in combat as normal.

NPCs AND INJURY

NPCs don't suffer injury in the same way as the players' characters. Keeping track of their injury is a bit too much when the table is crawling with them, so NPCs are either alive

and kicking or out of action. And players will find that, whilst the NPCs are easy to put down, they're a lot harder to put out.

For hits on NPCs, roll on the chart below:

D100	Loc	Amount of damage				
		1-3	4-8	9-12	13-20	21+
01-50	Limb	Flesh wound	Flesh wound	Knockback	Stunned	Out of Action
51-80	Torso	Flesh wound	Knockback	Stunned	Out of Action	Out of Action
81-00	Head	Knockback	Stunned	Out of Action	Out of Action	Out of Action

Flesh wounds have no effect and are not cumulative, but see Pinning, below.

Knockback will throw NPCs D6 yards minus their Strength Bonus (if the result is 0 or less, treat as 0) and leave the NPC prone.

Stunned NPCs also suffer Knockback as described above. Stunning lasts for 1 turn only.

Out of Action NPCs play no further part in the game.

OTHER RULES

Parrying. The chance of an NPC parrying is always a roll of a 6 on a D6. They will counterattack on another roll of a 6.

Pinning. NPCs who are shot at and missed are pinned on a D6 roll of 6. If they take a flesh wound, they are pinned on a D6 roll of 4+.

Armour. NPCs have armour appropriate to the model used. NPCs will always have the same value of armour on all locations except the head. Irrespective of the model, no NPC counts as having an

armoured head. Types of armour are:
None, Basic, Average and Heavy and
these have the following armour values:

None - 0
Basic - 2
Average - 4
Heavy - 8

Awareness. NPCs will become aware of things on a basic D6 roll of 4+, modified at the GM's discretion according to how sneaky or noisy characters are being and how far away the characters are.

Actions that are affected by the stats of the opponents. Some actions and abilities are affected by the stats of an opponent, such as psychic abilities that use the target's Toughness as a Difficulty modifier. GMs should exercise some discretion as to the value that should be used. However, as a rule of thumb, it is recommended that you use the formulae in the table below to calculate the approximate value of an NPC's stats:

Weapon Skill 6-(NPC's WS) x 10
Ballistic Skill 6-(NPC's BS) x 10
Strength/Toughness (NPC's Str) x 10
Initiative/Willpower/Sagacity/Nerve/Leadership (NPC's Speed) x 10

SAMPLE NPCs

The following are the basic stats for "grunt" NPCs. What weapons and armour they have will be dictated by the model being used to represent them:

Cultist	WS 4	BS 5	Str 0	Speed 2
Mercenary	WS 3	BS 4	Str 1	Speed 3
Tech-priest	WS 4	BS 3	Str 2	Speed 3

All of a tech-priest's weapons count as implant weapons.