

**UNOFFICIAL**

 Age of

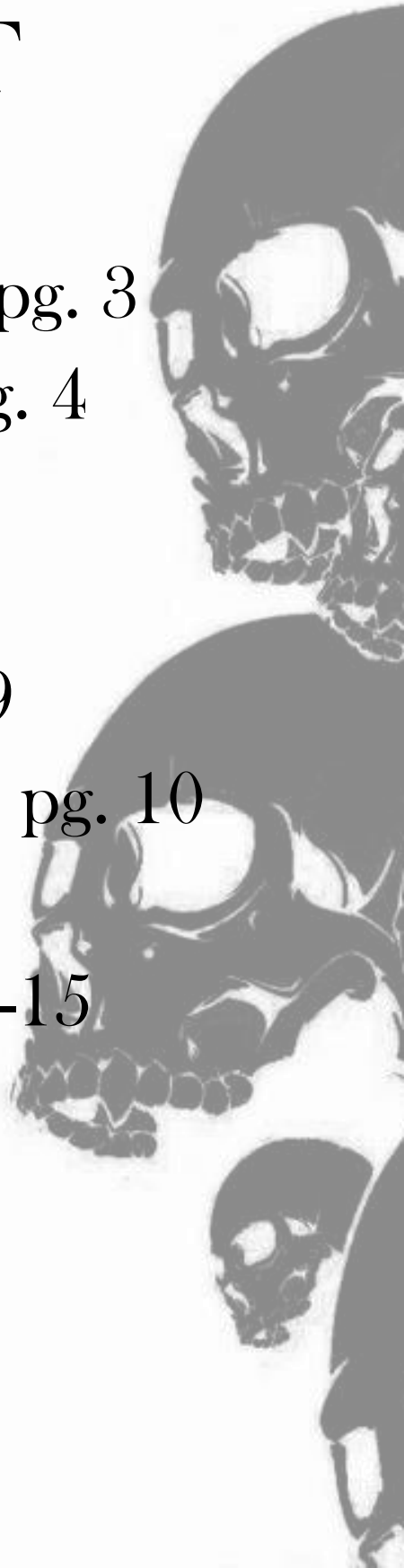
**MUNDA**

**VERSION 2**

*This is not an official product and is not in any way meant as a commercial product. This is entirely fan made and meant as guideline for playing INQ28 themed games and campaigns.*

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# WHAT IS AGE OF MUNDA

Age of Munda is, as you can probably tell, a liberal mashup of Age of Sigmar and Necromunda with the intention to play INQ28 themed games and campaigns.

You see I've been into this hobby since the early nineties and I've played everything from 2nd ed 40k up until today, Necromunda and I own almost all the rulebooks I could ever need from those games as well as the Inquisitor book.

But, and there's always a but, is it not?

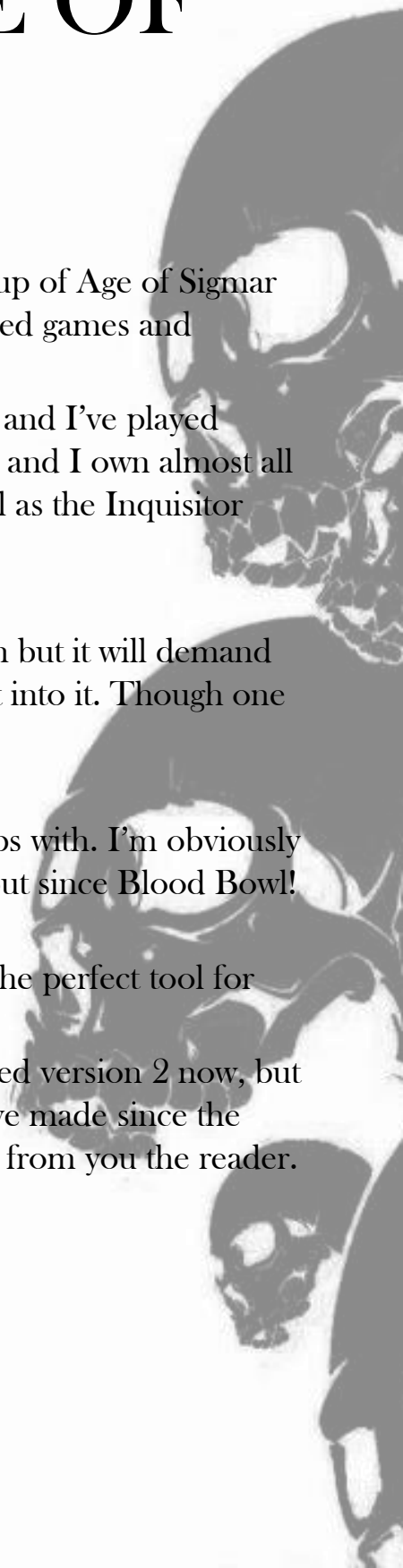
They're all clunky and intricate. You can make it function but it will demand work putting it together and the same getting others to get into it. Though one ruleset that GW has hardly demands anything.

