NAZIMUNDA

Introduction - This WWII varient of GW's Necromunda was first developed by Steve Lee of PA. While not a full rendition of the Necromunda rules for a WWII setting, this document is a collection of rule variations that allow Necromunda to be played in a WWII setting. There is plenty of room to expand on these variations, perhaps including national modifiers or skill sets similar to the Necromunda gang types, scenario/campaign variations based on the Necromunda territory mechanisms, and of course vehicles (most likely based on 40k rules).

This Necromuda varient gives a good squad level game, as either a one off or a part of a series of linked games, and are suitable for a dozen or so figures per side. If you have thoughts or comments we'd like to hear from you.

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Weapon Classifications/Rule changes:
1) All blast weapon ammo rolls are increased by one, with a minimum of 5+. This is to represent better weapons, and better training, i.e. ammo/weapons check before going into combat.
2) All other weapons save as their equivalents in Necro, and if they fail, roll each turn to unjam, unless otherwise specified below.
3) Hand-to-Hand Weapons:
   a) Attached bayonet:
      i) Bayonet cost as sword.
      ii) Takes one turn to fix/unfix, no movement.
      iii) Fixes to rifles only.
      iv) −1 to BS when fixed.
      v) Weapon Profile of a sword.
4) Pistols:
   a) Magazine fed (i.e. U.S. 1911A1, German Luger, Russian (?), etc.)
      i) Weapon profile as autopistol.
   b) Revolver (i.e. British .38 (?))
      i) Weapon profile as stubgun.
      ii) No dum-dum bullets.
5) Rifles:
   a) Weapon profile of lasgun.
   b) Can attach bayonet (see above).
   c) Long range is extended to 1.5 x normal.
6) Sub-machine guns (SMG, i.e. U.S. Thompson, German MP40, British Sten, etc.):
   a) Weapon profile of boltgun.
   b) Short range =0-8" at +2.
   c) Always fires with one sustained die.
   d) Save on 5+.
7) Assault Rifles (i.e. U.S. BAR, German MP43, British Bren, etc.):
   a) Weapon profile of autogun.
   b) May fire semi auto.
   c) May fire full auto (i.e. one sustained die).
   d) Long range is extended to 1.5 x normal.
8) Carbines:
   a) Weapon profile of autogun.
   b) −1 at long range.
   c) No +1 at short range.
   d) Cost 15.

9) Grenades:
   a) Fragmentation
      i) Weapon profile of frag grenade.
      ii) Blast radius of 1 ½".
   b) White Phosphorous (WP)
      i) Weapon profile of Melta bomb.
      ii) Can be thrown at 2 x Strength.
      iii) Can be used as mortar rounds.
   c) Concussion
      i) Weapon profile of photon flash flare.
      ii) Enemy hit are pinned.
      iii) Enemy hit are obviously not blinded, but disoriented in same way as described.
   d) Smoke
      i) Weapon profile of smoke grenade.

10) Mortars:
    a) General addendum.
       i) Minimum range 12".
       ii) Blast radius of 2", unless otherwise specified.
       iii) Can only move or fire. Pivoting counts as moving.
       iv) Arc of fire 30 degrees.
       v) Flares
          (1) provides illumination over a certain area.
          (2) pick spot on ground to illuminate.
          (3) roll to hit as usual.
          (4) mortar size determines radius of illumination (see below).
       vi) Indirect fire.
          (1) must have Forward Observer (FO, paid for as heavy).
          (2) radio cost = 60.
          (3) whatever the FO can see mortars can fire on.
          (4) FO cannot direct fire if ran.
       vii) Crewed weapon.
          (1) must be crewed by at least two trained men (paid for as heavies).
          (2) can be crewed by one trained, and one grunt, but saving roll increased to 6+.
          (3) can be crewed by one trained, but can only fire every other turn.
    b) Light mortars (40mm or hand held tubes)
       i) Weapon profile of a grenade launcher.
       ii) Cost 115 points.
       iii) Blast radius of 1 ½".
       iv) Flare illumination radius 8".
       v) WP blast radius of ½".
       vi) Maximum range 40".
    c) Medium mortars (60mm)
       i) Weapon profile of a grenade launcher.
       ii) Cost 130 points.
       iii) Blast radius of 2".
       iv) Flare illumination radius 12".
       v) WP blast radius of 1".

d) Heavy mortars (81mm)
   i) Weapon profile of a grenade launcher.
   ii) Cost 145 points
   iii) Blast radius of 2 ½".
   iv) Flare illumination radius 16"
   v) WP blast radius of 1 ½".
   vi) Requires three men to move (only two to pivot).
   vii) Maximum range 80".

