

Grymn

Draft house rules to play with [HassleFree Grymn](#). By Shadowbadger.

Composition

- 1 Greybeard (Leader) - 120 credits each
- 0-1 Thunderer (Heavy) - 60 credits
- 0-1 Marksman - 60 credits
- 0-1 Slayer - 85 credits
- 0-N Longbeards - 50 credits
- 0-N Shortbeards (no more than half of the gang) - 25 credits

Half of the gang or more must be comprised of Longbeards and Shortbeards. If due to casualties this is ever not the case, only Longbeards and Shortbeards may be recruited until they once again make up 50% or more.

Armoured

Grymn take great pride in their armour crafting skills. All Grymn must wear armour.

Slayer

- Costs 85 credits
- Frenzy
- Free Ancestral Great Axe, must fight with an Axe weapon.
- May not use Basic Weapons, cannot take the Specialist skill.
- May use Bullpup weapons

Marksman

- Costs 60 credits
- Begins with 30 + D6 XP
- This model starts with 1 skill, roll a D6 to determine which:
 - 1 - Infiltration
 - 2 - Dive
 - 3 - Ambush
 - 4 - Rapid Fire
 - 5 - Marksman
 - 6 - Crack Shot
- May only ever equip the following weapons. Rare weapons on this list must still be acquired via Rare Trade:
 - Autopistol, Laspistol, Bolt Pistol
 - Autogun, Lasgun, Boltgun
 - Pulse Pistols, Pulse Rifle
 - Hunting Rifle
 - Needle Pistol, Needle Rifle

New Equipment

The following is new, Grymn only equipment.

Pulse Rifle (25 credits)

Range		To Hit					
Short	Long	Short	Long	Strength	Damage	Save Mod	Ammo
0-8	8-20	+1	-	3	1	-1	4+

Bullpup: This weapon is designed for close quarters fighting and can be easily slung. A Bullpup weapon does not prevent the model from using two single handed weapons in hand-to-hand combat although it does not count as an extra hand to hand weapon itself

Grymn Adaptive Armour (10 credits)

Grym take great pride in their armour smithing skills. Grymn Adaptive Armour is a suit of armour which uses a small power source and sophisticated sensors to detect an impact. The nano-fibres in the armour then tense to absorb or reflect the blow.

Grym Adaptive Armour grants the wearer a 6+ Special Save however the armour also reduces the wearers initiative by -1. Any attack with the High Impact ability will bypass Grymn Armour.

Whilst the Grym could easily create heavier versions of this armour on their homeworld, suitable materials are scarce in the underhive. Thier skill at armour smithing does however allow the Grymn to combine armour they can find in the underhive with their own adaptive technology. This does not result in an additional save in the way special saves usually stack. Instead roll for the normal armour save and if the result is a 6, it is the special save which worked (for purposes of pinning etc). The normal armour save can be modified but the 6 will always be the special save. The gang rating of this item will be the base cost of the regular armour plus 5 credits. In the case of Carapace armour, only a single -1 Initiative modifier applies.

If captured the suit can be sold for 2D6 credits.

Ancestral Great Axe (25 credits value, included in Slayer cost)

An axe which is dual moded, like a club/maul one handed, like a massive axe 2 handed. Sort of like a baby power axe. This weapon may not be used by anyone other than the Slayer it came with.

Mode	Strength	Damage	Save Mod	Rules
1H	User + 1	1	-	
2H	User + 2	D2	-	Mighty Blow, Draws, Two Handed

Pulse Pistols (25 credits for the pair)

Range		To Hit					
Short	Long	Short	Long	Strength	Damage	Save Mod	Ammo
0-8	8-16	+2 / +1	-	3	1	-1	4+

Hand-to-Hand: Both can be used in HTH combat and as such they grant an extra attack, provided they have not run out of ammo.

One-Two Punch: At short range this model can make a one-two punch attack instead of a normal ranged attack. A one-two punch attack has a +1 to hit modifier instead of +2. the attack hits, both pistols hit, make two rolls to wound. One-Two punch cannot be used in hand-to-hand combat.

Skill Tables

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Greybeard		Y	Y	Y	Y	Y	Y
Thunderer		Y		Y	Y		Y
Marksman		Y			Y	Y	Y
Slayer		Y	Y	Y			
Longbeard		Y	Y				Y
Shortbeard		Y	Y				

House Weapons

Leader Only: Chainsword, Plasma Pistol

Pistols: Autopistol, Bolt Pistol, Laspistol

Basic Weapons: Autogun, Boltgun, Hunting Rifle, Shotgun, Lasgun, Pulse Rifle

HTH Weapons: Club/Maul/Axe, Massive Weapons

Special Weapons (Greybeard, Thunderer): Autoslugger, Grenade Launcher, Flamer

Heavy Weapons: Heavy Stubber, Heavy Bolter, Autocannon

Extras: same as everyone

Ammo: Solid Slug, Scatter, Manstopper

Play As

To fluffify the weapons, Pulse Cannon as Heavy Stubber

Example Gang

Works out at 9 models.

Type	Equipment	Cost
Greybeard	Grymn Armour, Frag Grenades, Pulse Rifle, Axe, Knife	190
Thunderer	Grymn Armour, Heavy Stubber (AKA Pulse Cannon), Clip Harness, Knife	200
Marksman	Grymn Armour, Hunting Rifle, Clip Harness, Knife	105
Slayer	Grymn Armour, Ancestral Axe, Axe, Pulse Rifle	120
Longbeard	Grymn Armour, Pulse Rifle, Knife	85
Longbeard	Grymn Armour, Pulse Rifle, Knife	85
Longbeard	Grymn Armour, Pulse Rifle, Knife	85
Shortbeard	Grymn Armour, Autopistol, Knife	50
Shortbeard	Grymn Armour, Autopistol, Knife	50
		1000

Models

Greybeard



Thunderer



Slayer



Marksman



Longbeards / Shortbeards