Is it perfect? No.

But what it does have is being very, very easy to get to grips with. I'm obviously talking about Age of Sigmar, the best rules GW has put out since Blood Bowl! At least in my humble opinion.

Will Age of Munda be a watertight set of guidelines and the perfect tool for gaming?

Hell no and it's not supposed to! Though we have reached version 2 now, but that is because of the markedly changes and additions I've made since the original. All based on gameplay experience and feedback from you the reader.



# REQUIREMENTS TO PLAY

A good friend or friends that are fine playing with a loose rule frame and instead focusing on the narrative.

At least two warbands, but the more the merrier!

The free Age of Sigmar rules as a simple reference for core rule guidance and creating your character scrolls which basically drives the rules as they do in AoS.

The Necromunda rulebook, a 40k rulebook or simply put something with loads of different weapon profiles.

A book like AoS Generals Handbook or any other book with loads of different scenarios so you can develop the narrative, or, simply write your own.

A gaming table with a lot of terrain. Preferably 3\*3 or 4\*4ft.

Beer. Because playing a game with good friends and drinking beer is awesome.

**I**  **BEER**

# CORE RULES

## Phase 1 - Pre turn

The pre turn is where you handle all things that are random, such as rallying or fleeing further, random actions as with a beast or a machine that moves from a random action table. You also handle all things related to psychic powers in this phase. That means that buffs-, debuffs, magic fire or attacks, summoning or dispelling happens here. The stats for assault oriented psychic power will still be on your character scroll overview of weapons mind.

Most importantly this phase is where you GM (Game Master) stuff. It can be a third person or it can be handled between the players themselves.

The point is keeping the narrative element on track and deal with the stuff that aren't described anywhere else. The most important phase tbh!

Summed up this is what you do in this phase.

RALLY

RANDOM  
MOVEMENTS

RANDOM  
ACTIONS

PSYCHIC  
POWERS

GAMEMASTER

## Phase 2 - Movement

This phase deals with the basic move but not running. That comes in the next phase. You can however perform a **HIDE** action instead of a basic move.

BASIC MOVE

OR

HIDE

Sometimes it's necessary to stay in cover to survive. You may place your miniature face down and receive a +1 to your save roll. This is in addition to any eventual normal cover saves. Note that in hiding you can do nothing else this turn and if someone attacks you, you will be hit automatically and cannot retaliate.

# CORE RULES

## Phase 3 - Shooting (or running)

You can either shoot or run unless otherwise stated on the character scroll. Shooting is using the ranged weapons from your character scroll in order.

IF WHAT YOU ARE SHOOTING AT IS IN COVER, IT NEEDS TO BE 50% OR MORE IN COVER. THIS GIVES A -1 MODIFIER ON THE "TO HIT" ROLL.

If someone is killed within 5" of your own, take an immediate leadership test, no negative modifiers. If you fail, flee d3 and you must rally in the next Pre-Turn phase to get back in.

### LEADERSHIP TESTS

YOU CAN BE FORCED SEVERAL TIMES TO TAKE A LD TEST. ACTUALLY IT CAN HAPPEN IN THE SHOOTING-, COMBAT- AND BATTLESHOCK PHASE.

Summed up, this is what you can do in this phase:

#### SHOOTING

Some may have more firearms than arms. Note you can only fire as many weapons as you can handle at one time. For weapons that can be used in combat, as for example pistols. These cannot be used in BOTH shooting and combat phase.

OR

#### RUNNING

Running is a flat D3 for all units regardless of base move. You can attempt a charge after running.

# CORE RULES

## Charging

D3+1 +weapon range. Meaning if you can get so close that your weapon is in reach you can complete the charge. Less is failed and no moving at all.

