

NECROMUNDA WWII SKIRMISH

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(Necromunda meets Mordheim in the world of World War II)

Introduction

This is a World War II (WWII) skirmish game based on the Necromunda and Mordheim rules, with additional rules and ideas from other Games Workshop products, such as Gorka Morka and WH 40K. The rule and game mechanics are fundamentally Necromunda, so should not be too alien to any player familiar with that system. Where normal Necromunda rules apply, these have not been reproduced and players will need to refer to a set of rules/Source book as appropriate. Many ideas and information also comes from two supplements for WH 40K, Warhammer World War II by Kevin Pavlick and Warhammer Panzer Battles by Phil Yates.

Philosophy

The fundamental difference between these rules and the parent sets, is the increased complexity of the shooting rules. This is intended to give a much more shooty game, with players' squads having to hug cover to avoid being pinned down by incoming fire. The player that sits safe behind cover and takes aim will find he hits more targets, but equally, may find himself outflanked and taken out, as his opponent executes a successful section attack.

In these rule, shooting can occur at any point during a move from A to B. There are also rules for loading weapons and fixing jams. This actually takes time. There is also a chance that reloading can go horribly wrong, leaving you facing an attacking foe with nothing but a jammed weapon!

Hand to hand combat is the same as in Mordheim, a slightly different system to Necromunda, though there may be less reliance on it than in the original game. Having said that, an aggressive player will find that hand to hand combat is still effective in taking objectives.

Basic Rules

Characteristics

Basic characteristics for models/gang members are exactly the same as in Necromunda and Mordheim. The same character profile is used, with the same die rolls based on those characteristics; M = movement range in inches, WS = weapon skill in hand to hand combat, BS = ballistic skill in shooting, throwing or clearing jams, S = strength in wounding/striking, T = toughness in resisting wounds, W = the number of wounds that a character has, I = initiative of a character in reacting to actions/events, A = attacks that a character can make in hand to hand and Ld = leadership in moral tests.

	M	WS	BS	S	T	W	I	A	Ld
Character Profile:	4	3	3	3	3	1	3	1	7

Die rolls for these characteristics are made in the normal way, ie. I roll with I of 3 - 4,5 or 6; to hit a target with a BS of 4 - 3, 4, 5 or 6 ; to hit with a WS of 2 - 5 or 6; and so on, with any roll being calculated on rolling equal to or higher than 7 minus the character's score, on a D6. With I rolls and other rolls, a 1 always means a fail/fumble. Rolling scores over 7 requires a roll of 6 on a D6, then a 4 for 7, a 5 for 8, etc..

Gang rosters from Necromunda and Mordheim can also be used in the normal way (see later section on recruiting).

Movement

Movement is again the same as in normal Necromunda. Characters can crawl, walk, run, climb, leap and charge as per normal. What is different is that players can now do things whilst moving in a way that they weren't able to before. The basic move is 4", ie. M of 4, with running between 4" and 8". Crawling is at 2" per turn. Characters can climb 4" up a ladder, but difficult ground such as steep hills and climbable surfaces are limited as in Necromunda; difficult going at twice the movement rate and very difficult going at four times. Impassable obstacles are "impassable". Obstacles less than 1" high and 1" across can be crossed without penalty. Obstacles higher or wider than this are dealt with in the same way as in Necromunda.

Terrain

Terrain should be suited to the region chosen for the games and the particular scenario being played. Examples would be open, rolling grassland and light woodland for battles on the steppes of Russia (when it's not snowing!), dry desert conditions for North Africa, plenty of hills and trees in the high mountain country of central Italy, towns and cities for any number of locations in Europe, etc.. Books and films provide a wealth of ideas for terrain and there are a number of companies that supply suitable buildings.

Waterways

Rivers and streams, ponds, etc., can form a major part of the scenery in many WWII games. Mirroring the terrain rules in WH40K(II), small rivers, streams, ponds, etc., constitute difficult ground and larger or deeper waterways very difficult. In addition to movement penalties, water can affect characters in other ways.

Players need to agree on the depth or size of waterways before commencing play. Characters in shallow water can benefit from a partial cover shooting modifier and those in deep water, from the full cover modifier. This represents the character crouching down in the water and the opposing characters not being able to see where the rest of his body is. This benefit would also apply to characters that are pinned when in a body of water.

Characters that 'go down' in water are, however, at risk of drowning! In such cases, when rolling for the effect of a wounding shot, they go out of action on a roll of 5+ in shallow rivers/ponds and 4+, not 6, in deeper or faster flowing water. Down and flesh wounds are not affected. The same cover modifiers apply.

Modern ammunition was supposed to be waterproofed, so ammo rolls for weapons remain the same, even if wet.

Shooting

Snap Shots and Aimed Shots

Shooting is where these rules differ from Necromunda and Mordheim. The basic mechanics of shooting are the same; players using their character's ballistic skill to see whether they hit in the normal way. Cover is the same as Necromunda; -1 for less than half cover, -2 for greater than half. Shooters must pick the nearest target, unless elevated (>2" higher than targets) in which case they can pick their target. Small targets are at -1, large at +1. Emerging targets are also at -1. Fast moving targets (>10") are hit at -1.

Injuries are in line with Necromunda; pinning, flesh wounds, down and out of action. The 'Wound Chart' from either set of rules can be used. Pinned models, as well as those that are down, may crawl 2" during their move. Models that are pinned or down may not shoot or carry out any other actions. They are considered to be too busy hugging the dirt, or in fact injured, respectively.

An additional rule is that characters may shoot *during* their movement. This is akin to firing on overwatch, where the firer can fire at any point in his targets' movement. In these rules, a player whose turn it is can move a character from point A to point C, via point B, and fire at point B rather than point C. However, because such a shot is made quickly and whilst on the move, it is considered to be a **Snap Shot**.

Snap shots are those shots taken quickly whilst on the move or carrying out some other action, without the proper time taken to draw a bead on the target. Because they are quick shots, they are taken with a modifier of -1 to hit (i.e. ballistic skill 3 needing to roll a 4, 5 or 6 to hit, will need a 5 or 6 to hit when making a snap shot). Characters may also shoot when running (moving over 4"), attracting a further -1 modifier. So if a character is running and fires whilst moving, this is at -2, if they fire at the end of their run, it is only at -1.

Conversely, if a player takes his time aiming, they can improve their chances of hitting. This is known as an **Aimed Shot**.

An aimed shot is made when a player whose turn it is declares that a character is going to aim at a specific target (or go into overwatch - see later). The aiming point is marked or identified, either just behind the target, or at the edge of the table or playing area. This allows the arc of fire to be verified later (when aiming, the arc of fire is 45 degrees, not 90). The character that is aiming must remain still (though he can rotate on the spot prior to aiming) and must not make any other action that turn. After all movement has been completed, he takes his shot in the normal way with a +1 to hit. The firer can choose not to fire and to carry on aiming for his next turn too. This would give him a +2 to hit. Max' bonus to hit is +3.

As the firer cannot move, the target must remain within his 45 degree arc of fire throughout the turn/s or the benefit of aiming is lost. However, if the target

has moved, but remains within this 45 degree arc of fire, the firer can re-centre his aiming point on the target's new position at the start of his next turn. He can then gain further bonuses in subsequent turns. This represents the firer following a moving target whilst aiming. If the target moves behind cover during his move, or moves beyond the 45 degree arc, the benefit of aiming is lost.

Aiming on overwatch is also possible. This must be declared at the start of the player's turn as normal. Targets within the 45 degree arc will be shot at with the +1 bonus (or more, as above), targets emerging into the 45 degree arc will have this bonus reduced by the -1 for emerging, and targets outside the 45 degree arc cannot be shot at.

Reloading and Jams

All weapons in these rules are based on actual guns of the period. The basic weapons are the bolt-action rifle, semi-automatic rifle, sub-machinegun, pistol, light machinegun, etc. Other weapons that can be used include heavy machine guns, anti-tank weapons, mortars, and so on. However, whichever weapon you use, it must be based on a real weapon, loaded initially and reloaded as necessary during the game.

