



ADEPTUS NECROMUNDUS

Special Rules

Space Marine squads follow all of the normal rules for Necromunda gang-creation except where stated here (i.e. 1,000 requisition points; a squad of 3 or more including the Commander). Space Marine squads use the Spyrer rules for Vows, Starvation, Bounty, and Scenarios. Marines' gene seed and power armour grant them the effects of bio-boosters, filter plugs, and photo-contacts; they all have True Grit and are immune to campaign & settlement events, *fear & terror*, and Leadership challenges; they are never pinned, and automatically pass Ammo rolls for all weapons save for heavy weapons. Scouts have a 4+ armour save; Commanders and Space Marines have a 3+. Marines can buy jump packs for 30 requisition points (i.e. credits), using the rules for Scavvy wings. In short, Marines kick ass. But they're expensive and hard to replace...

0-1 Space Marine Commander (Gang Leader)

Cost: 300 Requisition Points

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	1	4	1	9

Weapons: The Commander can be armed with weapons from any Marine list save for Special Weapons.

Special Rules: Any fighter within 6" of the Commander may use the Leadership characteristic of the Commander when taking a Leadership test. This benefit applies so long as the Commander isn't down or broken himself.

Starting Experience: 100+1D6

0-6 Space Marines (Gangers)

Cost: 250 Requisition Points

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	1	4	1	8

Weapons: Marines may be armed with weapons from any Marine list.

Starting Experience: 60+1D6

0-3 Scout Marines (Juves)

Cost: 120 Requisition Points

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	1	4	1	7

Weapons: Scouts may be armed with weapons from any Marine list save for Basic and Heavy Weapons.

Starting Experience: 30+1D6



"Primarch-Progenitor, to your glory and the glory of Him on Earth!"



"We March for Macragge!"



"For the Emperor and Sanguinius! Death! DEATH!"



Experience	Marine Rank	Librarian Rank	Notes
31-40	Neophyte	Lexicanium	Starting level for Scouts.
41-50	Neophyte	Lexicanium	
51-60	Neophyte	Lexicanium	
61-80	Battle Brother	Codicier	Starting level for Space Marines. Scouts that reach this level become Space Marines.
81-100	Battle Brother	Codicier	
101-120	Brother-Sergeant	Codicier	Starting level for Commanders.
121-140	Brother-Sergeant	Codicier	
141-160	Lieutenant Primus	Codicier	Can become Veteran Scout Sergeant instead.
161-180	Lieutenant Primus	Codicier	
181-200	Lieutenant Seniorus	Epistolary	
201-240	Lieutenant Seniorus	Epistolary	
241-280	Captain Primus	Epistolary	
281-320	Captain Primus	Epistolary	
321-360	Captain Seniorus	Epistolary	
361-400	Captain Seniorus	Epistolary	
401+	Chief Apothecary/ Chapter Master/Master of Sanctity/Master of the Forge	Chief Librarian	A Marine that reaches this level may not advance any further.

Skills

All Marines have access to four Skill tables: Agility, Ferocity, Muscle, and Stealth. Additionally, based on their Specialist skill, they also have access to an additional ability, skill, or Skill table. Upon becoming a full Space Marine (either at creation or through experience), a Marine loses use of his Stealth skills, chooses a Specialist skill, and gains access to the appropriate ability, skill, or Skill table at all levels.

Librarians are Librarians from creation, whether Scout, Space Marine, or Commander. Librarians can change Specialist skills, thus becoming regular Marines, but they can never become Librarians again. Non-Librarians who roll a New Specialist Skill result can choose any of the Skill tables and randomly generate a skill from it. Veteran Scout Sergeants sacrifice their Specialist skill to regain the use of Stealth skills and access to the Stealth Skill table.



"Primarch-Progenitor, to your glory and the glory of Him on Earth!"



"We March for Macragge!"



"For the Emperor and Sanguinius! Death! DEATH!"



Specialist Skill	Skill, Skill Table, or Ability
Apothecary	Start with Medic Skill (+1D6 Experience/Level for Blood Angels Sanguinary Priests)
Assault	Access to Combat Skill table
Chaplain	Start with Leadership Skill
Devastator	Can use heavy weapons as basic weapons (+1D6 Experience/Level for Imperial Fists)
Librarian	Access to Wyrd Psychic Power rules
Tactical	Access to Shooting Skill table (+1D6 Experience/Level for Ultramarines)
Techmarine	Start with Inventor Skill; can roll twice for Vehicle Permanent Damage

2D6 Roll	Result
2	New Specialist Skill. Option to skip one Scenario to randomly change Specialist Skills or gain a random Primary Power (if a Librarian).
3-4	New Skill. Select one of the standard Skill tables for your Specialist and randomly generate a skill from it or gain a random Minor Power (if a Librarian).
5	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds, 4-6 = +1 Toughness
10-11	New Skill. Select one of the standard Skill tables for your Specialist and randomly generate a skill from it or gain a random Minor Power (if a Librarian).
12	New Specialist Skill. Option to skip one Scenario to randomly change Specialist Skills or gain a random Primary Power (if a Librarian).



"Primarch-Progenitor, to your glory and the glory of Him on Earth!"



"We March for Macragge!"



"For the Emperor and Sanguinius! Death! DEATH!"



Skill Types Available

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Fighter	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Scout	Yes	-	-	-	-	Yes	-
Marine	Yes	-	-	Yes	-	-	-
Commander	Yes	-	Yes	Yes	-	-	-

Characteristic Increases

A Marine's natural maximum characteristic increases are as follows.