NOTE THAT MODELS WITH A MOVE OF 5" OR MORE, HAS A MAXIMUM OF D3+2+WEAPON RANGE

## Combat

The one charging strikes first. The defendant strikes back after that.

In a multiple combat the one charging strikes first with the character of his choice. Then the defendant strikes back with one of his. And so on until all involved are done.

MODELS WITHIN 1" OF EACH OTHER ARE LOCKED IN COMBAT. THAT MEANS THAT IF SOMEONE ATTACKS YOU WITH A RANGE 2" WEAPON AND YOU SURVIVE, YOU ARE NOT LOCKED IN COMBAT AS LONG AS YOU ARE NOT WITHIN 1".

Resolving the combat. No wounds on either side or equal amount – draw. Winning a combat means inflicting the most wounds. The difference in wounds is a negative modifier to your leadership roll. If you fail you flee d3 and need to rally in the next Pre turn phase to get back in.

If someone is killed within 5" of your own, take an immediate leadership test, no negative modifiers. If you fail, flee d3 and you must rally in the next Pre-Turn phase to get back in.

## Battleshock

If your leader is killed or you've suffered 50% or more losses in total, all members must take a leadership test each round from then on. The ones that fail, flee d3 and will have to rally in the next Pre-Turn phase to get back in.

# ADVANCED RULES

## Climbing

Sometimes the terrain simply cannot be traversed by any other means than climbing.

ROLL A DICE. ON A 1 YOU FAIL TO CLIMB UP.

Note that cavalry, heavy gunners and vehicles do not climb as they are simply not equipped for it unless otherwise stated on the individual character scroll.

## Jumping

During a movement (move-, run-, charge phase) you may be forced to jump over a crevasse or between buildings.

ROLL A DICE. ON A 1 YOU FALL DOWN. UP TO 3», YOU SUFFER 1 WOUND. MORE THAN 3» YOU SUFFER D3 WOUNDS. NO SAVES ALLOWED.

## Overwatch

Overwatch is a third action you can preform in the MOVEMENT PHASE before moving or hiding. You cannot perform any other actions with this model in your own turn.

However in the enemy turn you can shoot at one enemy model that present themselves within your line of sight and range.

SHOOTING WHILE ON OVERWATCH GIVES A -1 MODIFIER TO HIT. IT IS MORE DIFFICULT TO HIT A MOVING TARGET.

When you have performed an overwatch action you are immediately finished with it and will revert to normal in the following turn.



# STARTING A WARBAND


1. Choose a faction of your choice.
2. Choose a Champion.
  - Your champion should have a skill that fits the fluff and the character but not something to make the champion overly powerful.
3. Gather your starting gang.
  - 4-6 gangers.
  - 0-1 additional champion instead of a ganger.
  - 0-1 monster / vehicle / equivalent instead of a ganger.
  - In addition, your gang must comply to the following armament limitations.
    - 0-6 normal hand weapons (pistols, rifles, shotguns)
    - 0-1 high energy weapons (melta, plasma, equivalent)
    - 0-1 heavy weapon (heavy stubber, heavy bolter, etc)
    - Beyond that it's up to you
4. You cannot have more than 24 wounds in total for your starting warband.
5. Record everything on your warband roster and create your character scrolls using the template.




# BUILDING YOUR WARBAND

The Character Scrolls are loosely based on the AoS Warscrolls but simplified to fit.

This means that your Warband will consist of several Character scrolls which is agreed upon by you and your opponent(s). The number of models/wounds is an ok gauge to get a roughly balanced force, pay more attention to the narrative than this aspect as I find letting the narrative determine it a lot more enjoyable than carbon copy warbands facing off.

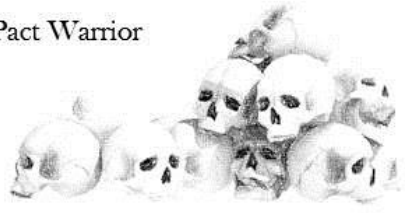


+BLEDA+



WEAPONS	RANGE	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE
Combat blades	1»	2	4+	4+	-	1

**Special rules;**  
Ganger, Blood Pact Warrior



What you can see from my example above is just that. I used the format from the Warscroll and used stats from 40k and/or Necromunda and converted them into values in my new character scroll. Note that my special rule indicate something. Basically it is a keyword that will be triggered by certain characters. Bleda is just a grunt so it doesn't have to be on his scroll as he can't trigger it himself. Let's go through the details on how I made my warband to explain the reasoning behind it and hopefully get you started with your own scrolls!