11) Machine Guns:
   a) General Addendum.
      i) Crewed by at least two trained personnel (paid for as heavies).
      ii) Saving roll only required on roll of six. Not on sustained dice.
      iii) Can be crewed by one trained, and one grunt, but saving roll increased to include jam on two sustained dice.
      iv) Can be crewed by one trained, but saving roll increased to include jam on any sustained die.
      v) Can only move or fire. Pivoting does not count as moving.
      vi) Long range extended to 1.5 x normal.
   b) Light Machine Guns (LMG) (i.e. US .30 cal, German MG34, etc. on bipods)
      i) Weapon profile as heavy stubber.
   c) Medium Machine Guns (MMG) (generally same caliber as LMG, but on tripods).
      i) Weapon profile as heavy bolter.
      ii) Saving roll 4+.
   d) Heavy Machine Guns (HMG) (i.e. US .50 cal., German MG42 heavy barrel, etc. on tripods).
      i) Weapon profile as auto-cannon.
      ii) Sustained fire 2 dice.
      iii) Requires three men to move.

12) Rocket Launcher:
   a) Single Shot (i.e. German Panzerfaust, U.S. Anti-Tank Grenade)
      i) Weapon Profile of Missile launcher.
      ii) Cost 115 total.
      iii) Range of 16".
      iv) One shot weapon.
      v) Super Krak Missles only.
         (1) If cover is destroyed, figures within 1 ½" radius behind take damage by splitting up remaining wounds. (i.e. Panzerfaust destroys stonewall that has 3 hits. Behind the wall are two figures within 1 ½" radius behind point of impact. Panzerfaust causes 6 wounds. 3 wounds are used to destroy the wall, 2 wounds are on one figure, and 1 wound on the other figure, defender's choice).
      vii) Can be used by any troop type.
   b) Multiple shot (i.e. German Panzerschrek, U.S. Bazooka)
      i) Weapon Profile of Missile launcher.
      ii) Range of 30".
      iii) Saves on 5+
      iv) Crew served weapon. (paid for as heavies)
         (1) Two figures can fire every turn.
         (2) One trained crew figure, one untrained.
            (a) Can still fire every turn.
            (b) Save on 6+.
         (3) One trained crew only.
            (a) Can fire every other turn.
            (b) Save on 6+.

13) Flamethrower
   a) Weapon profile of flamer.
   b) Only checks ammo on roll of 6
   c) Saves on 5+
   d) Trained crewman (paid for as heavy)

Other Changes:
1) Prone:
    a) Movement.
        i)   A figure may go prone at the beginning of its turn and crawl 2".
        ii) A figure may walk and go prone.
        iii) A prone figure may crawl 2".
        iv) A figure may stand at the beginning of its turn and walk.
    b) -1 to hit prone figure for non-blast weapons.

Squad Members:
1) General:
   a) The weapons your squad has must be represented on the models themselves.
      i) The only exc eption is a knife, or scenario specified.
2) Squad Leader:
   a) Profile of a gang leader.
   b) A squad leader can handle any weapon, and counts as a trained crewman.
3) Veteran:
   a) Profile of a ganger.
   b) Counts as untrained crew.
      i) Can support crew served weapons as listed per weapon.
4) Trained Crewman:
   a) Profile of a heavy.
   b) Less of a factor of being heavily built than weapons/specialist trained.
   c) Can handle all trained crew served weapons, radios, etc.
   d) Can have as many as there are crew-serving figures (i.e. don't classify a figure firing a SMG or rifle, etc. as trained crew!).
5) Boot:
   a) Profile of a juve.
   b) Cannot have SMG or Carbine, otherwise as veteran.
   c) If a costing system is used, no more than half the squad can be made up of boots.

Serious Injuries Chart:
In any case that eliminates a character (i.e. Dead, Captured and fails to escape, Blinded, Hand injury), roll a d3. The resulting number will be the number of games for a replacement to show up, or real time weeks, whichever is shorter (i.e. if the character was eliminated on September 18, on a roll of 6 the figure couldn't be used again for three games or October 9).

Any characters that are left on the field by a side that bolts, and receive a wound result (i.e. 21 – 25 that requires recovery time) are considered *Captured*. Upon recovery, he may make one attempt to escape.