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	5	3	6	3	10

Territory and Income

Space Marine squads do not control territory like normal gangs do. Marines instead raid and purify territories for short periods of time, bullying the occupants out of any strategic value the territories have before moving on. A Space Marine squad rolls three times on a random Territory Table at the beginning of each Scenario. These three territories are the squad's current raiding victims.

The Space Marine squad can use any special rules the territories offer during the Scenario. After the Scenario is over and any Space Marines have generated any income (like Juvies and Leaders, Scouts and Commanders cannot generate income), in the form of requisition points instead of credits, the territories are destroyed and left in ruins. Praise the Emperor.

Cleanse and Pacify

If a Space Marine squad plays a Scenario that gains them a territory, they instead cleanse and pacify (i.e. lay waste to) the territory. This earns them double the maximum income the territory would normally give (in the form of a requisition bonus).

Capture

Any Marines captured can only be rescued; they cannot be ransomed. Any male Juve captured by a Space Marine squad, if not rescued, is recruited and becomes a Scout Marine (at no requisition cost) after missing one Scenario. All others captured by Marines are killed if not rescued. Space Marine squads receive a bounty for each enemy killed, whether Outlaw or not, in the form of a requisition bonus.

Armoury

Instead of rolling on the Rare Trade chart, Marines with the Leadership Skill roll for availability of items to spend requisition points on. Marine squads can only choose from Gunsights, Marine Weapons, and Miscellaneous Items. Marines can return non-bionic items to get half the requisition cost refunded.



"Primarch-Progenitor, to your glory and the glory of Him on Earth!"



"We March for Macragge!"



"For the Emperor and Sanguinius! Death! DEATH!"



D66 Roll	Requisition Result
11	Redeployed. Lose one Marine at random.
12	Reprimanded. Lose one half of requisition points.
13-16	Out of ammo. One heavy weapon, determined at random, cannot be used until resupplied.
21-26	"No resupply available at this time." Cannot requisition any new Marine weapons, gunsights, or miscellaneous items.
31-36	Given intel over vox. As above but can choose next Scenario.
41-45	Resupplied by Rhino. Squad can requisition up to 1D6 x 100 Points of Marine weapons, gunsights, or miscellaneous items it can afford.
46	Honoured with Chapter colours. As above plus one Space Marine can bear Chapter Standard (gain Leadership skill).
51-55	Resupplied by Thunderhawk. Squad can requisition up to 2D6 x 100 points of Marine weapons, gunsights, or miscellaneous items it can afford.
56	Receive Honour Badge. As above plus receive one random Relic Blade (1-3 Power Axe; 4-6 Power Sword; +1 Strength) at no cost.
61-62	Visit Apothecarion in fortress-monastery. 1 Marine can miss next Scenario to requisition bionics for requisition cost.
63-64	Juve scouted. Gain one Scout Marine for requisition cost.
65-66	Reinforced. Gain one Space Marine for requisition cost.

Hand-to-hand

Name	Requisition Cost
Combat Knife*	5
Chainsword	25
Power Axe	35
Power Fist	85
Power Sword	40

*Can Parry.



"Primarch-Progenitor, to your glory and the glory of Him on Earth!"



"We March for Macragge!"



"For the Emperor and Sanguinius! Death! DEATH!"



Pistols

Name	Requisition Cost
Bolt Pistol	20
Hand Flamer	20
Plasma Pistol	25



Basic Weapons

Name	Requisition Cost
Boltgun	35



Special Weapons

Name	Requisition Cost
Flamer	40
Meltagun	95
Needle Rifle	230
Plasma Gun	70



Heavy Weapons

Name	Requisition Cost
Autocannon	300
Conversion Beamer	500
Heavy Bolter	180
Heavy Plasma Gun	285
Lascannon	400
Missile Launcher	185
Tarantula	1,000



"Primarch-Progenitor, to your glory and the glory of Him on Earth!"



"We March for Macragge!"



"For the Emperor and Sanguinius! Death! DEATH!"



Grenades

Name	Requisition Cost
Frag Grenades	30
Krak Grenades	50
Melta Bomb	40

Missiles

Name	Requisition Cost
Frag Missiles	35
Krak Missiles	115

New Weapon: Conversion Beamer

To shoot a Conversion Beamer, nominate a target model and draw a line between the firing model and the target. Any model—friend or foe—within 1” of this line and up to the heavy weapon’s maximum range of 24” must pass an Initiative test or will be hit by the Conversion Beamer. Even pinned models can take this Initiative test, as the path of a Conversion Beamer’s beam is so destructive that any consideration beyond getting out of the way becomes entirely moot! Models hit by a Conversion Beamer take a hit with a Strength equal to the model’s Toughness plus Wounds that ignores all armour saves (but not special saves) and causes D3 Damage. Conversion Beamers must make a 3+ Ammo roll every time they shoot.



New Weapon: Tarantula

Use Ash Wastes Vehicle rules for Weapon Linkage; based on lascannon.

New Weapon: Chapter Vehicle

Use Ash Wastes rules for the following vehicles.

Chapter	Vehicle	Transport	Motivation	Special Rules
Ultramarines	Rhino	Transport	Tracked	Can be operated by Machine Spirit, which has Ld 6, I 2, and BS 2.
Imperial Fists	Storm Talon	Single-seater	Flyer (as Skimmer)	2 x cost of Skimmer; Light: Fast Speed, Armoured: Combat Speed; use Scavvy Wings rules.
Blood Angels	Dreadnought	Single-seater	Walker	No Driver; only available if Marine has died.



"Primarch-Progenitor, to your glory and the glory of Him on Earth!"



"We March for Macragge!"



"For the Emperor and Sanguinius! Death! DEATH!"