

Necro Kill Team

(WH40k 5th + supplemental material from Necromunda/Gorkamorka)

Choosing your Kill Team

A kill team will consist of up to 200 points chosen from an appropriate codex (allies allowed as per each codex) and must consist of a minimum of 5 models (and be legal 40k units).

The model with the highest leadership score (or most expensive model, if equal) will count as the “team leader”.

The Force Organisation Chart consists of 1 Elites, 2 Troops and 1 Fast Attack slot.

Vehicles must have a maximum front/side/rear armour total of 33 or less.

Monstrous Creatures must have a maximum Toughness of 6 and no more than 4 wounds.

Pre-game preparation

Each kill team has a “gang rating” of 10 times its points plus all experience.

The team with the lowest rating rolls for the Scenario:

2d6	Result
2-3	The player with the highest gang rating may choose.
4-6	Play the <i>Gang Fight</i> scenario. Also used if gang ratings are equal.
7-11	The player with the lowest gang rating may choose.
12	The player with the lowest gang rating may choose and both sides earn double experience for the battle.

Terrain setup, deployment and first turn is as per the scenario.

Before each side deploys, roll for Treacherous Conditions (Outlanders pg.61).

WH40k “Reserves” and “Outflank” are not used. “Deep Strike” is not used unless specifically allowed by the unit entry for any scenario (ie: SM Terminators).

Models with “Infiltrate” use normal rules, except a maximum of 3 models may infiltrate on the ground level (*tunnels*) and 3 more may infiltrate on an upper level (*vents*).

Bringing Necromunda/Gorkamorka gangs to a game.

A player may bring their normal gang into a kill team game, but weapons will need to be converted to equivalent 40k rules (or vice-versa). Also, unless extremely powerful, a military force should defeat them frequently (but that is part of the challenge!)

Turn Sequence

1. Bottle Test

At the start of his turn, if a kill team has 50% or more of the team “Down” or “Out of Action”, then the team leader (or next highest leadership if the leader is Down or Out) makes a Ld test on 2d6. If failed, the team bugs out to fight another day. Any team may voluntarily fail this test (once they reach 50% casualties). Being *Fearless* or *Immune to Psychology* does not let you ignore this test. If the mission normally has a bottle test of 50% or more, then the bottle test is not required until 75% casualties are reached.

2. Escape from Pinning/Declare Overwatch

Models that were pinned at the start of turn may make an Initiative test if they have a friend within 2” coherency (who is not themselves pinned, down or out). If passed, they recover and may act normally for the turn. If failed, they automatically recover at the end of the turn. The Team Leader (and/or models that have “Independent Character” in their Codex entry) always counts as having a friend nearby.

Overwatch: Models may declare overwatch. This means they miss their entire turn for the chance to fire in the enemy’s turn. Models in overwatch may only fire into the Front 90 degree arc (including infantry), so the facing should be obvious. Fire can be declared at any time during enemy movement/assault or after a model has fired a weapon. The target receives a 5+ cover save (unless better) to represent the fleeting nature of the shot, even if caught in the open moving between pieces of terrain. Overwatch is lost when used or if the model is struck by an attack.

3. Movement/Regrouping

As per normal rules. There is no requirement for models to be in coherency, but there are advantages for doing so. Units may be formed and disbanded during the movement phase at will, but must be declared before and/or after moving each unit and/or model (especially if making difficult terrain tests). A model cannot leave a unit and rejoin the same unit in the same movement phase.

Ladders and Difficult Terrain: Models using ladders do not need to roll for Difficult Terrain, simply measure the distance travelled. Any other vertical travel needs a difficult terrain test.

Leaping and Falling: If there is no ladder, models may get down buildings “the fast way” or try to leap a gap. Declare the leap before making a difficult terrain test. If insufficient distance is rolled, the model takes a hit with strength equal to the number of inches fallen.

4. Shooting

As per normal rules except as follows:

Pinning: Non-Military models hit by ranged weapons are placed face up and count as “pinned”. As kill teams are military, they only suffer this if hit by a weapon with the “Pinning” property (sniper rifles and mortars are the common ones) or by a weapon that causes “Instant Death”. *Fearless* models are still immune to pinning. Note that this version of pinning only requires a hit, not an unsaved wound (but recovery is a lot easier as well).

Cover Saves: Figures that are more than 75% covered by terrain receive a +1 bonus to the cover save (ie: 4+ cover becomes a 3+ cover). This usually applies to those shots where you can only see the head or a limb of the target.

Sustained Fire: Hits from weapons that roll more than 1 die to attack (eg. Heavy 3 or Rapid Fire within 12”) or from groups of figures are allocated by the defender as normal except for one change - hits must be allocated from the least amount of cover to the most. If the cover save an individual figure can claim is the same, then the defender may allocate within this group at their discretion.