Ammo rolls are necessary in the same way as in Necromunda, ie. when 6 is rolled to hit when shooting. Ammo roll values are marked on the relevant weapon charts. Failure to make an ammo roll means the gun has jammed or has run out of ammunition and the weapon must be cleared and reloaded. A weapon can be reloaded during the moving player's next turn. The character must declare that they are reloading and can then take a number additional actions, which may affect the reloading process. Reloading is considered to be carried out by the end of the mover's turn, taking effectively the whole of that turn, or affected by the actions of that turn. It is not possible to reload and fire in one turn.

Reloading is carried out as follows; make a BS roll, if successful, the weapon is reloaded or the jam cleared. If the BS roll is failed, then the weapon remains unusable (other than as a hand to hand weapon!).

Actions or conditions that affect reloading are dealt with as follows;

- 1) Making no other action, or just hiding:- no need to make BS roll, weapon loaded/unjammed automatically.
- 2) Walking (move 4" or less), observing, crawling, making other minor actions:- make BS roll as described above. If successful, weapon loaded/unjammed. If unsuccessful, weapon still unserviceable.
- 3) Making or carrying out major actions, such as running (moving over 4"), climbing, fighting in hand to hand, etc.:- no reloading is permitted. Weapon remains unserviceable.

Reloading whilst in or on a moving vehicle is possible, though the category of action/condition is also dependant upon the movement or action of the vehicle; ie. if in a half-track and not moving, regard as example 1, if half-track is moving at normal speed, or the character is making any other action, reload as example 2. If the half-track is moving fast, or if the crew/troops are fighting, then no reloading is possible .

It can be seen that even under the most favourable conditions, it is still quite possible to end up with an unloaded weapon.

Characters are assumed to have sufficient ammunition on them when starting a game, to allow them to reload as necessary. The exceptions are grenades and one-shot weapons. Grenades run out when an ammo roll is failed. One-shot weapons have only one shot!

Jammed weapons are dealt with below. All shots are assumed to have been fired off before ammo rolls are dealt with. Jams; an ammo roll should also be taken for each jam rolled on a SFD. Any failures are regarded as jams, and must be cleared later.

When a jam occurs, place the appropriate number of jam markers next to the firer, or note them down separately. To clear a jam the firer must follow the same procedure referred to above for reloading. So for each successful reloading action, ie. a BS roll modified as appropriate, one jam marker can be removed. Eg. if a shooter had rolled 3 SFD and got 2 jams he would make two ammo rolls. If he failed both these, he would get two jam markers. He could spend the next turn standing still and making no other action and be able to remove one marker automatically. If he walked or crawled during the subsequent turn, he would have to make a BS roll, and could only remove his second jam marker if he was successful on that roll. If he runs, engages in hand to hand combat, etc., then he cannot attempt to clear any jams. A jammed weapon, ie. one with jams still extant, cannot be fired. It can however, be used in hand to hand combat as an improvised weapon.

If a character finishes the game with jams still extant, then these are assumed to have been dealt with prior to the next game.

Kickback and Knockdown

With some weapons there is a chance that the firer or target will be physically knocked over by the shot; kickback and knockdown.

If a firer's S is 2 or more less than the strength of the weapon they are firing, then they must make a S roll to avoid being pinned, as they are knocked off their feet by the weapon's **kickback** Eg. firer with S2 firing S4 weapon, or firer with S3 firing S5 weapon. Recoilless weapons and weapons mounted on pintles, tripods, bipods or any other fixed point, do not cause this effect.

Any character struck by a shot from a weapon whose S is 2 or more greater

than their own S must also make a S roll to avoid being knocked off their feet and back 2", a **knockdown** (such characters will already have been pinned, but may be knocked close enough to an edge to necessitate a roll to see if they fall from that edge).

This means it is difficult to fire a .50 Cal machinegun from the hip, and that if you got hit by a .50 Cal bullet, you are likely to be knocked off your feet! Neither of these should be surprising.

Duck backs

An optional rule that can be used to simulate covering fire being used to pin people down behind cover, involves "duck backs". Where a firer's BS die roll, modified for range, would have hit a target, but the shot misses because of modifiers for cover, then a duck back can occur. If behind cover, the target will "duck back" behind the cover and will act as if he was pinned. At the start of their next turn, they can attempt to remove the pinning by making a leadership roll. This leadership roll can be modified (positively) for cover, by the same amount as the original shot was, ie. by +1 for partial cover and by +2 for substantial cover, and does not need another character to be nearby.

If the target is moving at the time of the shot, ie. they are being shot at by someone on overwatch, then they can be made to duck back behind cover if they are gaining an advantage from it, ie. if the firer's shot is being penalised because of the cover. In this case, the firer's modified roll that triggers the duck back should include modifiers for range and the speed of movement and a snap shot if appropriate; it is the modifier for cover that is crucial in calculating whether a missed shot causes a duck back.

If the moving character is in the open and there isn't anywhere to duck behind then no duck back can be caused, and so they just have to keep running, bullets kicking up the dirt around their feet!

Summary of Shooting Modifiers

Hit Modifiers
Shooter ran (snap shot) -1
Shooter aiming +1 per turn, max +3
Target ran -1
Target appearing, disappearing or charging -1
Target in partial cover -1
Target in heavy cover -2
Small target -1
Large target +1

Hand to Hand Combat

Hand to hand combat is dealt with in the same way as in Mordheim. Some weapons have different characteristics and these are covered in the relevant tables.

In line with Mordheim, the charging model strikes first, unless encumbered by a particularly awkward weapon. Otherwise, ie. after the first turn, models strike in order of descending initiative. If their initiatives are equal, roll a dice to decide. Models that have just stood up in the previous recovery phase always strike last.

The dice score needed to hit in hand to hand combat is determined by comparing the relative WS's on the Mordheim Close Combat chart. Reproduced below is part of that chart (for lower WS's only).

		Opponent's WS					
		1	2	3	4	5	6
A t t a c k e r ' s W S	1	4	4	5	5	5	5
	2	3	4	4	4	5	5
	3	3	3	4	4	4	4
	4	3	3	3	4	4	4
	5	3	3	3	3	4	4
	6	3	3	3	3	3	4

If a character has more than one attack, then roll for each separately. If they have two hand to hand weapons, one attack is made with one weapon, all other attacks are made with the other weapon.

Roll to wound in the normal way, using a standard Necromunda/Mordheim wound chart. Armour saves can be used if any models are wearing armour (eg. British army issued a three piece set of body armour in WWII, counting as light armour with a D6 save of 6; WWI German trench fighters, Sturmtruppen, sometimes wore armour, this counting as heavy armour with a D6 save of 5). Saves from helmets have not been included as they are not modelled consistently, ie. Some models have them, some don't. Alternatively, one could assume that every model has a helmet, and therefore gets a saving throw of, for example, D6 against fragmentation and blast weapons..

Weapons

Weapons for this game are very similar to those found in Necromunda and WH 40K v.2 (they are taken from Kevin's WH WWII conversion of WH 40 v.2). There are close combat weapons, handguns, long-guns and some special weapons. Weapons stats are presented in the same way as other GW games, with the details of a weapon's performance set out in the relevant tables. These give ranges, range modifiers, loads, effect of particular rounds, kickback and knockdown, etc.. Certain characters may be limited in their choice of weapons, though generally it is possible to buy everything.

Ammunition for weapons is also covered below. Trading and the purchasing of ammunition and other supplies is covered in the later sections of the rules.

Close Combat Weapons

This includes any weapon that can be used in hand to hand combat, not just those obvious weapons such as knives and bayonets. All characters are assumed to have combat knives or bayonets, more than one if they desire. All other weapons must be purchased (or improvised). Hand to hand weapons are normally held in one hand, so characters can hold a maximum of two in combat as long as they are not holding a long gun or other item. If they are, then only one hand to hand weapon can be held and used. If you are a Japanese NCO or officer, you can have a sword as well.