11-16   *Dead*. Nothing more to say here.
21   *Multiple Injuries*. As per Necro, plus the character will be out of action for d3 real time weeks.
22   *Chest Wound*. As per Necro, plus the character will be out of action for d2 real time weeks.
23-25   As per Necro, plus roll d6. On 4+ character will be out d2 real time weeks as above.
26   *Blinded in One Eye.* Loss of one eye, and character is sent home to be discharged or work behind a desk.
31 & 32   As per Necro.
33   *Hand Injury.* Loss of d3 fingers, and character is sent home to be discharged.
34-36   *Sickness*. As per Necro, but instead of an old wound, it is malaria, typhus, frostbite, dysentery that is acting up.
41-55   *Full Recovery*. As per Necro.
56   *Bitter Enmity*. As per Necro.
      1-2   The specific squad/platoon that inflicted the wound.
      3-4   The unit type (i.e. British paratroops, Waffen SS, U.S. infantry, etc).
      5   The country (i.e. Brits, Germans, Americans, etc.)
      6   The power (i.e. Axis or Allies).
61-63   *Captured.* The character regains consciousness to find himself held captive in a temporary holding pen. On a 4+ he escapes. It takes d2 games, or real time weeks to get back to his lines, find his outfit, and get rearmed.
64-66   As per Necro.

Experience:
1) Initial Experience Points
    a) Boot starts at 0
    b) Veteran starts at 21
    c) Trained crew starts at 41
    d) Squad Leader starts at 151
2) Earning Experience is as per Scenario.
    a) No underdog bonus points
3) Advance rolls will be earned as per the new experience advance table.
    a) Boots that earn 21 points become veterans, and can then use SMG, Carbines, etc. (of course, a new figure would have to be used for the character, as all weapons must be represented on the figure).
    b) Veterans/Trained crew that replace fallen squad leaders:
        i) Veterans will become trained crew qualified in d2 games or real time weeks.
        ii) Inherits squad leader special rules upon assumption of command.

Advance Rolls:

2	New Skill. As per Necro.
3	New Skill. Select one of the standard skill tables for your status and randomly generate a skill.
4	New Skill. Randomly roll for one of the standard skill tables for your status and randomly generate a skill.
5	Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	Roll again: 1-3 = +1 BS; 4-6 = +1 Initiative.
9	Roll again: 1-3 = +1 Wounds; 4-6 +1 Toughness
10	New Skill. Randomly roll for one of the standard skill tables for your status and randomly generate a skill.
11	New Skill. Select one of the standard skill tables for your status and randomly generate a skill.
12	New Skill. As per Necro.

Skill Types Available:
Boots: Agility, Combat, Muscle.
Veterans to E-4: Agility, Combat, Muscle, Shooting, Techno.
Veterans E5+:   All
Squad Leaders: All

Agility Skills:

1-4	As per Necro.
5	Grenadier: A model with this skill can throw two grenades in succession, during the same turn.
6	As per Necro.

Combat Skills:
All same as Necro.

Ferocity Skills:

1 & 3-6	remain same as Necro.
2	Unflinching: If a model has this skill, it will not be pinned from a non-wounding hit.

Muscle Skills:

1-3 & 5,6	remain same as Necro.
4	Hulk: A model with this skill can carry more than his fair share. Examples: Heavy mortars and machine guns require three figures to move. A hulking character can carry it all by himself. He can also carry two wounded figures.

Shooting Skills:

1   As per Necro.

2   Fast Shot: As per Necro, but can be used with crew served weapons as long as there is a full, trained crew supporting the shooter.

3   Quick Shot: A character with this skill can react quickly to a previously unknown target. It can shoot during the opponents turn at a model as per being on Overwatch, but during the character's turn, he could have moved, shot, gone into hiding, etc. Non-crew served weapons only.

4   As per Necro.

5   As per Necro, except it can be used with any non-blast, or any non-sustained fire weapon.

6   As per Necro, except it can be used with any non-blast, or any non-sustained fire weapon.

Stealth Skills:

1-5   As per Necro

6   As per Necro, in addition, any character with this skill that starts his turn out of sight and crawls has to be spotted as per The Raid scenario in Necro. Once spotted all enemy figures know the characters presence. If the character gets completely out of sight, he can use this again.

Techo Skills:

1,4,5,&6 As per Necro.

2   Resourcefullness: This character can find a way to get anything to work. If this figure, or any figure he is in base to base contact with, has a weapon that has failed a jam roll, it will be working the following turn.

2   Scrounger/Inventor: Same as Necro, but will have to reroll on trading post 'till something appropriate for time period is rolled.

