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NECROMUNDA

ZONE MORTALIS – GANG STRONGHOLD

EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES • EXPLICACIÓN DE SIMBOLOS
ERLÄUTERUNG DER SYMBOLE • LEGENDA DEI SIMBOLI • 符号説明・記号の説明



Special instruction - Please read
Instructions spéciales - Lire attentivement
Instrucción especial - Por favor, léela
Besondere Anweisung - Bitte lesen
Istruzioni speciali - Leggi attentamente
特別説明 - 請認真閱讀
特別な指示 - 必ずお読みください



Choice of parts
Choix d'éléments
Modelos de componentes
Auswahl an Teilen
Scelta di componenti
零件选择
部品の選択



Rotate part
Faire pivoter
Girar la pieza
Teil drehen
Ruota il componente
旋轉部分
部品を回転させる



Detail view
Vue détaillée
Vista detallada
Alternative Ansicht
Visuale del dettaglio
局部放大视图
拡大



Stage complete
Étape terminée
Paso completado
Schritt abgeschlossen
Fase completa
部件组装完成
完了



Variant assembly
Variante d'assemblage
Variante de montaje
Bauvariante
Assemblaggio alternativo
多种组装方案
組み立てのバリエーション



Repeat process
Répéter l'étape
Repéter pasos
Vorgang wiederholen
Ripeti il processo
重复步骤
手順を繰り返す



Do not glue the components
Ne pas coller les éléments
No pegar los componentes
Bitte die Teile nicht kleben
Non incollare i componenti
不要粘合作件
部品を接着しないでください

READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR • LIES DIES ZUERST • LEGGI PRIMA QUESTO • 优先阅读・最初にお読みください



READ THIS FIRST: Before assembling your model kit, please read through the instructions in this booklet carefully. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model, you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Removers and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.



À LIRE EN PREMIER: Avant de vous lancer dans l'assemblage de ce kit, veuillez lire attentivement les instructions de ce livret. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ebarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.



LEER ANTES DE MONTAR: Antes de montar el contenido de este kit, lee estas instrucciones cuidadosamente. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.



LIES DIES ZUERST: Bitte lies diese Anleitung sorgfältig, bevor du mit dem Zusammenbau deines Modells beginnst. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.



LEGGI PRIMA QUESTO: prima di assemblare il tuo modello, leggi le istruzioni di questo libretto con attenzione. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dal loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.



优先阅读: 组装模型前, 请先仔细阅读本手册中的说明。需要用模型剪将塑料部件从件架上取下。我们推荐使用合模线清理工具来清理零件。用塑料粘胶来组装模型。Games Workshop 销售 Citadel 精密剪钳, Citadel 合模线刮刀和 Citadel 塑料粘胶, 但不建议未满 16 岁的儿童在没有成人的监护下使用此类产品。



最初にお読みください: ミニチュアを組み立てる前に、この冊子の説明をよくお読みください。本セット内フレームからプラスチックパーツを切り取るためにプラスチック用ニッパーが必要となります。その後パーツを滑らかにするため、モールドラインを削るためのツールの使用を推奨します。モデルの組み立てには、プラスチック接着剤が必要となります。ゲームズワークショップでは「シタデルファインディテールニッパー」「シタデルモールドラインリムーバー」「シタデルプラスチック接着剤」を販売していますが、これらは保護者の監督なしでの16歳以下のお子様の使用を推奨しません。

16+



Citadel Plastic Glue
Colle plastique liquide Citadel
Pegamento para plástico fluido
Citadel-Kunststoffkleber
Colla per plastica fluida Citadel
Citadel 塑料粘胶

シタデルプラスチック接着剤流し込みタイプ



Citadel Fine Detail Cutters
Pinces de précision Citadel
Tenazas Citadel
Präzisions-Kunststoffseitenschneider
Tronchesine di precisione Citadel
Citadel 精密剪钳

シタデルファインディテールニッパー



Citadel Mouldline Remover
Ebarboir Citadel
Herramienta para rebabas Citadel
Gussgratentferner
Atrezzo per ripulire Citadel
Citadel 合模线刮刀

シタデルモールドラインリムーバー

CITADEL

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GANG STRONGHOLDS IN NECROMUNDA

The Gang Stronghold is a great addition to any Necromunda battlefield, and can be used alongside the Zone Mortalis terrain range to create a variety of options. If players choose, a Gang Stronghold can be used as the focal point of a scenario, with one gang defending their home turf from an assault by a rival.

Any time a player's gang is the defender in a scenario and has the Home Turf Advantage, at the Arbitrator's discretion they can set up a Gang Stronghold. The advantage for the defender is that this will give them a far more defensible position to fight from, however, the rewards for the attacker will also be greater should they triumph.

SETTING UP THE GANG STRONGHOLD

If a Gang Stronghold is being used as part of the scenario, the defending player can set it up in their deployment zone. Depending on the size of the battlefield and the scenario being played, this might mean some of the stronghold falls outside of the deployment zone. This is perfectly acceptable, but as much of the terrain as possible should be within the deployment zone. Players can then set up the rest of the terrain following the normal method.

FEATURES OF THE GANG STRONGHOLD

In addition to following the standard rules for terrain from the *Necromunda Rulebook*, such as ladders, cover and blocking line of sight, a Gang Stronghold includes a number of unique features, as described below:

STRONGHOLD GATE

Stronghold Gates are counted as doors (see the *Necromunda Rulebook*) with the following exceptions. The defender can choose to lock or unlock a Stronghold Gate using the Bolt Door (Simple) action. Stronghold Gates may begin a battle locked. Stronghold Gates do not have door terminals and cannot be opened with the Access Terminal (Basic) action or a gang tactic that causes a locked door to open or close.

If a Stronghold Gate is forced open or destroyed, it will fly open away from the fighter forcing or attacking the door. Fighters within 1" of the far side of a Stronghold Gate that flies open must make an Initiative check or suffer a Strength 4, AP -, Damage 1 hit and become Pinned.