Characters can carry on their persons as many hand to hand weapons as they wish. Whilst knives and bayonets can be assumed to be worn in or on clothing or webbing, larger weapons should be represented on the model, ie. Swords, rifles, trench clubs, etc.. Examples of close combat weapons and their carriage would be; an officer carrying a pistol and a knife could fight with his fists, his pistol (as an improvised weapon or shooting) and/or his knife, gaining an extra attack because he has only close combat weapons; a soldier carrying his rifle and a bayonet or knife, could use his rifle as an improvised weapon in both hands, or use it with fixed bayonet and gain a parry, use his bayonet or his knife as a silent weapon, but would only get his normal number of attacks as he is encumbered by a long weapon; etc., in the same vein as Necromunda.

Firearms can be used in close combat, but the limitations on the number a character can carry are set out below, in the gang modelling section. NB. If pistols are used and fired in hand to hand combat, there is a risk of them running out of ammunition or jamming in the normal way. If a 6 is rolled to hit with such a weapon, then an ammo roll must also be taken.

Firearms

Revolvers and Handguns

All pistols and handguns are dealt with in the same way. Technically, revolvers were more reliable than automatics, but carried less loads. Players can add more detail here if they want.

Rifles, Carbines and Sub-machineguns

The standard rifle in the late 19th and 20th centuries was a single shot, bolt action weapon, with a calibre of about 1/3rd or an inch. The Americans issued as standard a semiautomatic rifle, the Garand M1. This gave a slightly higher rate of fire. All of these weapons had magazines, separate or integral, and were generally loaded by feeding a clip or charger into the top of the open breach.

The Japanese used a rifle with a slightly smaller calibre than other nations. This can be represented as S3 if desired.

A semiautomatic rifle (Semi-Auto) may take one extra shot during the shooting phase. Models may use semi-auto on overwatch. All other shooting rules apply to Semi-Auto as normal.

Carbines were smaller rifles, often firing lighter ammunition. They gave an NCO or officer a weapon that was more effective than a pistol, but meant that they could not be so easily identified by snipers. US M1 Carbines are classed as Semi Auto weapons.

Early assault rifles were produced during WWII, primarily by the Germans. These were in rifle calibre, but usually fired a slightly shorter round.

Sub-machineguns were used in WWI, and later became widespread. Often carried by NCOs and officers, they were also favoured by special units and in the Russian army were very widely issued. Like a carbine, they fired a pistol size round, usually 9mm or .45".

Other rifles such as shotguns and fully automatic rifles are dealt with in specific army lists.

Machineguns

Machineguns range from weapons like the Browning Automatic Rifle (BAR), which was magazine fed but designed to be fired almost like a rifle, bipod fired LMGs, through to tripod mounted MMGs and HMGs. All machineguns except the BAR, Bren and similar are move and fire weapons. Characters firing bipod weapons can however rotate on the spot. The MG 42 has more SFD to reflect its exceptional rate of fire.

Crew Served Weapons

Crew served weapons, such as machineguns, mortars and bazookas, normally require two characters to fire them properly; the second character assisting with loading and carrying the weapon.

If one of a pair of crew is taken out of action, the other may carry using the weapon, but has to make ammo rolls on 'to hit' dice scores of 5+, not 6. This reflects him having to reload the weapon single-handedly (this applies to magazine fed weapons such as the BAR and Bren too). Tripod mounted weapons cannot be moved by one person on their own. Having a fresh character join the weapon crew reverts the ammo roll back to normal.

Grenades and Flamer Throwers

WP grenades are white phosphorous grenades. As well as causing a blast, they can set objects on fire in the same way as a flame thrower.

Flame throwers use the standard flamer template. If a character carrying a flame thrower is wounded (flesh wound, down or out of action) by a blast weapon, then there is a chance of a further explosion. Roll a D6 using the ammo roll value (4+). If this roll is failed, then place a 2" blast marker over the character and treat all under it as if they had been flamed.

Hand to Hand Weapons

Parrying

Swords and rifles with fixed bayonets can parry. Under the Mordheim rules, this means that the defending (parrying) character can roll a D6 after the attacker has rolled their 'to hit' dice. If the defender's score is higher (equals lose) they have parried the blow. If the attacker has more than one attack, only one can be parried. It is not possible to parry a blow where the attackers S is double or more that of the defender.

Characters can fix bayonets at any time. It is an action that can be conducted at the same time as walking, but not running or charging. Characters cannot fix bayonets and fire in the same turn. Once bayonets are fixed, they remain so until the end of the game, or the player takes another turn to remove them.

Trench Clubs

Trench clubs were fearsome weapons used in trench warfare in WWI. They were typically clubs with nails or spikes driven into them, or heavy weights on the end. The +1 on the users strength in hand to hand combat **only** applies to these clubs and similar weapons. It does not apply to normal improvised weapons.

Weapons Summary

WEAPON	RANGE	RANGE MODIFIER	S	DAMAGE	SAVE MODIFIER	ARMOUR PENETRATION	AMMO ROLL	SPECIAL
Pistol	0-8/8-16	0/-1	3	1	-	D6+3	4+	HtH
Rifle	0-12/24/36	0/0/-1	4	1	-	D6+4	4+	HtH-parry with bayonet
M1 Garand	0-12/24/36	0/0/-1	4	1	-	D6+4	4+	Semi-Auto. HtH-parry with bayonet
Rifle grenade	Guess 8-18	Special	3	1	-1	D6+3	3+	2" radius. Scatter if misses
M1 Carbine	0-12 12-24	0/-1	3	1	-	D6+3	4+	Semi-Auto
MP 44	0-12/24/36	0/0/-1	4					Semi-Auto
FG 42	0-12/24/36	0/0/-1	3					Semi-Auto
SMG	0-12 12-24	0/-1	3	1	-	D6+3	4+	Sustained Fire - 2 Dice
BAR	0-12/24/36	0/0/-1	4	1	-	D6+4	4+	Sustained Fire - 2 Dice
Bren/DP LMG	0-12/24/36	0/0/-1	4	1	-	D6+4	4+	Sustained Fire - 2 Dice
MG-34 LMG	0-12/24/36	0/0/-1	4	1	-	D6+4	5+	Sustained Fire - 3 Dice. Move or Fire
MG-42 LMG	0-12/24/36	0/0/-1	4	1	-	D6+4	5+	Sustained Fire - 4 Dice. Move or Fire
.30cal & Maxim MMG	0-12/24/36	0/0/-1	4	1	-	D6+4	5+	Sustained Fire - 3 Dice. Move or Fire
MG-42 HMG	0-12/24/36	0/0/-1	4	1	-	D6+4	5+	Sustained Fire - 4 Dice. Move or Fire
.50cal HMG	0-18/36/54	0/0/-1	5	D4	-3	D6+D3+5	5+	Sustained Fire - 2 Dice. Move or Fire
Flame thrower	Template	Special	4	1	-2	D6+4	4+	Target burns on 4+. Use flamer template
Bazooka Pz'schreck	0-12/24	+1/-1	8	D8	-4	D6+D8+8	3+	Move or Fire

PIAT	0-9/18	+1/-1	8	D8	-4	D6+D8+8	3+	Move or Fire
Pz'faust	0-9/18	+1/-1	10	D10	-4	D6+D10+10	3+	Move or Fire
2" Mortar	Guess 12-48	Special	4	1	-1	D6+4	3+	Move or Fire. 2" radius. Scatter if misses.
Grenade	(Sx2)+2"	-	3	1	-1	D6+3		2" radius. Scatter if misses
Grenade WP	(Sx2)+2"	-	4	1	-2	D6+4		2" radius. Scatter if misses. Target burns on 4+
Sword	-	-	User	1	-	D6+S	-	Parry
Trench Club	-	-	User +1	1	-	D6+S+1	-	Strength modifier only for WWI trench clubs, etc
Knife or bayonet	(Sx2)+2"	-	User	1	-	D6+S	-	Knife can be thrown, not bayonet

These weapon stats are virtually all based on Kevin Pavlick's WWII conversion for WH 40K v2.

