

Galaxy's Mordomunda (or Necroheim)

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Introduction

These guidelines and basic campaign rules are meant to give players the ability to play complex **small** squad vs squad battles using Warhammer 40,000 5th edition rules. With so many armies and so many combinations, unfortunately there will be many hiccups and places where things might be unbalanced, but we're going to try to help alleviate that as we play on.

Goals of these rules and guidelines

- To help a player create a warband of models from his or her favorite army using the models that he or she likes to play.
- To make a balanced and not-too-overpowering warband that can still be competitive.
- To create a set of guidelines for game-to-game injuries and skills as a model progresses through games.

Document Status

Right now we're still at the brainstorming phase. Every one of the guidelines and rules here haven't been playtested at all. Please be patient.

Creating a Warband

Warbands (initially) consist of no more than 200 points of models with the following restrictions:

- It may not be a vehicle with armor values totaling 32 (front + side + rear armor values, side counted only once)
 - For Example:

Valid Vehicles:

Rhino: $11 + 11 + 10 = 32$

Razorback: $11 + 11 + 10 = 32$

Chimera: $12 + 10 + 10 = 32$

Dark Eldar Raider: $10 + 10 + 10 = 30$

Dark Eldar Ravager: $11 + 11 + 10 = 32$

Ork Trukks & Warbuggies: $10 + 10 + 10 = 30$

Invalid Vehicles:

Eldar Wave Serpent: $12 + 12 + 10 = 34$

Land Raider: $14 + 14 + 14 = 42$

Predator: 13 + 11 + 10 = 34

Dreadnought: 12 + 12 + 10 = 34

Drop Pod: 12 + 12 + 12 = 36 (although I think this should be an exception as it's immobilized first turn with a minimal weapon)

- Any valid Warhammer 40,000 codex may be used.
- No model may have more than 2 wounds.
- You may cherry pick units from different squad types (i.e. different aspect warriors, space marine squads & scouts, ork boyz & kommandos, kroot & tau fire warriors) as long as they are from the same codex¹. Disregard any minimum squad sizes.
- Individual models are purchased on a cost based on their unit entry.
 - For example: *A space marine tactical squad costs 90 points for 5 models. An individual model then costs 18 points.*
- All models are bought and equipped with normal wargear.
- If you buy a member of a unit you have met the minimum requirements to purchase additional upgrade for the unit.
- Any model may only take 1 upgrade option at the point cost listed.
- Models may not be purchased from heavy support section of the codex.
- No model may cost more than 50% of point value being played in a given game.
- Ranged weapons with more than strength 5 and/or less than ap 5 may only be assigned to 1/5 models.
- Kroot Mecenaries might be nice for almost anyone to hire, they're not too overpowered....

Rules while Playing

Note of intent: We're not looking to *fundamentally change* any rules in Warhammer 40,000 while playing--just extend the rules. This should be just as easy for any newcomer to play as any veteran.

When a model takes a wound, make note of the wound for future wound rolls (yes, two wound models will have to take two wound rolls later if they take two wounds). You may leave the model on the gaming table on its side to denote the wounded model if the wounds are reduced to zero.

Due to the scale of this type of game, each individual model is a separate unit (but not an independent character) for all effective purposes.

A new Phase is added after **3. The Assault Phase:**

4. The Assessment Phase

All psychic powers expire until model's next activation of power unless it's a field effect such as an Eldar Warlock's Enhance or Conceal powers or unless the psychic power's description notes otherwise.

During the Assessment phase certain conditions are tested:

- When your warband loses 25% of its numbers a assessment test must be made for each model remaining. This is made exactly as a standard Leadership test. Even

1. Daemonhunters & Witchhunters may pick 1/5 models from an allied codex if they wish.

fearless models must make this test, as this is an assessment test, not a standard leadership test.

- Models that fail the assessment test fall back to the nearest board edge, ignoring difficult and dangerous terrain (but not impassable).
- Models may attempt to rally at the beginning of their turn.
- Models that rally obey the normal rules for rallying models.
- Models that fail to rally continue to fall back to the nearest table edge.

Aftermath Rules

Experience Granted

Every model gets 1 experience for being in combat whether it takes a wound or not.

+1 experience for surviving without taking an unsaved wound.

+1 experience for every unsaved wound inflicted to an enemy model

+3 for directly completing the objective by itself

+1 for directly assisting another model completing the objective

Army Build Points Granted

Scenario winner gets 10 build points to replace, upgrade or replenish his or her warband.

The scenario loser gets only 5 points to replace, upgrade or replenish his or her warband.

Wound Rolls

When a model takes a wound during a fight, there's a good chance there will be permanent injury.

1. Make a Toughness Test (d6, if less than or equal to the Toughness you succeed, 1's always succeed, 6's always fail).
2. If the model passes the test, the model will recover fully for the next game in the campaign.
3. If the model fails, roll a d6 and consult the following chart:

Roll	Result
1-2	Death! The model has died from its injuries. Remove from your warband and adjust the total warband points accordingly.
3	Dismemberment! Permanently reduce one ST one T, and one attack (minimum 1) from the total amount of attacks (including extra close combat weapons). This may be repaired via Bionics and Cybernetics. Subtract 2 points from the model's value while dismemberment is in effect.

4	Taken Prisoner! If you want your model back, play again and try to win a <i>Prisoner</i> scenario. You may also opt out playing and get back half (rounded down) the model's build points for other models instead of running the scenario. Note that the prisoner was taken during the aftermath, not necessarily by your current opponent.
5	Major recovery - The model must sit out the next 2 games to recover from its injuries. Warband points are temporarily reduced while models is recovering.
6	Wound recovery - The model must sit out the next game to recover from its injuries. Warband points are temporarily reduced while models is recovering.
7+	"Oooh that's a pretty scar, nice work Doc!" - No significant injury, just a deep flesh wound, and a nasty scar to brandish and brag about. Nice work, Doc!