WATCHTOWER

The Watchtower is an ideal place for the gang to keep a lookout for enemies. Any Sentries placed in a Watchtower do not move if activated before the alarm is raised in a scenario in which the Sneak Attacks special rules are used, though may still be turned to face in any direction by the player controlling them. In addition, a Sentry in a Watchtower counts as having rolled a 12 for the purposes of Spotting Attackers.

GUNK TANK

A Gunk Tank is a valuable source of water, promethium or similar precious liquid for the gang. It can be used as an objective in any scenario requiring the attacker to reach a certain point of the battlefield or destroy a specific piece of terrain. Additionally, if players have access to *Necromunda: The Book of Peril*, the Gunk Tank can be counted as a Promethium Reservoir.

FIRING PORTS

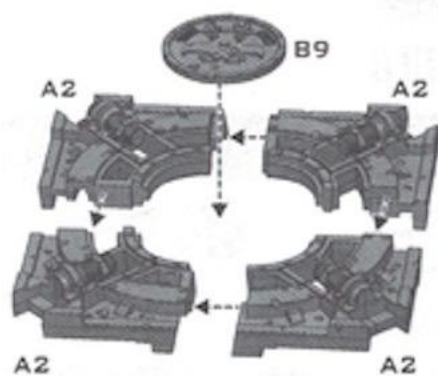
The walls of a Gang Stronghold are broken up by a number of firing ports which allow defending fighters to fire out from whilst remaining safe behind full cover. However, any fighter can crawl through a firing port in exactly the same way as they might crawl through a ductway, using the Crawl Through Ductway (Double) action, as described in the *Necromunda Rulebook*.

LOOTING THE STRONGHOLD

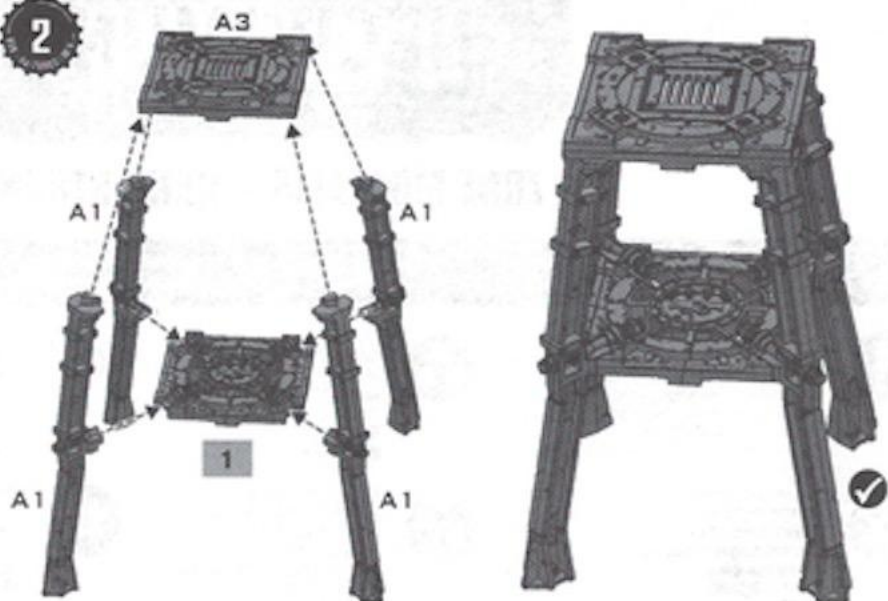
In a scenario involving a Gang Stronghold, if the attacker is victorious they add an additional 3D6x10 credits to their gang's stash as they loot their enemy's hideout.

ZONE MORTALIS – WATCH TOWER CONSTRUCTION

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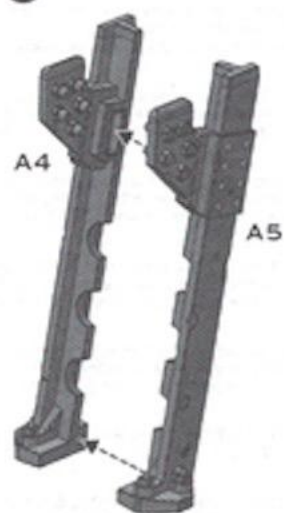


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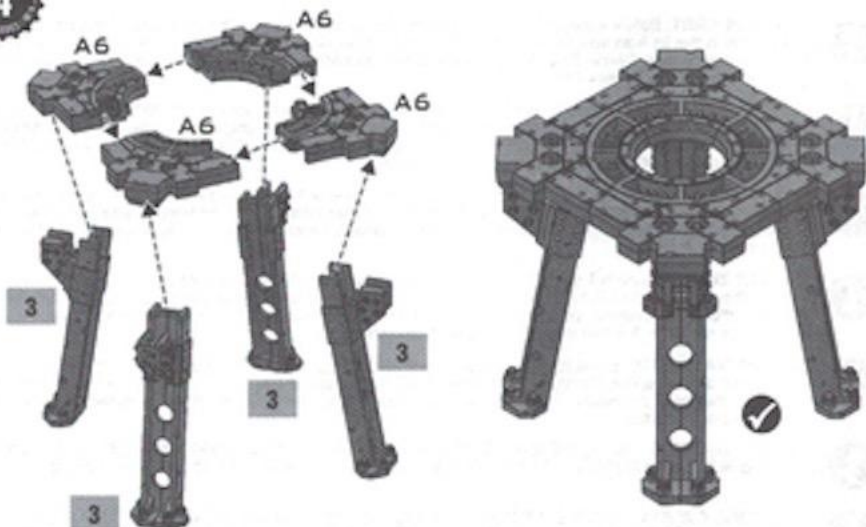