Buildings, Fires and Explosives

Damage to Buildings

Characters can fire at and through buildings and even burn them down! The system set out in WH40K(II) can be used here, calculating armour penetration against a building's armour value. Armour penetration is calculated as D6 plus the weapon's strength, plus any further die roll for extra hits, eg. a normal strength revolver would have an AP value of D6+ 3, a Panzerfaust an AP of D6+D10+10, etc.. Buildings have armour values dependant of their construction;

Building	Armour Value
tent	2
simple shack	4
timber building	7
mud or adobe	10
stone or brick	12
sandbagged emplacement	10
concrete bunker	15

If firing a single shot weapon, roll dice as appropriate and if result is greater than the building's armour value, then shot penetrates building structure and carries on along the line of shot, but at S -1.

If firing a template weapon or explosives, roll dice as appropriate and if result is greater than the armour value, then blast penetrate the structure and affects anything within the template, even if on the other side of the wall. The template in this instance is placed with its centre point at the point of impact on the structure, midway across the wall.

If the wall is penetrated, then the area of wall within the template is destroyed. If not, then the damage done should be recorded and subtracted from the armour value remaining. Anyone within the template is struck at the full strength of the explosive, due to the effects of shrapnel, debris, etc..

Fire and Explosives

Explosives

Various weapons have blast effects. As well as those mentioned in the weapon table, other forms of explosives exist. Their effects are listed below.

Item	Blast radius	Strength	Damage	AP
Grenade	2"	3	1	D6+3
WP Grenade	2 1/2"	4	1	D6+4
Multi Grenade (ie. 6xgrenades)	3"	5	D3	D6+D3+5

Demolition or Satchel charge	3"	6	D6	2D6+6
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Multi-head grenades and demolition charges can be thrown at their target, but because of their weight, can only be thrown S+2". They can also be placed in position. Placing and throwing can be done at the walk or hte run. If placed at the walk then no BS roll is required, but if placed at the run or thrown then a BS roll must be made as normal. NB multi-head grenades and demolition charges will only scatter half the distance on the artillery dice, up to a maximum of 2".

For demolition charges to explode, a fuse must be set to initiate the charge. This can be done without penalty if the item is to go off that turn. Players can also set off the charge with a time delay. In this case, throw/place the charge as normal. Declare how many turns delay you want (the charge will go off at the start of the placing players shooting phase), then make a BS roll. If this succeeds, carry on as normal. If it fails, roll two differnt coloured D6's, one for +ve, one for -ve (ie. A red die for +ve and a blue die for -ve). The difference between these two dice represents the error in the fusing; =ve it goes off late, -ve it goes off early. If the result is -ve, and the number of turns early is greater than the delay, then the charge goes off immediately.

The defending player may seek to try and pick up and throw fused demolition charges away from their target. If the delay is sufficient, they can do so, but the charge still goes off in the attacking players shooting phase.

Fire Starting

Various weapons can also set fire to objects (and people!); flame throwers and WP grenades. Explosives don't tend to set things on fire in real life, only in Hollywood. They cause damage in the same way as a flamer in Necromunda, with the same chance of setting their target on fire if they aren't put out. Any character can also try to set fire to a structure (if it is flammable), with a successful BS roll, modified if necessary, to do so.

If the target is a building or other structure, then roll for penetration as described above. Whether penetrated or not, if it is flammable roll for the chance of catching fire as if a person was hit. If on fire, then the structure takes damage as described in Necromunda. However, if the fire does not go out, then its radius will expand 1/2" at the start of each turn before any other actions take place. Anyone in that radius or attempting to move through it are treated as if they are hit by a flamer template and may catch fire.

High winds, other than results 23 and 24, cause a fire to spread even more rapidly. In these conditions, determine the wind direction with a D8 (N, NE, E, SE, etc.) fire spread is at 0" upwind, 1/2" to the side and 1 1/2" downwind, again, only if the fire does not go out. The easiest way to represent this is to use suitably coloured cotton wool to mark the edge of the fire.

Rain and snow results on the weather tables reduce the chance of a fire catching to a roll of 6 on a D6. Lighting fires, fuses, etc. in high winds and rain is also harder, with the BS roll necessary being moved down one band in the same way as reloading on a horse is. Fire spread in rainy or snowy conditions is at the normal increase to radius per turn on a roll of 5+ on a D6, rolled at start of each turn as normal, but on a roll of 1 or 2 the fire decreases by 1/2" and on rolls of 3 and 4 remains the same size.

Recruiting Sections or Squads

Forming a Section or Squad (ie a gang) can be done in one of three ways under these rules. A Section or Squad can simply be taken from Warhammer World War II or Warhammer Panzer. The Squad can be recruited using the Necromunda system. The Squad can also be recruited using the Mordheim system. Further details on these three approaches is set out below.

Warhammer World War II or Warhammer Panzer

Using this approach, simply take an agreed size of Squad from the standard army lists for WH WWII or WPB. The two sides can be balanced, or unbalanced, depending upon the scenario. There is no need to use gang rosters unless you wish to keep the Squads for future games. However, if you do wish to keep the Squads, you and your opponent will need to agree a method of recruiting and advances (ie. Mordheim or Necromunda).

Necromunda

Because I like Necromunda, I am going to start by outlining a method of gang creation based on that system.

Section (or Squad) recruitment is carried out in the same way as in Necromunda, with a total of 1000 credits used. Instead of credits you can use a currency of your own choice (ie. Dollars, Reichmarks, Pounds, Roubles, etc.). I'll use £ here, recruiting a British Army Section as an example. This total can be varied, but it allows you to build up a reasonably well armed Section. The aim should be to emulate the real organisation and armament of a Section of the country/troop type of your choice.

Players should try to write a story, a rationale or at least a background, for their Sections. This makes for a more interesting game and allows characters to be developed, based on that background and on the models used.

Character Types

Leaders

Leaders are the most powerful characters, through leadership and skill at arms. They have the same characteristics as in Necromunda, and cost £120. In game terms, they are an experienced officer or senior NCO. A section must have one Leader, and only one. In my British Army example, this could be a Regular Army Sergeant.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Specialists

In this game there are no "heavies" with heavy weapons. Anyone can carry and operate a heavy or special weapon. Instead the "specialist" character is used. These represent an experienced NCO or a particularly skilled and experienced soldier. They cost £70 and have certain advantages; their profile is the same as a normal ganger, but with **either** their WS **or** BS be raised to 4.

M	WS	BS	S	T	W	I	A	Ld
4	3/4	4/3	3	3	1	4	1	7

Examples would be a Rottenfuhrer , or senior Corporal, in the Waffen SS, particularly skilled with his weapon, hence BS 4; or, a battle hardened US Marine, combat skills hardened in the Island-hopping battles of the Pacific, with WS 4. My example would be an experienced Corporal, skilled with his Lee Enfield rifle, so a BS 4. He would lead the second fire-team in my Section.

A gang may recruit up to 2 specialists and no more. They are a normal gang member and not a hired gun, so the cost is only paid once and they gain advances in the normal way. Further specialists can be gained via the "Specialist" skill advance, see below

Soldiers and New Recruits

The rest of the gang should be made up of soldiers (normal gang members) and new recruits (Juves). These gangers can be armed with any weapons available, there is no restriction on recruits as there is in some Necromunda gangs. Soldiers and new recruits cost the same as in Necromunda; £50 and £25 respectively. A Section may have any number of Soldiers or New Recruits.

Soldier

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	7

New Recruit

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	4	1	6

In my Section, I would recruit 5 Soldiers and a few new recruits, representing the mix found in any operational unit.

Crew Served Weapons

Crew served weapons such as light mortars and light machineguns, are bought for, and allocated to, a single character. That character will keep the weapon, unless they are lost. They must be supported by an named character as Number 2. They will operate as a team, but within the rules set

out in the section on shooting.

If one of the team is lost as a result of a battle, then priority should be given to replacing that character to make up the crew.

