

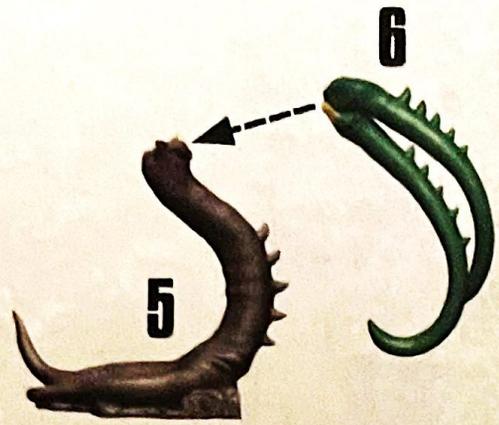
Free Downloads of Build Instructions,
Assembly Booklets & How To Guides

BuildInstructions.com

NECROMUNDA

MALSTRAIN COALESCENCE





MALSTRAIN COALESCENCE

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle check, during any End phase in which this fighter passes its Cool test and does not flee the battlefield, any friendly Malstrain fighters that are within 6" of this fighter will automatically pass their Cool test and will not flee the battlefield.

Flight: A Malstrain Coalescence 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.

Shadow of the Malstrain: A fighter with this special rule is a non-sanctioned Psyker, as described in the *Necromunda Core Rulebook*, is able to use the Malstrain Wyrd Powers (as described on page 55 in *Necromunda: The Book of Desolation*) and when recruited may select a single Malstrain Wyrd Power they know.

During Campaign play, this fighter may gain additional Wyrd Powers from the Malstrain Wyrd Power list in exactly the same way as they might gain a Primary skill (i.e., by spending 6 XP to gain a random Wyrd Power, or by spending 9 XP to choose a Wyrd Power).

Xenos Abomination: This fighter may not perform post-battle actions.