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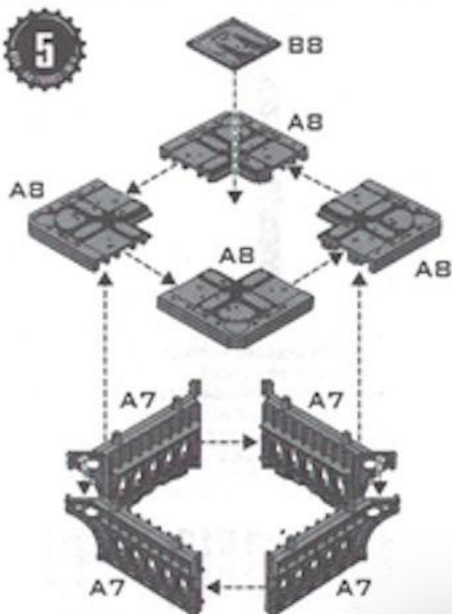
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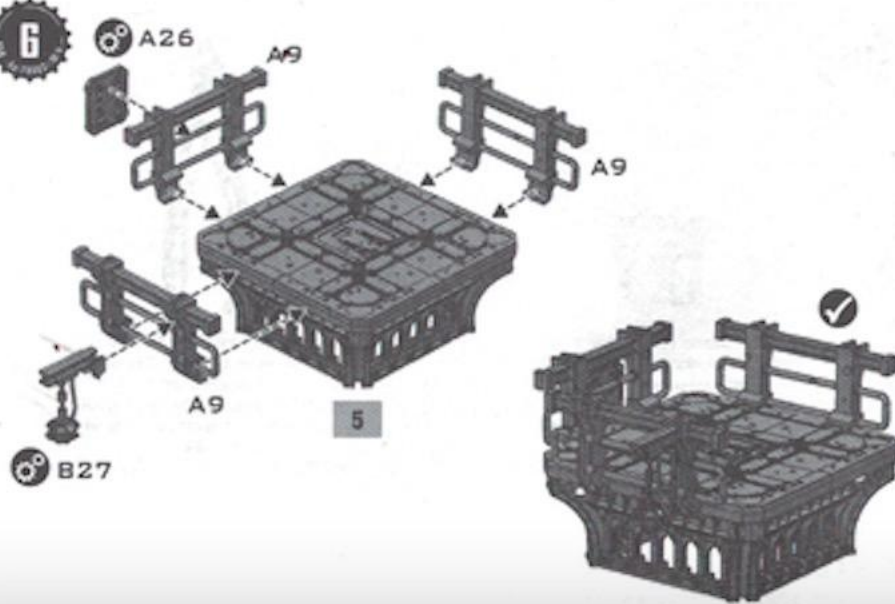
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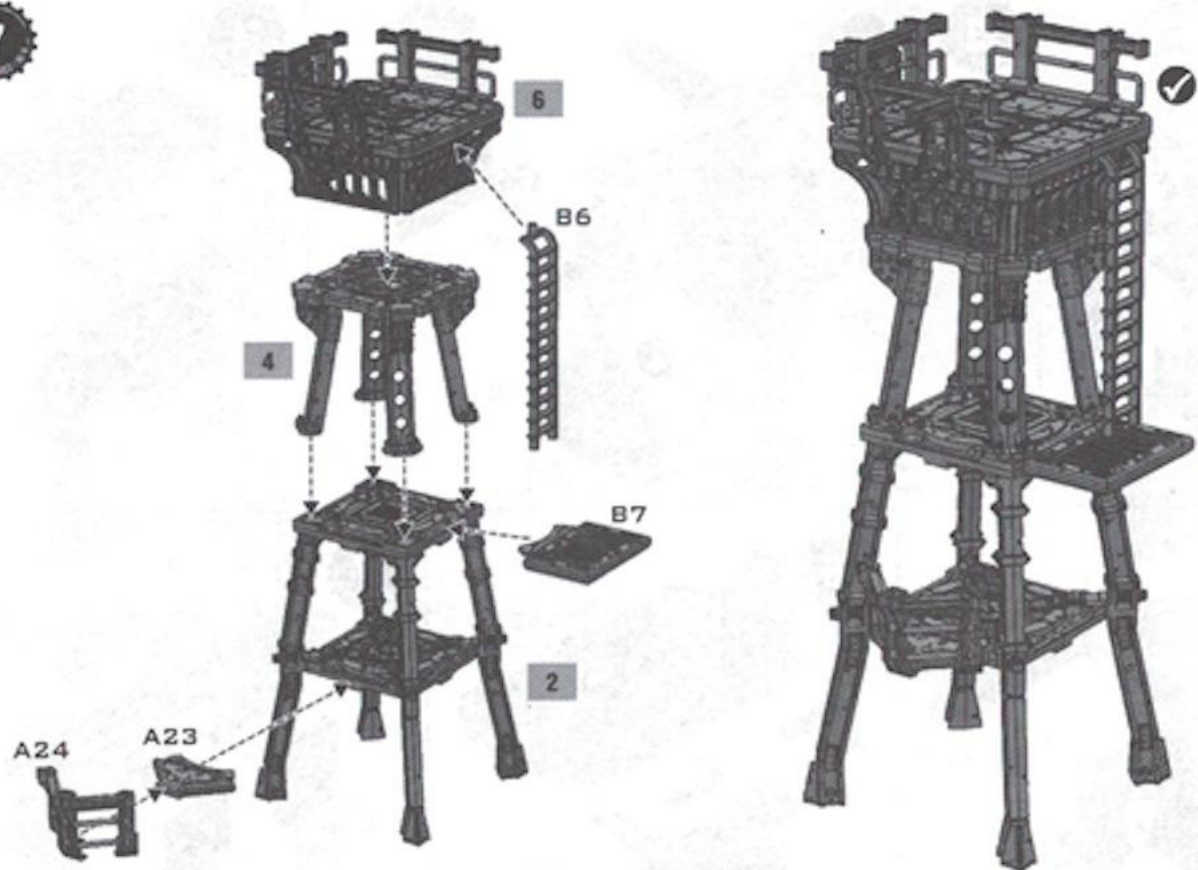