So in my example again, of the 5 or 6 soldiers I recruited, I would give one the Bren LMG, and the other a rifle, but make him the Number 2 in the Bren team.

Gang Roster

The standard gang roster from Necromunda can be used for Sections in this game.

Section Types, Nationality and Skill-sets

To give a degree of variation in section recruitment, the following approach should be taken;

Stage 1 – decide on a nationality, eg. British, US, German, Russian, etc.

Stage 2 – decide on an Army list (WWII or WPB), eg. British Army, 44/45 list, and note any national/troop characteristics.

Stage 3 – choose a Section type from that Army list/organisation, eg. Company HQ section, line infantry section, Assault Pioneer section, etc.

Stage 4 – choose a Necromunda gang type to represent your Section's character and background.

This gang type (stage 4) then dictates the skill-set that is used in gaining experience and advances. Eg. My example would be British Army, 44/45 list, regular infantry section. The Orlock list is selected, combining a high level of skill in shooting with combat and ferocity (this list suits most regular infantry formations).

Other examples could be; US, Marine Corps 44/45 list, Marine section - the Goliath gang is chosen to represent troops hardened in hand to hand warfare; Russia, 44/45 list, line troops - the Cawdor gang is chosen, giving ferocious combat troops, less skilled in shooting and technical matters; British Army, commandos - the Delaque gang is selected, representing troops trained in stealth tactics and ambush, but with a high degree of skill at arms; etc.

Players must note the above choices on the Section roster, and be prepared to declare them to opponents.

Experience

Experience is gained in the same way as in Necromunda and the skill advances open to them are set down on the chart in the Necromunda Source Book. Skill rolls are made at the same times and in the same way as in

Necromunda. The standard skill tables from Necromunda are used, with some minor modifications where skills aren't compatible or have been made redundant by existing changes to the rules (see below).

Mordheim

The main difference between the Necromunda and Mordheim systems is that in Necromunda all characters gain experiences and advances in the same way, whilst in Mordheim, there are two classes of warrior, Heroes and Henchmen, and they are recruited and gain experience differently.

Campaigning in Mordheim produces a warband (or gang, Section, etc.) with a few, highly experienced heroes and groups of less advanced henchmen. This system is actually better suited to reintroducing such a Section back into a larger battle, ie. WFB or WWII.

Section (or Squad) recruitment is carried out in the same way as in Mordheim, but with a total of 1000 credits used (essentially, I have doubled the amount available and doubled the cost of characters, to bring it into line with Necromunda). Instead of credits you can use a currency of your own choice (ie. Dollars, Reichmarks, Pounds, Roubles, etc.). I'll use £ again, recruiting a British Army Section as before and described above in the Necromunda section. The aim again should be to emulate the real organisation and armament of a Section of the country/troop type of your choice.

Players should also try to write a story, a rationale or at least a background, for their Sections, as described above.

Character Types

The character types in the Mordheim model are split into two sub-types; Heroes and Henchmen. Heroes advance in way similar to that of characters recruited in Necromunda. Henchmen are recruited in groups, and advance in a more limited way.

Heroes

Leader

The leader is the equivalent of the Mercenary Captain in a Mordheim mercenary gang. They cost £120 and their profile is the same as for a Necromunda Leader. A Section has one Leader, no more (see note below re. Young Bloods). My example would again be an experienced Sergeant.

Specialist

The Specialist is equivalent to the Mordheim Champion. They are bigger, tougher and more experienced than the normal troops. The advance to their WS can be swapped to BS as this is a more shooty game. They cost £70. A Section may have up to 2 Specialists. My example here would be the same,

an experienced Corporal, skilled with his Lee Enfield rifle, so a BS 4. He would lead the second fire-team in my Section.

M	WS	BS	S	T	W	I	A	Ld
4	4/3	3/4	3	3	1	3	1	7

Young Bloods

Young bloods are newly appointed officers, or newly promoted NCOs, not too experienced, but keen to show their potential. They cost £30. A Section may have up to 2 Young Bloods. In my Section, a Lance Corporal or newly promoted Corporal could be a Young Blood, wet behind the ears, but keen to prove himself.

NB in a slight variation from the Mordheim rules, a player may choose a Young Blood as his Section Leader. This can represent a keen young Second Lieutenant, fresh from his training, leading his first command and keen to be promoted. He would also be a potential liability as a leader. A Section led by a Young Blood must use his leadership when taking morale tests, but if the gang also includes a Specialist, they can use the latter's Ld value if he is within 6" of the Young Blood. This represents the nervousness of a Section led by such a young and inexperienced officer, being steadied by a more experienced NCO advising him.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Henchmen

Of the 3 types of Henchmen found in the Mercenary list in Mordheim; Warrior, Marksmen and Swordsmen, only 2 will be used as the Warrior and Marksmen are not sufficiently different in this genre. However, a new type will also be used, equivalent to the Necromunda Juve; the New Recruit.

Soldiers

These are equivalent to the Mordheim Warrior. They cost £50 and are bought in groups of 1 to 5. A section may have any number of Soldiers. All Soldiers within a group must be armed in a similar fashion. They cost £50. A typical example would be a group of Privates armed with rifles, or a squad of Russians with sub-machineguns.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Marksmen

Marksmen are a sort of combination of Mordheim Marksmen and Swordsmen! They represent skilled shooters within a Section. They have a BS of 4

(instead of a raised WS), and so cost £70. They are again bought in groups of 1 to 5, with a maximum of 7 in a section. An example would again be of riflemen or the soldiers operating the Section LMG.

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	7

New Recruits

In exactly the same way as Necromunda, these represent newly recruited soldiers. Inexperienced and nervous, but with a possibility of developing skills, if they survive! They cost £25. Again, they are bought in groups of 1 to 5, with any number being in a Section.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	4	1	6

Crew served weapons

Crew served weapons such as light mortars and light machineguns, are bought for, and allocated to a single character. That character will keep the weapon, unless they are lost. They must be supported by an named character as Number 2. They will operate as a team, but within the rules set out in the section on shooting. If recruiting using the Mordheim model, then a pair of matching characters must be bought, ie. 2 Marksmen, 2 Soldiers, 2 New Recruits.

If one of the team is lost as a result of a battle, then priority should be given to replacing that character to make up the crew. NB don't forget that in Mordheim, if recruiting a character to an existing Henchmen group, you must pay for the experience too.

Warband Roster

The standard Mordheim Warband roster can be used for a Section recruited in this manner.

Section Types, Nationality and Skill-sets

The same approach is adopted with a Mordheim Section, as that described above for a Necromunda Section, ie. Stages 1 through to 4, as described above, .

Experience

Experience is gained in the same way as in Mordheim, with Heroes and Henchmen gaining skills and advances as described in the rules, subject to some minor changes. The Necromunda Advance Roll Table (see below) will be used as set down in the chart in the Necromunda Source Book. Skill rolls

are made at the same times and in the same way as in Mordheim, but the standard skill tables from Necromunda are used (as oppose to those in Mordheim), with some minor modifications where skills aren't compatible or have been made redundant by existing changes to the rules (see below).

Advance Roll Table

2D6	Result
2	New Skill – choose any of the Skill tables and randomly generate a skill from it.
3 – 4	New Skill – select one of the standard Skill tables for your Section (gang type) and randomly generate a skill from it.
5	Characteristic Increase – roll again; 1-3=+1 strength, 4-6=+1 attacks.
6	Characteristic Increase - roll again; 1-3=+1 WS, 4-6=+1 BS.
7	Characteristic Increase - roll again; 1-3=+1 initiative, 4-6=+1 leadership.
8	Characteristic Increase - roll again; 1-3=+1 WS, 4-6=+1 BS.
9	Characteristic Increase - roll again; 1-3=+1 wounds, 4-6=+1 toughness.
10 – 11	New Skill – select one of the standard Skill tables for your Section (gang type) and randomly generate a skill from it.
12	New Skill – choose any of the Skill tables and randomly generate a skill from it.

