

Necromunda: Solo Play



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The need to play Necromunda is higher then the time available to meet with friends. That's why I designed these "solo play" game rules.

The fun in a solo game of Necromunda has two parts. First, strategically placing all defenders. And second, trying to sneak through all defenses...

I took the "solo" term quite literally and the scenario's can pit ONE* attacker against multiple defenders. (* *Actually, I left some room to play with up to 2 attacking miniatures...*)

Don't use a large table when playing Necromunda on your own. Do use quite a lot of scenery and buildings. **Use scenario 5 (The Raid) rules for defenders and attackers.** (With the adjustments below.)

Attacker Types

Solo: A miniature may act twice each turn if you multiply the total cost of that miniature by factor 2,5.

Defender Types

Sentry: As per normal "Sentries" rules.

Watch: Miniature is on Overwatch. Will never move nor rotate. Follows rules for "Spotting". Will shoot during own turn when enemy in sight. Will goto Overwatch when no enemy in sight.

Guard Post: Hidden Watch. Has "Ambush" skill. Will hide when possible.

Defender Costs

Sentry = Normal cost.

Watch = 150% Normal cost (rounded up).

Guard Post = 200 % Normal cost.

Alarm

There are no reinforcements.

Sentry: Shoot when target in sight, don't move. When no target in sight, then run closer to target (and possibly fight a close combat).

Watch: Line of sight at full range, with 90° front arc.

Guard Post: Line of sight at full range, with 90° front arc.

Shooting by Defenders

Always shoot with heavy weapon first. If unavailable or out of range, shoot with special weapon. If unavailable or out of range, shoot with basic weapon. If unavailable or out of range, shoot with pistol. If unavailable or out of range, shoot with grenade.

Mission 'Breach':

Attacker must leave table edge opposing deployment edge.

Defender deploys anywhere at 3/4 part of the table excluding the 1/4 part adjacent to attacker's deployment edge.

Ratio:

Attacker has 1 or 2 Solo's.

Defender has 200% credit value of attacker.

If playing with "Night Fighting" conditions: Defender has 250% credit value of attacker.

Mission 'Eliminate':

Defender deploys miniatures (including one unarmed target) anywhere on the table.

The target follows normal Sentry rules when the alarm is not sounded. When the alarm is sounded, the target runs away from attacker(s), but cannot leave the table.

Attacker deploys at any table edge and must kill one unarmed target miniature and must then escape at any table edge.

Ratio:

Attacker has 1 or 2 Solo's.

Defender has 200% credit value of attacker + 1 target (unarmed Juve).

If playing with "Night Fighting" conditions: Defender has 250% credit value of attacker + 1 target (unarmed Juve).

Mission 'Destroy':



Defender declares one central Structure as primary target. The defender then declares a second structure as secondary target.

Defender deploys miniatures anywhere on the table, maximum 25% in/on target.

Attacker deploys at any table edge and must plant Melta Bomb on/in any target and must escape any table edge.

Ratio:

Attacker has 1 or 2 Solo's + 1 Melta Bomb.

Defender has 150% credit value of attacker.

If playing with "Night Fighting" conditions: Defender has 200% credit value of attacker.



If you succeed in a mission, then adjust the defenders to improve defenses and try again.

If you fail the mission, well, then you've done a good job defending the terrain! Try again.

PS: Ofcourse these solo play rules were designed with following thread in mind -> [Crysis Stealth Suit](#)