**SAGACITY IS A CATCH ALL STAT FOR UNLOCKING THINGS, HACKING COMPUTERS, ETC. THE PERFECT REASON TO ADD THAT AWESOME NON-COMBATANT TO YOUR WARBAND!**

# WARBAND ROSTER

WARBAND NAME	888th Death Brigade
PATRON	Khorne
POINTS	

CHAMPION	
NAME	Kranhath` Har
WARLORD TRAITs	Demogaur, Butcher

PATRON REWARDS	
1)	
2)	
3)	
4)	
5)	
6)	

## WARBAND UNIVERSAL RULES

### *Blood Pact Warrior*

A keyword for all models marked and found able to serve the Blood Pact. Specific rules for triggers found in some of the character scrolls. The Blood Pact are highly trained and diciplined for a cult of chaos and their stats reflect this. Though they are still mostly men...

### *Use of tanks*

The Pact utilize and exotic array of tanks. Combinations of flesh, metal and aethercraft. They hold these in high regard and will not willingly sacrifice them by engaging all at once. You can never field more than one at a time and never the same in consecutive games.

## Making the roster

You need a front page for all of your character scrolls, especially in a campaign setting as you want to register results such as points and patron rewards.

If you want a warband specific universal rule like my Blood Pact Warrior keyword you should explain a bit more on the background for it here as well. It is also a handy way of making some self imposed rules to moderate your warband and not make it overpowered as shown with the restrictions on tanks.

Most of the data in the roster should be pretty self explanatory and can be used as a guide for your own if you choose. Note that there isn` t anything set in stone here, just do what feels right and if it`s hard to figure out do it with the ones you` re playing with.

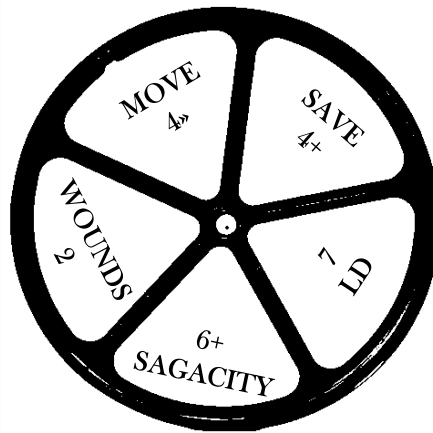


# CHARACTER SCROLLS

Still using the character scroll for «Bleda» let`s look at the details behind the data on his stats.

MOVE	TYPE
4»	Normal
5»	Bionic legs /equivalent
8»	Cavalry/vehicle/monster
D6»	For some this is the most apt but use it sparingly.

WOUNDS	TYPE
1	Servitor / equivalent
2	Normal henchman
3	Champion
4/5	Meta humans / equivalent
6-10	Monster / vehicle



SAVE	TYPE
-	No armour
6+	Hides or fabric. Tough skin
5+	Light armour
4+	Heavy, as carapace f.ex
3+	Power armour
2+	Terminator armour
Re-roll	Shield

SAGACITY	TYPE
-	Vehicles /monsters
6+	Dregs, abhumans, equivalent
5+	Normal henchman
4+	Champions
3+	Designated servitors/clerks/equivalent
+1	Appropriate tech upgrade such as mechandriles

LD	TYPE
1-4	Dregs, abhumans, equivalent.
5-6	Normal henchmen
7-8	Champion
9	Meta humans / equivalent
10	Immune. Fits best for some characters and monsters/vehicles

# CHARACTER SCROLLS

We continue with the character scroll for «Bleda» and look into the weapon profiles.

Simple description of the weapon.  
If you have no combat weapon add fists/equivalent instead.