Modified skills

The following skills are to be modified or added/removed, to “modernise” the skill sets:

Muscle Skills - 2. Bulging biceps:- this skill can only be taken by a character firing a crew served weapon which cannot normally be operated without stopping and resting the weapon, such as a belt fed and bipod/tripod mounted LMG (MG 34/42, Browning .30 cal, etc), or any other “Move or Fire” weapon. It does not benefit characters using weapons such as the BAR, Bren or similar, which were magazine fed and could be fired from the hip. It represents the character being particularly fast and strong, able to move his heavy or awkward weapon and bring it on to the target with ease.

Shooting Skills - 4. Hip shooting:- change to read that firer can run and fire, but without the -1 modifier for snap shots when running, as described in the shooting section of these rules.

Shooting Skills - 5. Marksman:- the ranges which are $1\frac{1}{2}$ are the short and medium range only, long range remains the maximum range of the weapon, eg. 12/24/48 becomes 18/36/48. Plus the skill can be applied to handguns too.

Techno Skills - 3. Inventor:- change to "Looter":- Roll a D6 after each battle.

On a roll of a 6 the character has discovered a stash of stores or weapons. Randomly select either a weapon or piece of equipment

Techno Skills - 5. Specialist:- change to "Specialist. This skill may only be taken by a Soldier/Marksman (ganger) or New Recruit (juve). They gain the +1 to WS or BS and become a Specialist type character for skill advances. However, they must miss the following game whilst they are being trained by their parent unit, back at the depot. NB in a Mordheim recruited Section, this means that the character becomes a Hero (Specialist type), and leaves his Henchman group."

Equipping the Section

When first equipping your Section, the characters should be armed and equipped in line with the Army List and Section type chosen. Rare or excessively powerful weapons should be avoided initially. Further, they should not buy weapons that are inappropriate for their Section type or Army List.

Costs of characters are set out above in the sections on Section Recruitment. Costs of weapons and equipment are set out below in the Quartermasters Stores section.

Models

All members of a Section/gang must be represented by a model. The models represent each individual character and can add to the story of the gang; why are they dressed like that, what is their background, etc.

A key point relating to the weapons carried by characters, is that only the weapons represented on the model can be carried by the character. This is very important and echoes Necromunda and other related games. If a model is carrying a pistol, then that is what they are armed with. If they are carrying a rifle, then they can't "use" a sub-machinegun. With regard to handguns, if a model has a holster, then obviously the character can carry a handgun. However, even if no holster is modelled, a character can be given a handgun. The same will apply for knives and bayonets. However, swords must be modelled on.

An exception to this can be made if a Bounty Hunter is used (in the same way as Necromunda - see below). They can carry a wide range of weapons. If such a character is to be used, their figure should have as many of the weapons modelled on as possible. Other weapons to be used should either be attached temporarily using a spare weapon, or their presence made clear to your opponent. If the Bounty Hunter doesn't carry all his weapons, then their location should be recorded if they are on the playing area/table and he wishes to make use of them. This location should be revealed if the Bounty Hunter is himself captured or taken out and his weapons taken by his opponents. Even a Bounty Hunter can only carry one rifle at a time.

Bounty Hunters, Scummers, Scouts and Personnae Dramatis

These can be hired in the same way as in Necromunda and Mordheim (as long as you have suitable models and enough cash). They represent troops allocated to a Section by their Company HQ, to reinforce them for a specific operation. New weapon combinations are set out below for them. The same rules apply to their hiring, fees (which are slightly higher), their working and advances. Whilst several hired guns can be hired by a Section, only one Bounty Hunter can be hired by a Section each game. Also, you can't have both at the same time. In all cases, they must be based on a Section/Troop type within your chosen Army List, eg. an Engineer with explosives to support an Infantry Section, an Airborne Pathfinder to support a US Paratroop unit, an Assault Pioneer to support a Panzer Grenadier Section, etc..

Weapon Specialists (Underhive Scum)

Weapon Specialists - what were Underhive Scum. These are hired in the same way as set out in Necromunda, with advances calculated in the same way. Cost is £30, but that includes a Weapon Specialist with all his weapons and equipment. If a Weapon Specialist is kept on for more than one game, the player has to pay the \$30 again.

Equipment for Weapon Specialists;

- Bayonet, pistol, grenades and rifle.
- Bayonet, pistol, grenades and SMG.
- Bayonet, pistol, grenades and assault rifle.
- Bayonet, pistol and flame thrower.
- Bayonet, pistol and PIAT/Panzerfaust, etc.
- Bayonet, pistol, rifle and explosives (you must actually pay for these separately , in addition to the hire cost).

All weapons should be of a type associated with your chosen Army List, but can come from other Section/Troop types within the list. Crew served weapons can be not be chosen for Weapon Specialists.

Special Operations Personnel (Bounty Hunters)

Special Operations Personnel - what were Bounty Hunters. Rather than Weapon Specialists being attached to your Section, here your Section is attached to the Special Operations Staff, so as to support them (in fact, despite their name, you play them as a Bounty Hunter, with you in control of their actions). Same rules as above. Cost of an Operative is £70, with the same provisos regarding retaining them in further games.

Weapons for Operatives ; bayonets and knives - as many as they want. One normal revolver or pistol, including a silenced one, if appropriate to the scenario. Grenades. Whatever SMG or rifle you want (including a sniper rifle with telescopic sight). They may also carry explosives if you purchase them separately, but will not serve a crew served weapon.

Scouts

These are specialist Recon/Recce troops, skilled in pathfinding and reconnaissance. They represent Ratskin Scouts and are generated in the same way as Weapon Specialists. They can use the special Ratskin Scout rules “Guide”, “Explore” and “Resilience”. A Scout costs £30 to recruit for a game.

Veterans

The rules for Spyrers in Outlanders provide a very useful model for a system for generating super characters, known here as "Veterans". To generate a team of these characters, use the baseline costs for a Leader, Specialist and Soldier/Marksman and then "buy" experience in the way described in the Spyrers rules, ie. £10 for 1D6 experience points. Advances for these characters are then rolled on the normal Advance Roll Table, with skills associated with that Section type. Don't forget, some money must of course be put aside to equip these characters with their weapons. A degree of latitude can be allowed in equipping these hardened fighters, eg. if you created a group of German Veterans from the Ost front, they might have PPSH sub-machineguns instead of German issue weapons.

An example of this process would be as follows;

A player decides to buy a Section of three Veterans using the Necromunda model. Reserving £200 for equipment, he chooses the German Army List of 44/45 and buys a Section of one Leader (this kind of Section must still have a leader), one Specialist and a Soldier. That costs £260, leaving £540 for buying experience. At £10 for 1D6, each character can be bought £180s worth, ie. 18D6. At an average of 3 ½ EP per D6, that would give, for example, roughly 63EP per character; c. 3 advances for the Leader and Specialist and 7 for the Soldier. Armed to the teeth, the gang represents a potent group to take on any other starting Section. For Section rating purposes, the cost of each Section member is the total of their base cost, weapons/equipment cost, plus the cost of their experience rolls, as well as their experience.

Whilst the advances can be rolled in the normal way, players should also be allowed to pick their advances, so as to tailor a Section to their own tastes. This should only be allowed for this kind of Section, not advances for a normal Section.

The Veterans are not necessarily Outlaws (initially) and hold one territory generated from the normal table. If they are later outlawed, they then use the Outlaw territories table. They gain income in the normal way and can recruit other gang members if they can afford it (this is unlike the Spyrers in Outlanders, who do not recruit more gang members). Subsequent gang members can be recruited in the normal way or, funds permitting, as full blown Veterans (think about how the Platoon in "Cross of Iron" formed, or the Section in "Saving Private Ryan"). If moved off of their one territory, generate one as normal. Subsequent experience and advances are generated normally and cannot be picked.

Scenarios are generated as normal, though if the Veterans get to choose, they can only pick Gang Fight, Hit and Run, Ambush, The Raid and Shoot Out from the Sourcebook and The Hit from Outlanders.