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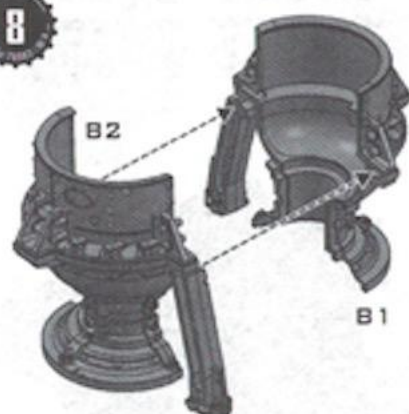
ZONE MORTALIS – WATCH TOWER CONSTRUCTION (CONTINUED)

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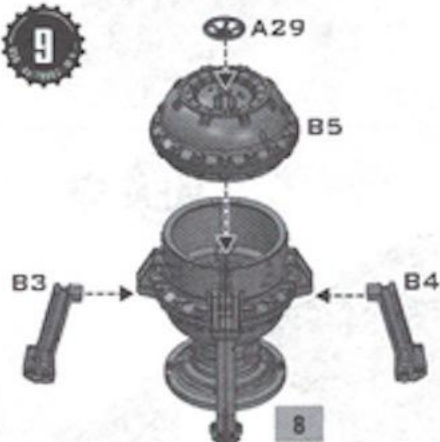