RANGE	TYPE
1»	Normal hand weapons
2»	Hand weapons with a long haft or range out of the ordinary
0-16»	Pistols. Can be used in the combat phase instead of the shooting phase
12+»	Rifles, cannons, grenade launchers, etc. <b>Note that these weapons cannot be fired at targets within 12»</b>

WEAPONS	RANGE	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE
Combat blades	1»	2	4+	4+	-	1

ATTACK	TYPE
1	Standard combat and firearm
2	If you have multiples of the same type. F.ex two knives
3	Multiples of the same (3 arms f.ex), heavy stubber/equivalent
D6	For some this is the most apt but use it sparingly

TO HIT	WS/BS	TYPE
2+	5+	Meta humans / equivalent
3+	4	Champions
4+	3	Normal henchmen
5+	2	Dregs, abhumans, equivalent.
-1	-	If the weapon is very unwieldy

# CHARACTER SCROLLS

TO WOUND	STRENGTH	REND	STRENGTH
5+	2	-	Normal weapons
4+	3	-1	Power weapons / equivalent
3+	4	-2	High energy and/or strength such as powerfists, plasma- and melta weapons
2+	5+		

WEAPONS	RANGE	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE
Combat blades	1»	2	4+	4+	-	1

Normally everything only has a damage of 1 but the most brutal weapons inflict 2 as a maximum. Examples are plasma-, melta weapons, powerfists and so on.

## Special rules on your character.

Here's where you can define your warband and characters by using keywords. Some are to identify them as being for example, a normal henchman or a monster, as this triggers the right stats and weapons. But it can also be more unique stuff, check out my warband roster for several examples of both positive and negative special rules.

Play a different game or system if you want uber sticks of doom, it needs to be a little bit of both. ☺

# CHARACTER SCROLLS

## Monsters / vehicles / equivalent

In addition to what we`ve covered so far we all know you want to feature something larger than a normal man or ogryn sized. That could be a vehicle or a massive monster.

**HAVING 6 OR MORE WOUNDS IDENTIFIES YOU IN THIS CATEGORY**

Now this doesn`t radically change how you make a character scroll. You still go through the process I`ve shown but you add one table to your character scroll.

EXAMPLE OF DAMAGE TABLE			
WOUNDS LOST	MOVE	COMBAT WEAPON	RANGED WEAPON
0-2	8	3+ to wound	2+ to wound
3-4	6	4+ to wound	3+ to wound
5-6	4	5+ to wound	4+ to wound
7	2	6+ to wound	5+ to wound

Basically this is like a monster in AoS. You grow weaker and more ineffective as you take damage.

Very simple mechanism but oh so fun and in character!

# PLAYING GAMES

Having created your warband you can now fight with it using the gangers and character scrolls you have prepared. Some Psychics may be able to summon creatures but these return to the Aether Realms once the battle is over.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your Champion is slain in battle, it is assumed he was merely injured or knocked out, and is back to his full fighting strength for your next game, looking for vengeance!

As you play your success will determine the notoriety of your gang. All gangs seek to be the most notorious gang as this will attract more gangers to join.

Gangs receive Points after a battle is complete.

- Tie or lose – gain 1 favour point.
- Causing the most wounds – gain 1 favour point.
- Win – gain D3 favour points.

You can then use the points in one of two ways.

- Roll on a «Rewards» table.
  - Cost for one roll is 2 favour points.
- Add gangers.
  - Normal gangers cost 1 Favour point.
  - Additional champions cost 2 favour points.
  - Monsters/vehicles/equivalent cost 2 favour points.

**How to win the campaign is up to you. It might be points, it might be an artifact. It might be something entirely else.**

Remember to register the results and additions to your warband roster...





# NARRATIVE

This is frankly put, the most important part of the puzzle but there's no easy answers either.

I personally use my 25 odd years in the hobby coupled with the framework from the narrative section in the AoS Generals Handbook to get by.

Use what you see fit but invest some effort into it because while the Pre Turn phase is technically the most important phase this is where you make it all worthwhile.

I don't think this should dissuade you if you're not a fluff writing genius. Just make or steal or borrow a cool setting and take it from there. Let the results write the narrative and drive the story forward.



INQ28 is about kickass miniatures, not winners and losers in a game. The models write the tale. Never forget that and you'll do just great! ☺

# AFTERWORD

Am I trying to revolutionize INQ28?

No, not at all.

I'm trying to make a set of guidelines that I'm able to easily remember and can even easier teach to those who want to play with me. Rules that can be picked up and put into action in no time.

I'm not trademarking anything (or in a position to do so) and if anyone wants to use these ideas please do.

Simple as that and use these guidelines as you see them fit for your needs. I will continue to use this, and will update and refine it as I go along. 😊

Regards,

Tommy H Kristiansen aka the Bigbossredskullz

## CREDITS

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