Territory and Income

The normal territories described in Necromunda provide the basis for territories in this game. They should be rolled for in the same way, with income gained as normal and each Section having 5 territories. Archeotech, minerals, scrap, etc. represent looted materials. To modernise them, some modifications are suggested below;

Chem Pits - Change to Ruined Industrial Complex, with scarring caused from building collapse, falls or industrial materials.

Slag - Again change to Ruined Industrial Complex, with materials being extracted.

Tunnels - old mine workings and cellars.

Vents - A good knowledge of the town's lanes and buildings' backstairs (in the open, gives access to hills and cliffs).

Holestead - Change to a fertile valley with wild fruits, fish and game.

Water Still - Change to a local farm which the unit takes over and profits from.

Guilder Contract - Change to a contract with a local personality wanting protection or a black market trader.

Friendly Doc' - Change to helping the Doc with supplies, medicine, etc. in return for materials that can be sold as detailed. NB you cannot gain money from selling parts of gang members!

Spore Cave - Change to Mansion; the gang is collecting artwork collectors at home, a very lucrative trade. Instead of Spore Sickness, a character may be overcome by noxious gases in the ruins, recovery as normal.

Archeotech Hoard - Change to Museum or Palace, with the same provisos for gaining credit from it. With this territory and the Old Ruins territory, there is a chance that the locals will find out about your desecration of their heritage and attack the gang. The number attacking is based on the potential earnings of the site; 1D6 locals for the Old Ruins, 2D6 for Spore Cave (Mansion), and 2, 3, 4, etc., D6 locals for the Archeotech Horde (Museum or Palace), whatever was being rolled that turn. Such an attack occurs on a D6 roll of 7+, with the modifier +1 for each occasion that the territory has been used and +1 for each earlier attack by locals. The attack should immediately be fought as an Ambush Scenario. Being attacked in this way does not reduce the value of the territory. Players can voluntarily give up such a territory and randomly select a new one.

Green Hivers - Change to Rear Echelon Unit, which the Section assists (they were probably lost on their way back from HQ). Choose a territory as described.

Income after Scenarios

All sets of scenarios can be used, players merely need to agree which set they are choosing from (ie. Necromunda Scenarios, Outlanders, Gorka Morka or Mordheim). Shards of Wyrdstone are treated as Loot Counters, and not sold as per Mordheim.

Scenarios

The various lists of scenarios in Necromunda, Outlanders, Mordheim and Gorka Morka provide an excellent source of scenarios for WWII games too. Certain of the scenarios need minor modifications as set out below.

Necromunda Sourcebook scenarios;

- 1 Gang fight - OK
- 2 Scavengers - OK, but the site should be a complex of ruined stores, factories, etc.. The monster roll can be represents a hidden partisan or local (one that isn't too discriminating, as they will attack both sides).
- 3 Hit and Run - OK, but use a communications mast instead of the water still.
- 4 Ambush - OK.
- 5 Raid - OK.
- 6 Rescue - OK.
- 7 Shoot Out - OK

Outlanders Scenarios;

- 1 The Hit - OK.
- 2 Loot and Pillage - OK.
- 3 The Hunters - OK.
- 4 Caravan - OK.

When rolling for scenarios on the Outlaw table, for a roll of 2, ignore the rad waste conditions and make an extra roll on the weather tables and use the worst result.

Gorka Morka Scenarios; most of these aren't really suitable, but Scenario 5 - The Chase can give a most enjoyable game. Options are two groups in vehicles, one raiding a truck, or one gang even raiding a train!

Scenario 6 - Da Siege also gives a good scenario for an isolated outpost being raided by opposing troops.

Mordheim Scenarios;

- 1 Defend the Find - OK.
- 2 Skirmish - OK.

- 3 Wyrdstone Hunt - OK, but the hunt is for loot.
- 4 Breakthrough - OK.
- 5 Street Fight - OK.
- 6 Chance Encounter - OK.
- 7 Hidden Treasure - OK.
- 8 Occupy - OK.
- 9 Surprise Attack - OK.

Experience from Scenarios

In general, experience is gained after games as set out in the relevant scenario text. However, as Sections/troops can be selected using either Necromunda or Mordheim systems, experience must reflect this. Therefore, the following rules should be used;

If a Necromunda Section is playing, then characters gain experience as follows (as appropriate to the scenario); +1D6 if they survive, +1 if carrying a loot counter, +5 per wounding hit, +10 for winning Section Leader, +5 for destroying structure, rescuing character, etc.

If a Mordheim Section is playing, then characters gain experience as follows (as appropriate to the scenario); +1 if a Leader/Specialist/Young Blood or Troop group survives, +1 for the winning leader, +1 for each enemy put out of action by a Leader/Specialist/Young Blood, +1 for escaping, breaking through, etc..

Even though Necromunda and Mordheim Sections will gain advances at slightly different rates, and in slightly different ways, there is no reason why Sections from each type cannot play against each other. Alternatively, players may choose to agree a single method of recruitment for a game, or even for a campaign (which might be simpler!).

Outlaws

In world of WWII, as in Necromunda, Sections can be become outlawed if their behaviour goes beyond the pale. Sections become outlawed in the same way as in the Outlanders supplement. The only differences being some of the modifiers. After any game/scenario, one or both sides may report the other to their military police. Roll 2D6 in the normal way, with the following additional modifiers (NB unchanged modifiers remain extant).

Scenario modifiers - OK

Gang modifiers - Wyrd modifier, ignore.

Other modifiers - Imperium modifier, change to; -3 if you attacked a Section from your own nation or allies.

New modifiers - Territories, -1 if player is working a Mansion territory, -2 if working a Palace territory.

The outlaw rules apply to outlawed Sections in the same way as normal.

Outlaw territory

The outlaw territory chart is again used in the normal way, though some of the descriptions are changed to try and give a Western feel to them, see below;

Wastes - OK

Collapsed Dome - This should be changed to Collapsed Buildings.

Fungus Grotto - This should be changed to Rotten Supplies, the Section eat rotten supplies they have found. On a D6 roll of 1, one of them eats a poisonous item (such as meat that has gone off) and dies.

Rad Zone - This should be changed to Dangerous Buildings and Cellars, with a player becoming scarred by a fall, on the roll of a double.

Sludge Sea - This should be changed to Flooded Buildings, with the flooded area containing the remains of vehicles, from which the player may try and recover goods. Results on die rolls are the same.

Sump Spillage - This should be changed to Ruined Stores, from which the Section can recover some materials to sell.

Power Cable Tap - This should be changed to Fuel Dump, with same text.

Ruins - OK.

Clean Water Hole - OK.

Slag Heap - Rubbish tip.

Weather, Seasons and Treacherous Conditions

The treacherous conditions tables in the Necromunda supplement Outlanders can be used to provide weather and treacherous conditions in this game as well. Whilst most war films appear to take place in relatively good weather, some do show extreme weather conditions. In fact, WWII was fought over an enormous range of geographical areas and troops could be subject to every vagary and extreme of weather condition.

The treacherous conditions can be used as they stand, but detailed below is a more complex system for determining seasonal weather into which the treacherous conditions tables can be fitted.

Season

At the start of a campaign, roll a D4 to determine the season; 1 - winter, 2 - spring, 3 - summer, 4 - autumn. At the start of each game, roll a D8 to see if the season has changed;

1 - 10	season remains the same
>10	season advances

add +1 for each game/scenario played since the season last changed.

Region

As well as determining which season it is at the start of a campaign, you must also determine the region your games are set in. Not only is this necessary for this weather system, but it also adds to the feel of the game. The regions used here are;

North and mountains - this would include Finland, Norway, the rocky spine of Italy, the Baltic, etc. It also includes the central Polish/Russian plain.

Central Plain – Central and north-western Europe, Mediterranean, Sicily, etc.

Desert - Any region of desert, but particularly North Africa and the Middle East.

Jungle and Far East – Pacific, Burma, Singapore, etc..

These groupings aren't intended to accurately reflect the complex weather systems of the world. Rather, the aim is to provide a rough breakdown of major geographical areas/weather systems.

