

## **Grymn Army list for Urban War**

The Grymn are a race of space-dwarfs that are manufactured by Kevin White. There isn't an official game for them, but they make a wonderful addition to any SF-Tabletop. The following article gives you rules and suggestions, of how the Grymn could be fitted into the Urban War game setting. All of these rules are **unofficial** and **not** supported by the manufacturer Urbanmammoth in any way. Always check with your opponent first, if it's OK to use these house rules, before you game with them

### **The Grymn**

The Grymn are a race of short humanoids that have built a small empire in a cluster of systems with a large number of mineral rich asteroid belts. They stayed independent of any of the tripartite powers and were swept away by one of the first Koralon offensives. The Grymn claim, that none of their strongholds has fallen to the Koralon and there haven't been any reports of Grymn-Hybrids spotted in any Koralon force. However, some worlds are conquered by the Koralon, but only on the surface. In the deep tunnels and caverns underneath savage fighting erupts and the Koralon invaders are still repelled with heavy losses.

#### **The "Freedom Fighter"**

The "Freedom Fighter" is one of the big blockade runners of the Grymn. These huge ships are used to bring desperately needed supplies to the besieged Grymn home worlds. The "Freedom Fighter" was on her way to resupply on Iskandria, when pirates attacked her just outside the system. The Grymn were victorious, but victory came at a steep price. They barely managed to avoid a complete crash-landing at Iskandrias spaceport. Before the vessel could be repaired, the Koralon Incursion struck and the Grymn were stranded. In order to get the "Freedom Fighter" back in space, teams of crewmembers operate in the ruins of Iskandria in search of spare parts and equipment.

#### **Creating Grymn forces**

The Grymn are more or less based, on what kind of models are available to this day. As more Grymn are being published, I'll add new units.

The main part of the Grymn forces is the normal crewman of the "Freedom Fighter".

- You need at least 4 crewmembers in any force.
- You may not have more CAL1 models than CAL0 in your force.
- For every 2 CAL1 models, you may field one CAL2 model.
- For every 2 CAL2 models, you may field one CAL3 model.
- Grymn may field Militia as per the normal rules. The only exception is that you may not substitute your 4 compulsory crewmembers for Militia.

## **Army List**

### **Crewmember**

Crewmembers are the backbone of every Grymn vessel. They perform all tasks necessary to keep a ship in good working order. This also includes excessive training in ship-to-ship combat, to repel any boarding attempts by pirates or other aggressors.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	4	2	4	0-1

#### **Equipment**

	Cost			
	CAL0	CAL1	CAL2	CAL3
Gauss Rifle	20	26	-	-
Combat Blade				
Combat Shotgun	20	26		
Combat Blade				
2 Autopistols	19	25	-	-

#### **Special Rules**

Tough Guy

## Grenadier

Grenades have a devastating effect in tight quarters, like the tunnels of a mine or the corridors of a spaceship. Because of this, most Grymn commanders like to equip a few troopers with a few hand grenades in addition to their normal gear.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	4	2	4	0-1

### Equipment

**Cost**

<b>CAL0</b>	<b>CAL1</b>	<b>CAL2</b>	<b>CAL3</b>
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Gauss Rifle  
 Combat Blade  
 Hand Grenade (Frag)

27	33	-	-
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### Special Rules

Tough Guy

## Section Chief

Section Chiefs are in charge of the working crews in different sections on board. In combat, they fill in the roles of Sergeants and act as leaders.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	5	2	4	1-3

### Equipment

**Cost**

<b>CAL0</b>	<b>CAL1</b>	<b>CAL2</b>	<b>CAL3</b>
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Gauss Rifle  
 Combat Blade  
 2 Autopistols

-	27	33	40
-	26	32	39

### Special Rules

Tough Guy, Tactical Awareness, High Morale (+1)

### Options

**Cost**

<b>CAL0</b>	<b>CAL1</b>	<b>CAL2</b>	<b>CAL3</b>
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Jump Pack

-	10	12	14
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Section Chiefs with 2 Autopistols may be fitted with a Jump Pack, to gain the Jump Trooper special rule

## Scout

Being small and able to crawl into tiny hiding spots, makes Grymn ideal snipers. The few people on board the "Freedom Fighter" who are trained in the use of a sniper rifle are have become invaluable as Scouts and backup for every mission.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	5	2	4	1-2

### Equipment

**Cost**

<b>CAL0</b>	<b>CAL1</b>	<b>CAL2</b>	<b>CAL3</b>
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Sniper Rifle  
 Combat Blade

34	42	-
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### Special Rules

Tough Guy, Sniper

## Heavy Specialists

Specialists normally man the ships guns. On ground based missions, their knowledge of handling big guns makes them the natural choice as heavy weapon support for the crewmembers.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	4	2	3	0-2

Equipment	Cost			
	CAL0	CAL1	CAL2	CAL3
Combat Blade and Chain Gun	29	38	47	-
Grenade Launcher (Frag Ammo)	24	31	39	-
Heavy Pulse Rifle	27	34	42	-
Heavy Gauss Rifle	24	31	39	

### Special Rules

Tough Guy

## Exo Suit

On board of every ship, there are a few exo suits, which are used by maintenance crews to work in hazardous areas of the ship. With just a little modification, these hulks make excellent battle suits for those situations, where raw strength and firepower is needed.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	6	5	1	5	2	4	1-3

Equipment	Cost			
	CAL0	CAL1	CAL2	CAL3
Grape Gun	-	35	43	52
Combat Blade				

### Special Rules

Tough Guy, Tactical Awareness, High Morale (+1)

Exo Suits cannot evade

### Options

Options	Cost			
	CAL0	CAL1	CAL2	CAL3
Heavy Armour (0)	-	1	2	3
Heavy Armour (+1)	-	2	3	4

## O-Grymn

O-Grymn are Grymn, who suffer from a minor gene defect that causes unnatural growth. O-Grymn are often employed for their strength and usually carry out work that requires heavy lifting. The O-Grymn aboard the "Freedom Fighter" are working as stevedores in the vast cargo bays of the vessel. On ground missions, they grab a heavy chain gun and act as one-man support team.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	6	5	2	4	4	4	0-1

Equipment	Cost			
	CAL0	CAL1	CAL2	CAL3
Heavy Chain Gun	38	47	-	-
Combat Blade				

### Special Rules

Tough Guy, Slow Strike, Lethal Strike (x1), O-Grymn cannot evade

## **Skills**

### **Tough Guy**

Grymn are a tough lot that can still keep fighting after taking hits that would make a normal human a casualty. To represent that, every Grymn has a special unmodified save of 10 for the **first** wound it suffers during the game. If a 10 is rolled, the model is not removed as casualty, but keeps on fighting. Place a marker next to the model to indicate this. If the model takes a second wound, it is removed as casualty as normal.