ZONE MORTALIS – GUNK TANK CONSTRUCTION

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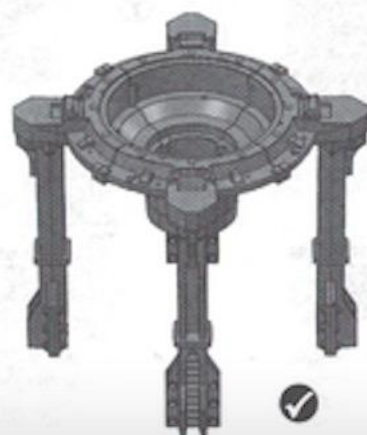
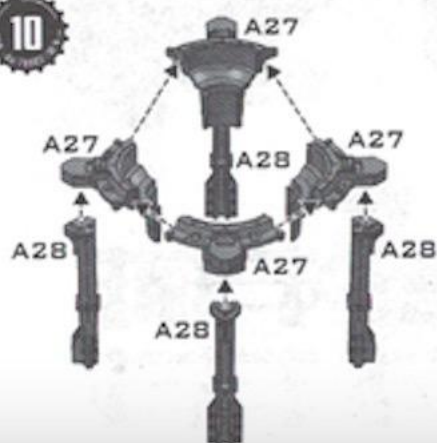
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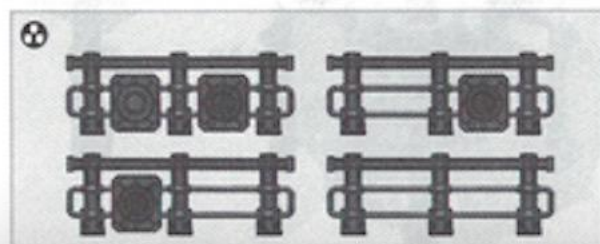
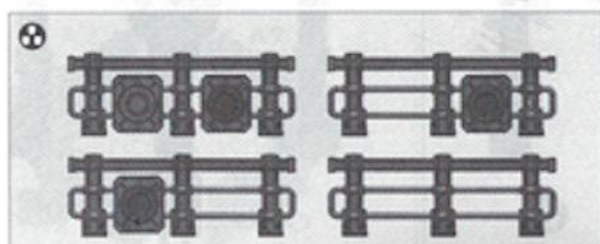
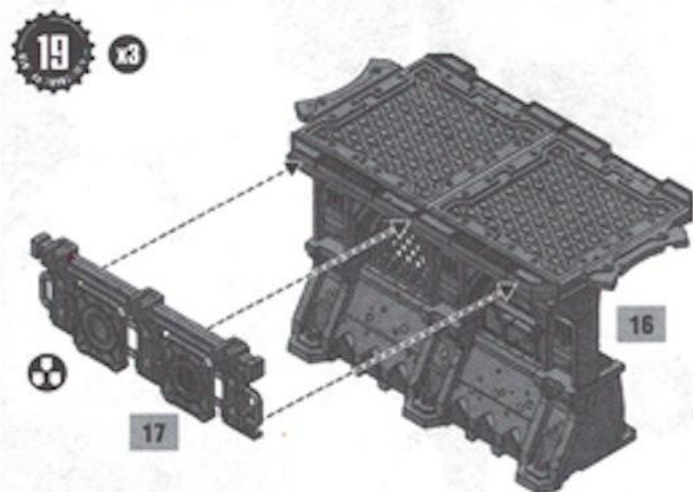
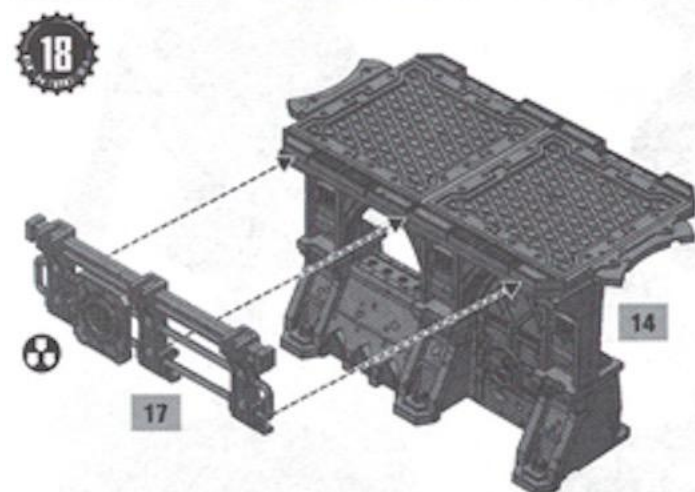
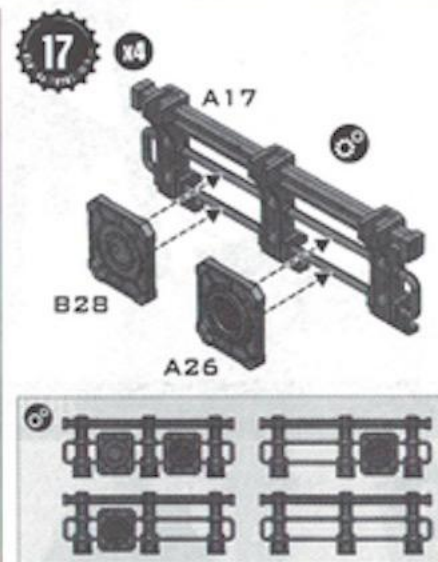
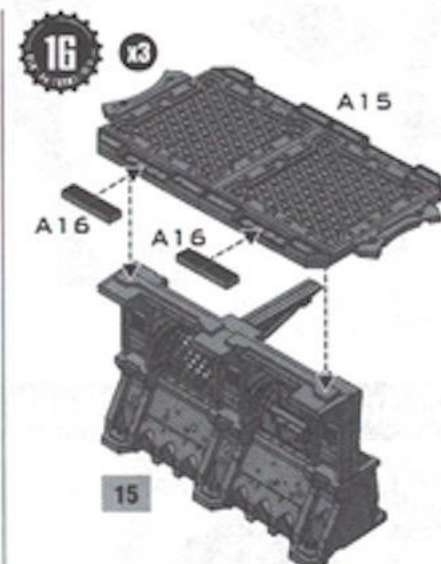
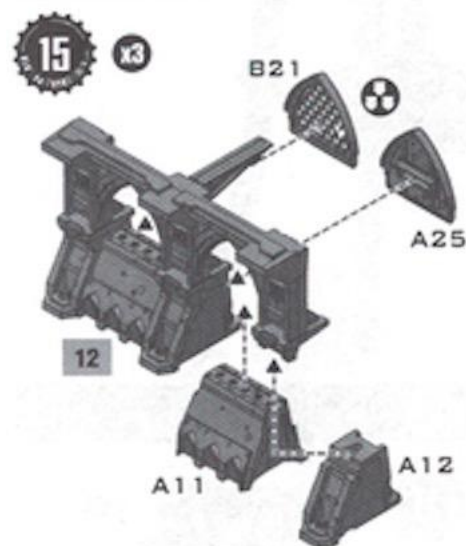
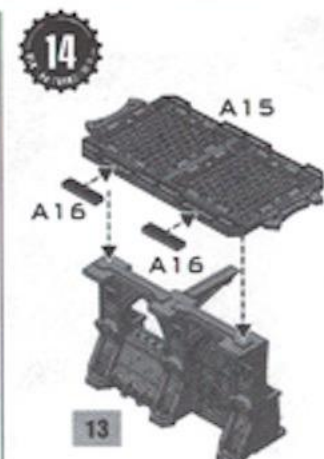
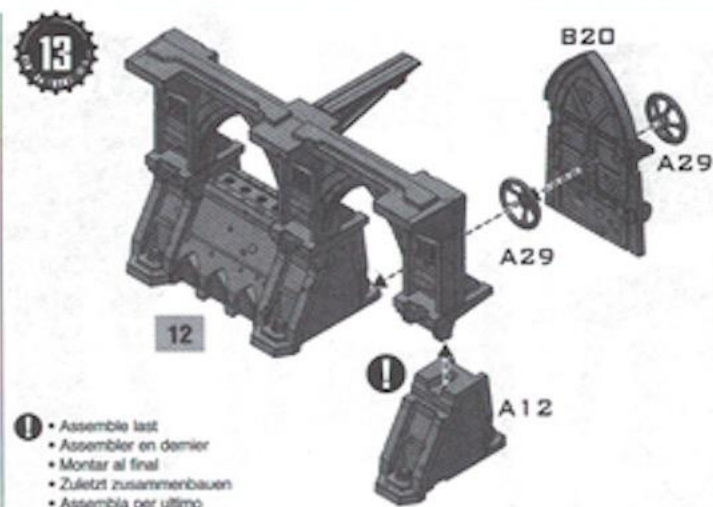
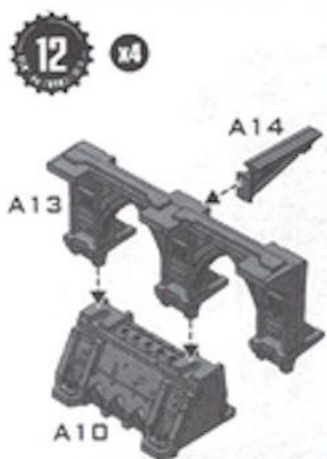