Having decided on the region and season, you roll for treacherous conditions in the normal way, but the following two charts should be consulted to see

whether that group of treacherous conditions is allowed for your chosen region and season.

This table indicates which types of treacherous conditions can be expected in any season and area;

Region	Season			
	Winter	Spring	Summer	Autumn
North/Mountain	cold	cold/wet	normal	cold/wet
Central Plain	cold	normal/wet	normal/hot	normal/wet
Desert	normal/hot	normal/hot	hot	normal/hot
Jungle & F'East	wet	normal/wet	normal/hot	normal/wet

This table identifies which groups of treacherous conditions are associated with those types.

Treacherous Conditions Allowable		
11 - 16	Bubbling Slime	cold and wet
21 - 26	High Winds	all seasons/areas
31 - 36	Toxic Fog	cold, wet and normal (dust storm in desert)
41 - 46	Bad Light	all seasons/areas
51 - 56	Swarms	normal and hot
61 - 66	Rain and Snow	cold, wet and normal

So, if it is winter in the Central Plain, you are only allowed treacherous conditions that include cold in their descriptor. If it is summer in the Desert, you may only have those with the hot descriptor. As you might expect, those marked as "all seasons/areas" can be encountered whatever the season and whatever the area. If you have rolled a treacherous condition that is not allowed for your chosen region and season, the weather is normal with no treacherous conditions present.

The treacherous conditions themselves are modified as set out below;

Bubbling Slime: 11 - 14 OK, 15 - mud slide hitting town or country, 16 mud slide in open, in both cases each player makes D4 marks on a hidden map, and on approaching to within 4" of these, the treacherous condition kicks in.

High Winds: 21 - 26 all OK

Toxic Fog: 31 - 36 all OK

Bad Light: 41 - 46 all OK

Swarms: 51 - locust, sand flies, etc, 52 - 54 OK, 55 - mice and voles, 56 - rats, snakes and stinging ants.

Rain and Snow: this replaces the special category in Necromunda.

61 - Torrential downpour, vision down to 8", no Fast shot, Rapid fire or Marksmen skills can be used.

62 - Heavy rain, vision down to 16", no Fast shot, Rapid fire or Marksmen skills can be used.

63 - Patchy rain and drizzle, -1 to hit at medium and long range.

64 - Snow on the ground, hidden characters are spotted in the normal way (see Raid scenario in Necromunda), but at one class lower, ie. it is easier to see them against the white background, and +1 to hit targets at medium and long range if aiming (this does not apply if snow camouflage is being worn in the scenario). Roll D6; on 5 snow is deep and movement is at $\frac{3}{4}$ rate, on 6 snow is very deep and movement is at $\frac{1}{2}$ rate.

65 - Snowing currently, vision down to 16", no Fast shot, Rapid fire or Marksmen skills can be used and -1 on I skill rolls. Those down at the end of game only recover on a 5 or 6 due to cold. Roll D6; on 4 or 5 snow is deep and movement is at $\frac{3}{4}$ rate, on 6 snow is very deep and movement is at $\frac{1}{2}$ rate.

66 - Blizzard, vision down to 8", no Fast shot, Rapid fire or Marksmen skills can be used and -2 on I rolls. Those down at end of game only recover on a 6 due to the intense cold. Roll D6; on 3, 4 or 5 snow is deep and movement is at $\frac{3}{4}$ rate, on 6 snow is very deep and movement is at $\frac{1}{2}$ rate.

If a snow result is rolled whilst generating weather, then this sub table will automatically be selected again for the subsequent games/scenarios until a rain result is rolled, after which generate weather normally. This is to represent the snowy conditions persisting. Snow can only occur when "cold" conditions are indicated. If a snow result is rolled, and the season only allows wet, then conditions are normal (the default result for any anomalous weather).

To simulate snowy weather conditions, simply cover your normal playing surface, including hills, with a white sheet. Place trees, buildings, water courses, etc., on top of the sheet.

Night Fighting

The weather condition "Bad light" provides an opportunity to simulate night fighting. If the bad light condition is rolled, this means that the fight may be taking place during the night time hours, with the darkest periods representing

midnight and the lighter ones dawn, dusk, etc.. If the conditions are rolled, play as normal. However, if a player wishes, they can choose to play at night if they have the choice of scenario.

Light sources such as lamps, fires, etc., cast a circle of light over a radius of 1". Electric torches use the hand flamer template. Vehicle searchlights use the larger Flamer template. Objects within that circle or zone can be seen, spotted and aimed at as normal, irrespective of the visibility restrictions imposed by the Bad light conditions. Equally, those light sources can themselves be seen and shot at as normal, though with a -2 to hit modifier for non template weapons. This is because whilst the light source can be seen clearly, it is still difficult to see the character holding it.

Large fires, buildings on fire, etc., cast light over a 2" radius. or 2" from the outer, burning edge. Unless players wish to develop a hidden movement system, all characters should be moved as normal at night, other characters being vaguely aware of them, even if they are unable to see them properly. NB unless you can spot and see a target, you cannot shoot at it. You can return fire at unsighted targets shooting at you, but this shooting must be modified by rolling scatter dice (as for artillery/grenades) to represent the difficulties of shooting in the dark

Quartermasters Stores

Trading is carried out in the same way as in the original rule sets. Costs for normal items are detailed in the charts below. Rare items (if you can think of enough of them!) can also occasionally be bought. If players wish to try and purchase rare items, they should nominate a player to go to the trading post. Roll a D6; on a roll of 6+, they can obtain one rare item. Additional characters assisting in searching for a rare item can add +1 to the die roll.

Outlaws can also attempt to locate and purchase rare items. However, on an unmodified roll of 1, they have to make a roll on the first section of the Outlanders' rare trades table, with a chance of being cheated or robbed. Indian gangs or 'breed characters always have a chance to be cheated, robbed, etc., whether their gang is outlawed or not. This is to represent the way Native Indians were treated by the whites.

Costs

Item	Cost
Handgun	15
Rifle	25
M1 Garand	28
Rifle Grenades	30
M1 Carbine	20
MP 44	30
FG 42	30
SMG	20
BAR	80
Bren/DP LMG	80
MG-34 LMG	120
MG-42 LMG	150
.30cal & Maxim MMG	120
MG-42 HMG	160 Rare
.50cal HMG	180 Rare
Flame thrower	40 Rare
Bazooka Pz'schreck	150
PIAT	120
Pz'faust	60
2" Mortar	120
Grenade	30
Grenade WP	50
Multi-grenade	100
Satchel Charge	150
Silencer (for handgun)	10 + 2D6 Rare
Telescopic Sight (for rifle)	40 + 3D6 Rare
Sword	15
Trench Club	12 WWI
Knife or bayonet (first one free)	10

Players should work out a way to identify which rare item has been bought.

The method should also include the specials; rumour, tip-off and insider information from the outlaw trade table if possible.

Arbitrator

In this WWII setting, the Arbitrator is best represented by the Military Police, Provost, Feldgendarmerie, NKVD, etc.. If a Section is getting too strong, too bad or just too damn mean for their own good, then someone's going to report them. They are best represented by a group of Bounty Hunter or Veteran style characters with advances rolled in line with the Sourcebook. For gangs with a rating up to 1500, use 3 Soldiers as Arbitrators, up to 2500 use 4 and over 2500, use 5. Suitable scenarios would be Hit and run, Ambush, The raid and Shoot out, plus The Hit and The Hunters from Outlanders. Irrespective of the outcome of the scenario, the Arbitrators will require the opposing Section to make a roll on the outlaws table. Alternatively, the Arbitrator could deputise a gang as a posse, and task them with searching out and punishing or capturing a gang, or particular gang member.

Acknowledgements

These rules are based on Necromunda, Mordheim and Gorka Morka, all Games Workshop products. No permission has been gained for this use. No challenge to their status is intended. You need at least one of these games to be able to play these rules, they are not a stand alone produce, nor a commercial product, merely an amateur supplement.

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