If you have a Medic² in your warband you may add 1 to the result above. Multiple medics do not stack for this roll, +1 is the best you can get from any number of medics.

If the model suffered its wound from Instant Death, subtract 3 from the roll.

Vehicular Repair

- If a vehicle *Explodes!* (result 6+ on damage chart) in combat, the vehicle is Permanently removed from the warband... the resulting repairs aren't worth attempting and the resulting wreckage is worthless.
- If you have a Mechanic³ in your warband, you may add 1 to the results of any of the rolls below (both the wreckage chart and any repair weapon roll). Multiple mechanics do not stack for this roll, +1 is the best you can get from any number of mechanics.
- If a vehicle is *Wrecked!* or *Immobilized!* (result 5 and 4 respectively on damage chart) in combat, the vehicle rolls on the following table (IF the Drop Pod is usable, this means that it will be rolling on this table after every landing):

Roll	Result
1-2	Totalled! The vehicle cannot be repaired easily and is better off being replaced. It may be scrapped for half its points value back.
3	Permanent Drivetrain damage! The vehicle always moves as if in Dangerous terrain (and this roll will be rolled twice if it attempts to enter dangerous terrain). Dozer blades do not help this reroll. Subtract 1 from future Vehicle Damage

2. See Medic skill in Skills and Advancement

3. See Mechanic skill in Skills and Advancement

	Aftermath Results. It may be scrapped for half its points value back.
4	STOLEN! Those sneaky gits stole our vehicle. If you want your vehicle back, play again and try to win an <i>Objective</i> scenario. You may also opt out playing and get back half (rounded down) the model's build points for other models instead of running the scenario. Note that the vehicle was stolen during the aftermath, not necessarily by your current opponent.
5	Major Repairs - The model must sit out the next two games during its repairs. Warband points are temporarily reduced while models is being repaired.
6	Minor Repairs - The model must sit out the next game during its repairs. Warband points are temporarily reduced while models is being repaired.
7+	"Sweet, it's not as bad as it looks. There I fixed it." - The vehicle just had a jammed plate in the drive train or an unplugged power cable or whatnot and was easily repaired.

If a vehicle's has a *Weapon Destroyed* result, roll a d6 on a 1, 2 or a 3 (remember a Mechanic in your warband adds 1 to your roll for this too) the weapon cannot be repaired and is removed permanently from the vehicle.

Skills and Advancement

For every 10 experience points that you spend on a model, the point cost for that model will increase by 1 for the extra value the skills or assets contribute to the warband. Unspent points are potential points and don't contribute anything (yet) to the warband.

You may only make one advancement per model per Aftermath session (i.e. per game).

Skills

- **Mechanic** - 20 experience points - Allows for better results on repair rolls. *All Meks, Tech Marines, etc have this ability inherently* (anyone who allows a vehicle to restart, repaired etc. If a mechanic is in base to base with a damaged vehicle the mechanic and vehicle may forgo its attacks and movement to make a repair roll: Choose what you want to fix (whether weapon destroyed or immobilized) and roll a die. If the result is a 6, then the damage is repaired. Multiple mechanic rolls may be made only if the assisting mechanic is a servitor type of assistant.
- **Medic** - 20 experience points - Allows for better results on wound rolls. *All Mad Doks, Apothecaries, etc have this ability inherently* (anyone who gives Feel No Pain or Wound Re-Rolls to units). If a medic is in base to base with a wounded model,

the medic may forgo shooting and moving to make a medic roll (a single d6). If the results is a 6, then a wound is restored. **Models who lost their wound via an Instant Death result may not recover a wound in this manner.** Multiple medics do not allow for multiple medic rolls on a single model.

Advancements and Enhancements

- **Bionics/Cybernetics** - 20 experience points - Model gets +1 Toughness, + 1 Strength, + 1 Attack can be added only once per model.
- **Increase Strength, Toughness, Initiative** - 10 x current score experience points. Attribute may only be increased one above baseline statistic. For example a space marine wanting to increase his Strength of 4 to 5 would cost him 40 (S4 x 10) experience points.
- **Increase BS, WS** - 5 x current score experience points. Attribute may only be increased two points above baseline statistic. For example a guardsman wanting to increase his BS of 3 to 4 would cost him 15 (BS3 x 5) experience points.
- **Increase Number of Attacks** - 20 x current level experience points. Attribute may only be increased two above baseline statistic.

Scenarios

1. Agree on a scenario or feel free to roll randomly if not playing a planned scenario.
2. Choose Attacker/Defender, roll off for choice if not playing a planned scenario (i.e. a scenario not being played out by a repair or wound roll).

1	Turf War	"You and you..... FIGHT"
2	Prisoner	The attacker must retrieve a prisoner that is being held by the defender. The prisoner has Imperial Guardsman statistics and cannot move until it's touched by an attacker model. Once the prisoner is able to move it will be under the control of the attacking player and will 'squad up' with the model that freed it (only one mode, attacker must choose if multiple models did it). Wound allocations for the prisoner while in this state are as normal when attached to his savior.
3	Objective	The attacker must get to an objective and hold it for two turns while explosives are set, logic engines are hacked, or a vehicle is started. An objective may only be contested if the model(s) holding it are occupied by close combat. Simply being within 3" doesn't constitute contesting.
4	??	
5	??	
6	??	