

# XENOLOGICA NECROMUNDA

## UNOFFICIAL RULES FOR ALIEN FIGHTERS IN NECROMUNDA

### XENOS GANGS AND FIGHTERS

The following fighters may be upgraded to be an Alien by purchasing up to three Xenos Peculiarities using the process outlined on the following page:

- **Bounty Hunters**

- **Venator Gang:**

- Hunt Leader
- Hunt Champion
- Hunter

- **Underhive Outcasts Gang:**

- Underhive Outcasts Leader (but not Elevated Leaders and Delegation Leaders)
- Underhive Outcasts Champion (but not Delegation Champions)
- Underhive Outcasts Hive Scum

The upgrade must be done when the fighter is recruited; a fighter may not later purchase Xenos Peculiarities nor change any existing Xenos Peculiarities.

A gang that contains one or more Alien fighters is automatically an Outlaw gang and may not change alignment as long as it includes any Alien fighters. An Alien Bounty Hunter is always an Outlaw and as such may only be hired by Outlaw gangs.

### ALIEN PROFITEER

A gang that includes one or more Aliens may hire a special Underhive Trader Hanger-on with the Alien Profiteer Trader type.

- **Alien Profiteer:** An Alien Profiteer works both within and without the Cold Trade to equip Xenos contacts who have infiltrated the hives of Necromunda. If a gang has an Alien Profiteer, it may reduce the Rarity or Legality in the Trading Post by 2 for any weapon with the Esoteric trait that does not also have the Cursed trait. In addition, any weapon accessory bought from the Trading Post while a gang has an Alien Profiteer may be fitted to a weapon with the Esoteric trait, counter to the normal rules. Finally, when a gang with an Alien Profiteer rolls on the Xenoculum table they may roll twice and choose which result to apply.

### EQUIPMENT

An Alien Profiteer is armed with a laspistol.

### SKILLS

An Alien Profiteer has no skills but may be given a single Xenos Peculiarity chosen from the following page for no additional cost.

## XENOS PECULIARITIES

A fighter may be upgraded with a single Xenos Peculiarity for 25 credits, or with a combination of two Xenos Peculiarities for 40 credits, or with a combination of three Xenos Peculiarities for 50 credits. No fighter may have more than three Xenos Peculiarities.

There are six Xenos Peculiarities, each split into two classifications. An Alien can never have both classifications of a Peculiarity: for example, when selecting the Adaptation Peculiarity, the Alien may not be both Airborne and Amphibious.

### 1. ADAPTATION

**Airborne:** the Alien ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain and may not end its movement with its base overlapping an obstacle or another fighter's base. However, any attacks made against the Alien additionally gain the Knockback trait.

**Amphibious:** the Alien increases its Toughness by 1 for the purposes of determining if they are affected by the Gas or Toxin traits (this modifier may be further increased by wargear such as a respirator). In addition, when hit by a weapon with the Blaze trait, the Alien only catches on fire on a result of a 6. Furthermore, the Alien may move through watery difficult terrain (such as a sludge pool) without penalty and if fighting a battle in a Sump Sea Environment (see Apocrypha Necromunda: Spiders of the Sump) it may move normally through the Sump and is not subject to the rules for Drowning. However, the Alien's Initiative is reduced by -1 (to a minimum of 6+).

### 2. COGNITION

**Sophisticated:** the Alien's Intelligence and Leadership are both improved by 2 (to a maximum of 3+). In addition, the Alien may select Tech skills (see *House of Artifice*) as a Primary skill set. However, the Alien may never perform the Force Door (Basic) or Smash Open Loot Casket (Basic) actions, and may not use any weapon with the Reckless trait.

**Brutish:** when the Alien makes close combat attacks as part of a Charge (Double) action, any weapons with the Melee trait it uses are resolved at +1 Strength. However, the Alien's Intelligence is reduced by 2 (to a minimum of 12+).

### 3. DEFENSE

**Chameleonic:** if the Alien is an attacker in a scenario with the Sneak Attack rules, Sentries suffer an additional -1 to spot the Alien if it is in partial cover or full cover. In addition, if the Alien is chosen as a target for a ranged attack during a scenario using the Visibility (X") rules, the Alien always counts as being 3" further away from the attacker. Furthermore, the Alien may make the Hide in the Wastes (Double) action, even in Zone Mortalis and Sector Mechanicus battles (see *Book of the Outlands*, page 138). However, the Alien cannot make or participate in Group Activations.

**Chitinous:** the Alien's armour save is improved by 2 (to a maximum of 2+). If it does not already have an armour save, it gains a 5+ armour save instead. In addition, the Alien is immune to the Backstab trait. However, the Alien's Movement is reduced by 1" when making a Charge action. Furthermore, the Alien may not wear an armoured undersuit.

### 4. GAIT

**Graceful:** the Alien's Movement and Initiative are both improved by 1. In addition, the Alien may select Finesse skills (see *House of Blades*) as a Primary skill set. However, the Alien may not use any weapon with the Unwieldy or Pulverise traits.

**Purposeful:** the Alien's Cool and Willpower are both improved by 2. In addition, when rolling for Recovery the Alien treats Serious Injury results as Flesh Wounds. However, the Alien treats the Move (Simple) action as Move (Basic).

### 5. PRESENCE

**Amorphous:** when the Alien is hit by an attack, roll a D6. On a 4+ the attack has no further effect. In addition, the Alien may move freely through closed doors and ductways. However, the Alien may not wear armour.

**Implacable:** the Alien's Wounds are improved by 1 and it is immune to the Knockback and Rad-phage traits. However, the Alien may not start a battle under the effect of chems and may not make the Use Chem (Simple) action.

### 6. STATURE

**Skulking:** the Alien treats the Crawl, Crawl Through Ductway, and Blind Fire actions as Basic instead of Double actions, and may move up to its full Movement characteristic as part of the Crawl (Simple) and Take Cover (Basic) actions. However, the Alien suffers -1 To Hit when making Reaction attacks.

**Hulking:** the Alien's Toughness is improved by 1. In addition, the Alien may select Muscle skills (see *House of Chains*) as a Primary skill set. However, enemy fighters need not pass a Cool check to target the Alien if they are not the closest possible target for a ranged attack.