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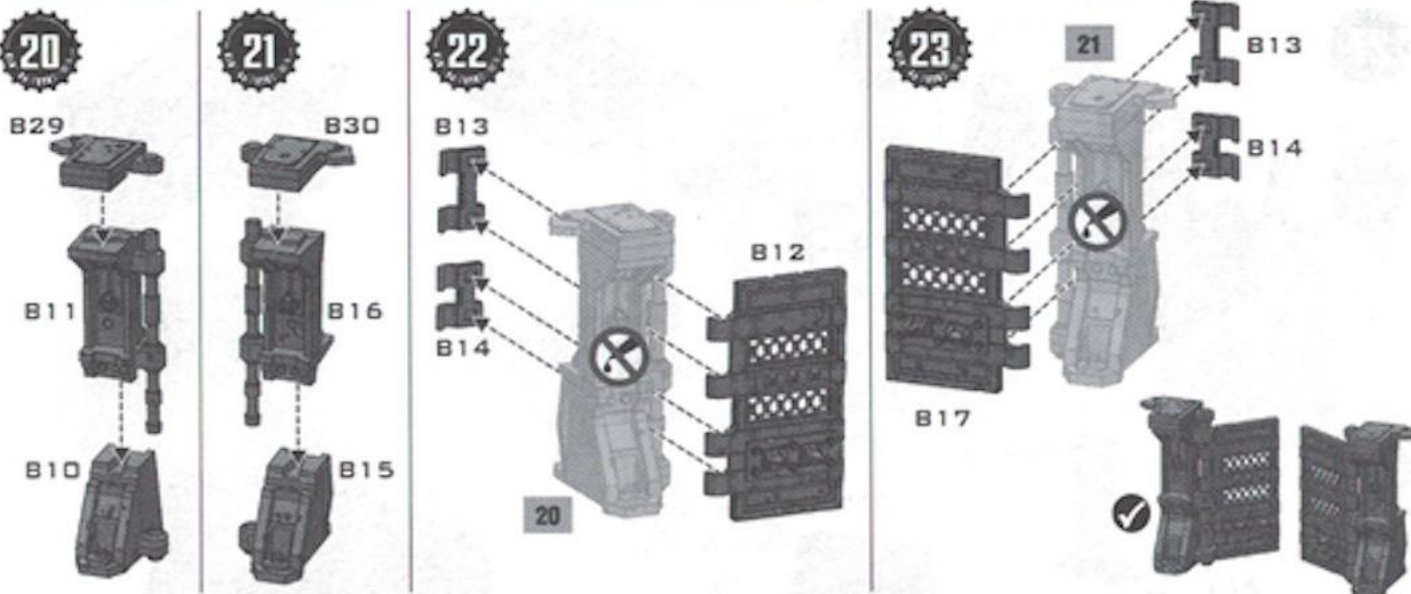


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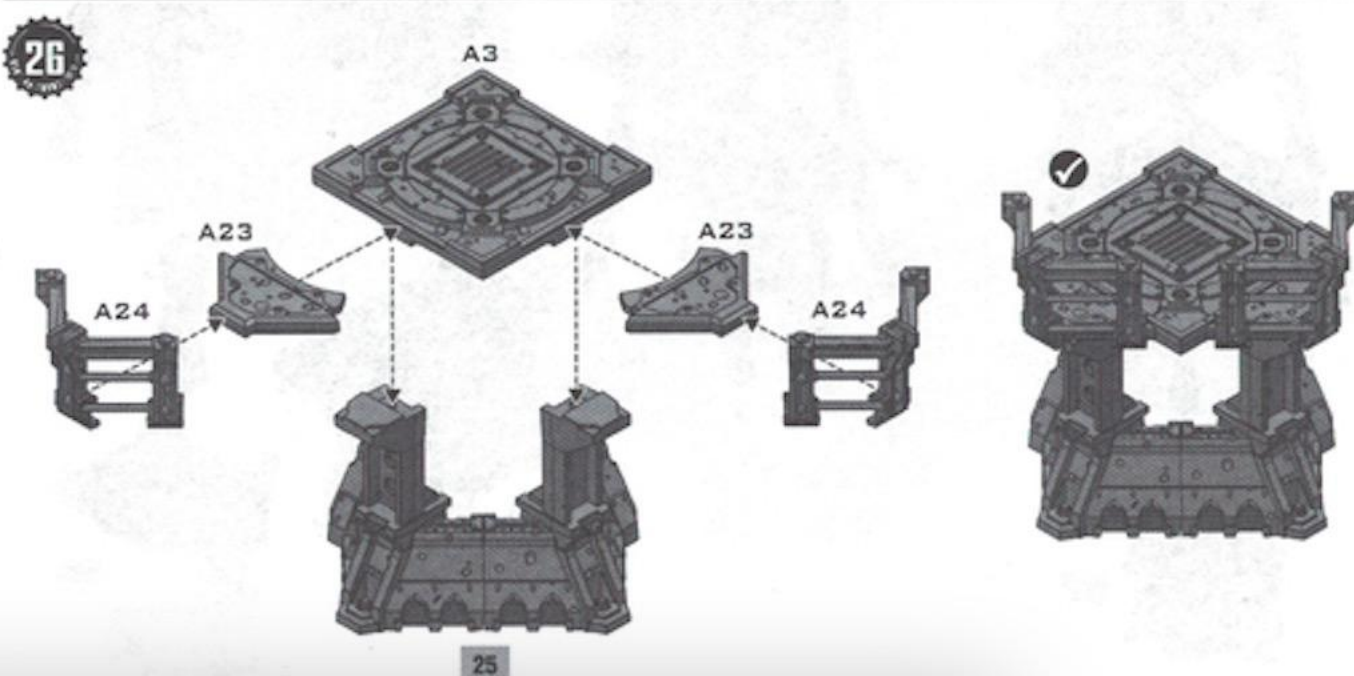
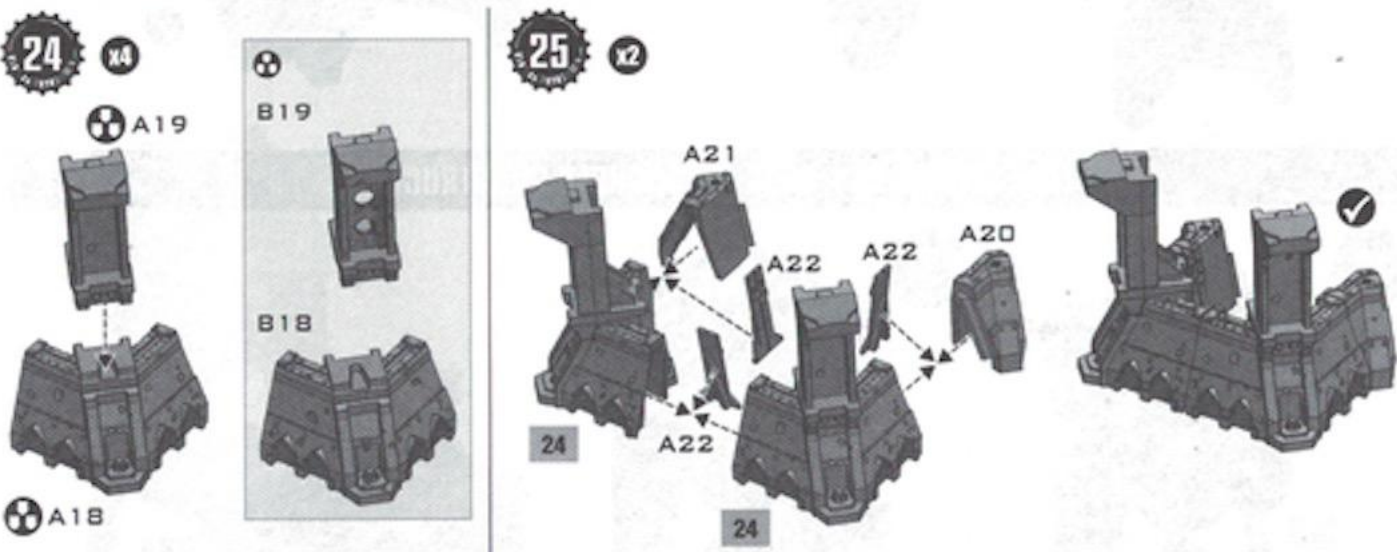
ZONE MORTALIS – WALL CONSTRUCTION