EXPERIENCE ADVANCE TABLE

Experience	Grade	Rank	Notes
0-10	E-1	Private, etc.	Starting level for Boots.
11-20	E-1	Private, etc.	
21-40	E-2	Private First Class	Starting level for Veterans
41-60	E-2	Private First Class	Starting level for Trained Crew.
61-100	E-3	Lance Corporal	
101-150	E-4	Corporal	
151-200	E-5	Sergeant	Starting level for Squad Leaders. Starts w/one Advance Roll.
201-250	E-5	Sergeant	
251-325	E-6/O1	Staff Sergeant/2nd Lt.	Starting level for Platoon Sergeants & Platoon Commanders.
326-400	E-7/O2	Gunnery Sergeant/1st Lt.	
401-500	E-8/O3	1st Sergeant/Captain	Starts with three Advance Rolls.
501+	E-9/O4	Sergeant Major/Major	

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Hand-to-Hand:

Weapon	Example	Range Short	Long	To Hit Short	Long	Strength	Damage	Save Mod	Ammo Roll	Special
Knife		Close Combat				As user	1			
E-tool		Close Combat				As user +1	1			
Bayonet		Close Combat				As user +1	1			Parry

Pistols:

Weapon	Example	Range Short	Long	To Hit Short	Long	Strength	Damage	Save Mod	Ammo Roll	Special
Revolver	.38, Nagant	0-8	8-16		-1	3	1		4+	Close Combat
Semi-Automatic	Tokarev, Luger	0-8	8-16	+1	-1	3	1		4+	Close Combat
Semi-Automatic	M1911A1	0-8	8-16	+1	-1	4	1		4+	Close Combat

Rifles:

Weapon	Example	Range Short	Long	To Hit Short	Long	Strength	Damage	Save Mod	Ammo Roll	Special
Bolt Action	Springfield, Mauser	0-12	12-36	+1	+1	3	1		4+	Attach Bayonet
Semi-Automatic	Garand	0-12	12-36	+2		3	1		4+	Attach Bayonet
Sub-Machine Guns	PPSh-41, Sten, MP-40	0-8	8-24	+3	-1	3	1		5+	Sustained die
	Thompson M1	0-8	8-24	+3	-1	4	1		5+	Sustained die
Assault Rifles	BAR, MP-43, Bren	0-12	12-36	+2		3	1		4+	Sustained die (optional)
Carbines	M2	0-12	12-24	+1		3	1		4+	

Grendades:

Weapon	Example	Range	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
Fragmentation	Pineapple, Potato masher	2 x Strength +2"			3	1	-1	None	1.5" Blast
White Phosphorous	WP (Willie Pete)	2 x Strength			6	d6	-4	None	Demolition, Burn
Concussion	Egg	2 x Strength +2"			None	None	None	None	1.5" Blast, Roll vs initiative
Smoke		2 x Strength			None	None	None	None	2" Cover, roll for duration/movement.

Machine Guns:

Weapon	Example	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
Light Machine Gun	.30 cal., MG34, Bren on bipod	0-20	20-40			4	1	-1	4+	Trained crew, 2 sustained dice, spread 3"
Medium Machine Gun	As above on tripods	0-20	20-60			5	d4	-2	4+	Trained crew, 2 sustained dice, spread 4"
Heavy Machine Gun	M1917 30cal, MG42 hvy barrel	0-20	20-72			6	d6	-3	4+	Trained crew, 2 sustained dice, spread 4"
	.50 Caliber	0-20	20-80			8	d8	-4	4+	Trained crew, 2 sustained dice, spread 4"

Mortars:

Weapon	Example	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
Light Mortars	40mm	12-20	20-40		-1	per mortar round			5+	Trained crew, indirect fire, move or fire.
Medium Mortars	60mm	12-20	20-60		-1	per mortar round			5+	Trained crew, indirect fire, move or fire.
Heavy Mortars	81mm	12-20	20-80		-1	per mortar round			5+	Trained crew, indirect fire, move or fire.

Mortar Rounds:

Type	Blast Size			Strength	Damage	Save Mod	Ammo Roll	Special
	Light	Medium	Heavy					
High Explosive	1.5"	2"	2.5"	3	1	-1		
White Phosphorous	0.5"	1"	1.5"	6	d6	-4		Burn
Smoke	2"	2.5"	3"					Roll for duration / movement
Flare	8"	12"	16"					Roll for duration / movement

Anti-Tank Weapons:

Weapon	Example	Range		To Hit		Strength	Damage	Save Mod	Ammo Roll	Special
		Short	Long	Short	Long					
Single Shot	Panzerfaust	0-8	8-16			8	d10	-5		One shot only, 1" blast
Multi-shot	Panzerschreck, Bazooka	0-12	12-30			8	d10	-6	5+	Trained crew, 1" blast
	Piat	0-8	8-16			8	d10	-5	5+	Trained crew, 1" blast
Magnetic Mine	ATM					6	d6	-4	None	
Flamethrower		Template				4	1	-2	5+	Trained crew, fire.
Satchel Charge		2 x Strength				4	d4	-2		2" Blast, Demolition
Demolition Pack						6	d6	-6		Trained crew, Demolition