Eg: A scout sgt (in the open), two shotguns (solid wall) and two snipers (mesh fence) are attacked by a heavy bolter that scores 2 hits. The first hit must be allocated to the sergeant in the open, the other hit is allocated to the snipers, as they only receive a 5+ cover save.

If a model is reduced to 0 wounds, the attacker rolls on the **injury table** for each wound sustained. If multiple wounds are suffered, apply the worst effect last.

1d6	Result
1-2	Flesh Wound. The model has sustained a minor wound and loses 1 from both WS and BS for the rest of the game. The model becomes “pinned”. If WS <u>and</u> BS are reduced to 0, then the model is taken “Out of Action”. <i>Military models are considered to have the “True Grit” skill from Necromunda and is included.</i>
3-5	Down. The model falls face down to the ground and lies bleeding. They may only crawl 2” during their movement phase and do nothing else. In the Recovery phase, the wounded model rolls on this table again.
6	Out of Action. Remove the model from play as a casualty.

Weapons that inflict “Instant Death” automatically take a model “Out of Action”.

5. Assault

As per normal rules (don’t forget that assault is a strait line between the two closest figures for determining difficult terrain tests). Pinned models cannot make an assault move. Models that are the target of the assault and are “pinned” recover immediately to defend in close combat (but cannot use defensive grenades).

To-hit and wound allocation are as normal for a unit (due to the CC differences between 2nd and 5th editions). Use the **Injury Table** as per shooting.

Morale tests modifiers for CC are calculated as normal, with each figure counting as a separate “unit” for morale tests and/or *fearless* armour saves.

If a model goes “Down” and there are no friends still in the combat to distract the attacker, the result is changed to “Out of Action”.

6. Recovery

Models that are “Down” roll on the injury table again to see if they recover.

Any models that are still “pinned” during this phase automatically recover from the pin.

WH40K Rule Changes/Modifications

Morale Tests: Each model makes a Leadership Test whenever a friendly model within 2" coherency goes "Down" or "Out of Action". Special rules such as *Fearless* and *They shall know no fear* are applied as normal. See Close Combat for additional modifiers.

Broken/Regroup: normal rules apply.

Assault grenades: Assault grenades may be thrown in the shooting phase, however, the model loses the benefit in the assault phase and fights at Initiative 1 if required to make a difficult terrain test to assault.

Due to the range, doing this is just as dangerous to the thrower as the target.

Weapon	Range	Strength	AP	Type
Frag Grenade	6"	4	6	Assault 1, blast
Plasma Grenade	6"	4	5	Assault 1, blast, pinning

First Aid: Models in base contact with a friend who is "Down" may perform first aid during the shooting phase instead of firing a weapon. The "down" model gets an immediate recovery test. Apothecaries/Medics gain -1 modifier to the roll.

Universal rules:

Feel no Pain: when reduced to 0 wounds, the injury table changes to 1-3 = Flesh Wound. If the model goes "Down", the normal injury table is used for recovery tests.

Infiltrate: As above.

Codex rules:

We'll be back: During the Recovery phase, 1-3 = Flesh Wound.

Mob Up: This rule applies to the Bottle Test only.

Necromunda/Gorkamorka Rule Changes/Modifications

Ammo Tests: Unless suffering a special scenario rule, military models are exempt from making Ammo Tests, as their weapons are considered to be "one in a million" weapons (Necromunda). Even the lowest bidder has some standards when supplying a government!

Gorkamorka Vehicles: The rules (including hit location) for vehicles is compatible with 5th ed.

Post-game

If any models are still "Down" at the end of the game, roll a d6. 1-3 = Flesh Wound, 4-6 = Out of Action.

Death/Wrecked

Any model that was taken Out of Action makes a Toughness test (6 always fails). If failed, the model is dead and replaced with another that has zero experience. Vehicles that are wrecked do not earn experience for that game, but don't lose any. If the vehicle exploded, it is replaced with a new vehicle that has zero experience.

NB: A wrecked vehicle is still a valid target for shooting attacks until it explodes. It is not a valid target for assault, due to the known danger (and to prevent extra movement in the assault phase).

Experience

Models earn experience as per each scenario description. For each 20xp, they may roll a Veteran ability from the 40k rulebook (re-roll duplicates).

Special Characters do not earn experience (they are already veterans).

As an option, you may choose not to earn experience for some models to reduce admin. A good example would be a bug horde or 30 guardsmen with lasguns. You should still track experience for identifiable models (sergeants, special/heavy weapons etc).