ZONE MORTALIS – STRONGHOLD GATE CONSTRUCTION

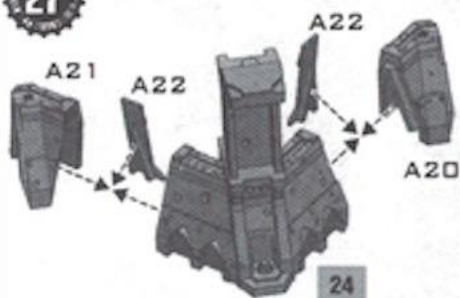


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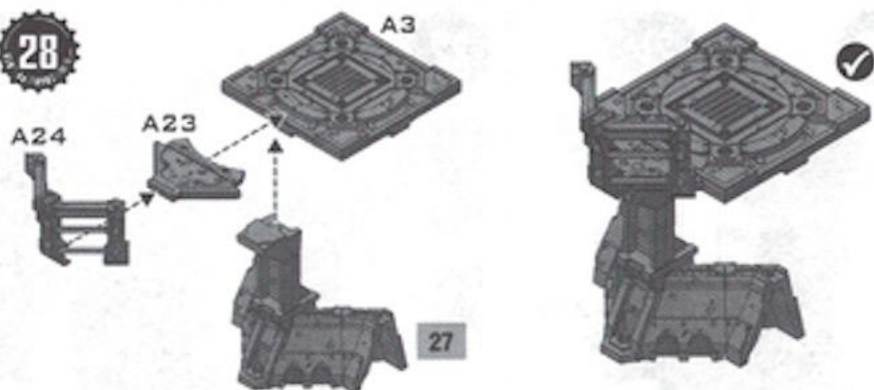


ZONE MORTALIS – CORNER CONSTRUCTION (CONTINUED)

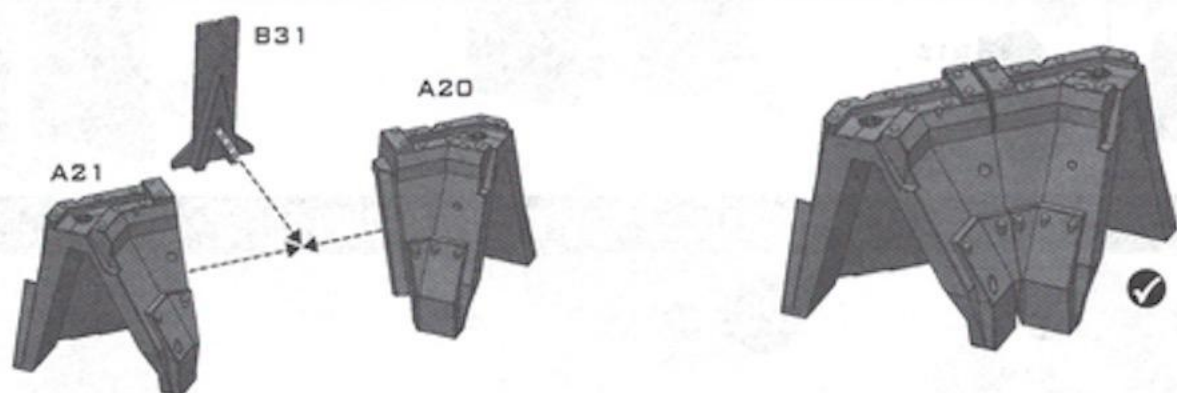
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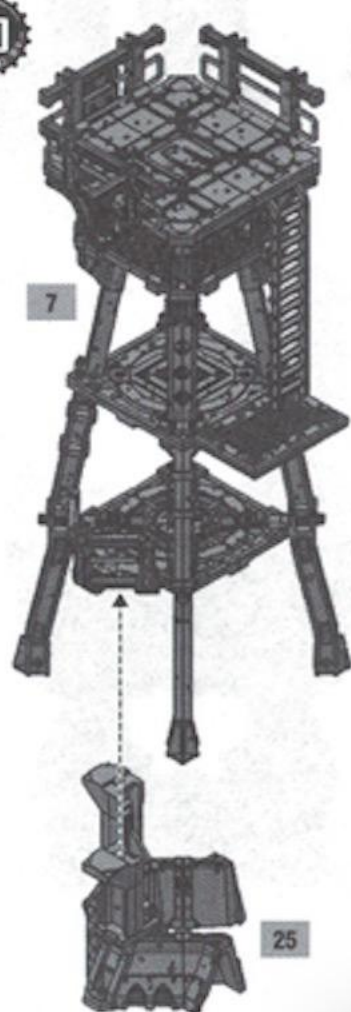


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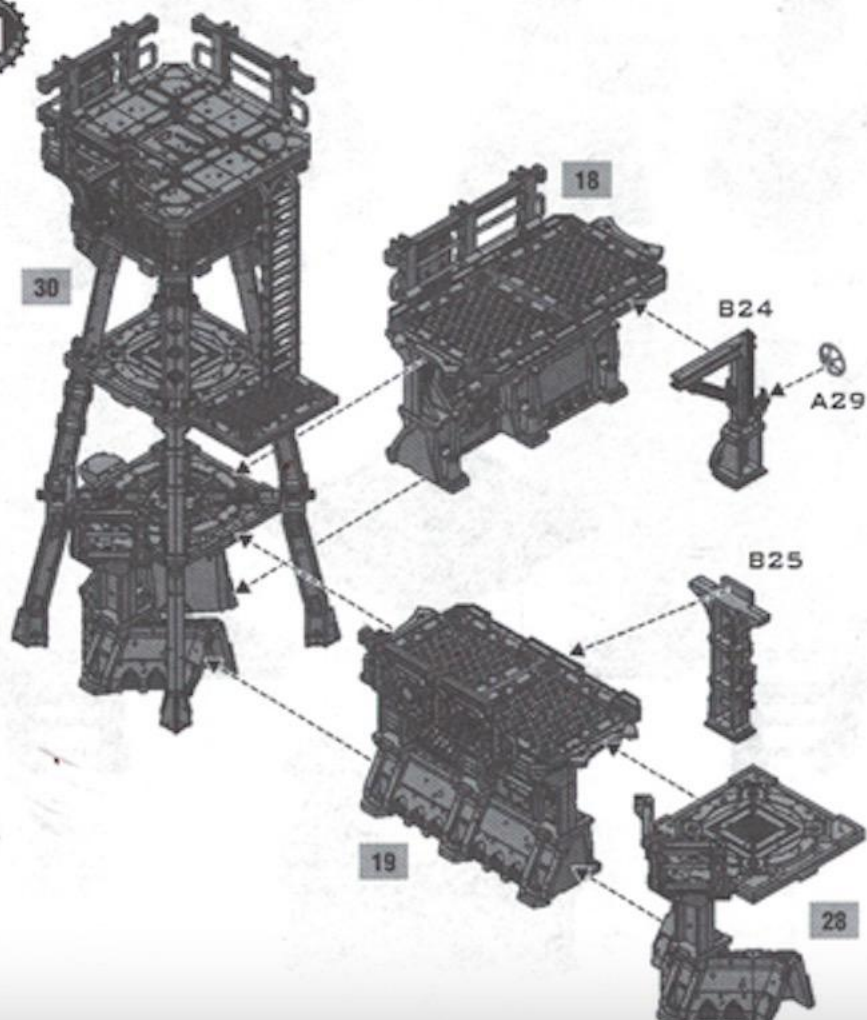


ZONE MORTALIS – GANG STRONGHOLD CONSTRUCTION

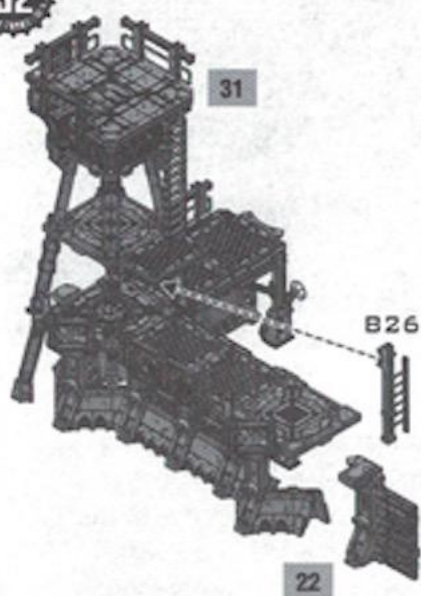
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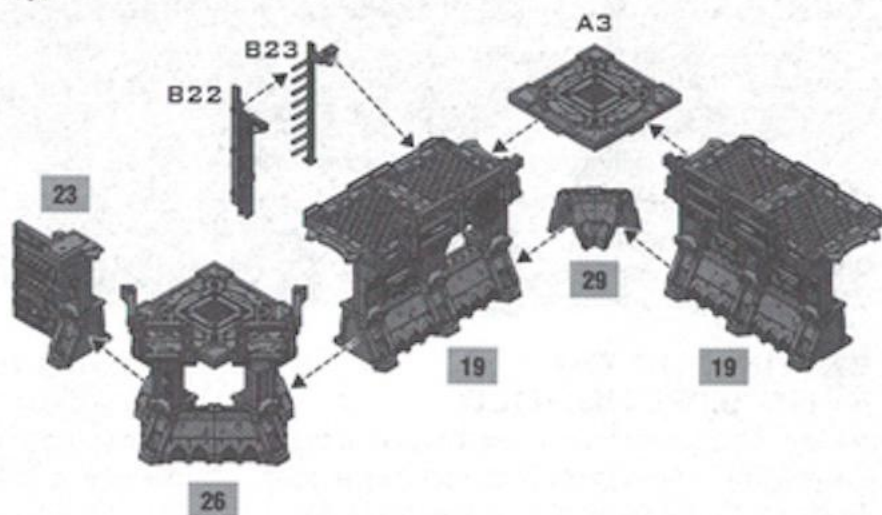
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