

Weapons

v1.0 by Anthony Case

This article provides modifications to the original core weapon rules primarily to balance them against their cost and each other, which in some cases meant making their roles more distinct. The overall aim was to make every weapon useful for one reason or another thus creating a wide mix of weapon selections in every gang.

All changes to the official Necromunda rules are marked in **red** with all new or changed special rules being listed at the end of the article. Special rules and weapons not listed have been completely removed from the game (e.g. the Shotgun's *knock-back* special rule and Bolt Shells are no longer used). Any weapons and special rules that have simply been renamed have not been marked, though hopefully the original weapon or rule they reference should be obvious (e.g. the Flamer's *ammo guzzler* special rule refers to the current official rule that forces them to take an Ammo test every time it is fired).

Hand-to-Hand Weapons

Weapon	Range	Strength	Damage	Save Mod.	Cost	Special Rules
Crude Weapon	Close Combat	User	1	-	5	-
Brutal Weapon	Close Combat	User +1	1	-	10	-
Flail	Close Combat	User +1	1	-	10	<i>Menacing Swing, Critical Fumble</i>
Massive Weapon	Close Combat	User +2	1	-	15	<i>Two-handed, Ponderous</i>
Sword	Close Combat	User	1	-	15	<i>Parry</i>
Chainsword	Close Combat	4	1	-2	25	<i>Parry</i>
Shock Maul	Close Combat	5	1	-2	35+3D6	<i>Capture</i>
Power Sword	Close Combat	User +2	1	-	40+3D6	<i>Parry</i>
Power Axe	Close Combat	User +3	1	-	40+3D6	<i>Dual-banded</i>
Power Fist	Close Combat	User +5	D3	-	85+3D6	-

Pistols

Weapon	Short Range	Long Range	To-Hit Short	To-Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Cost	Special Rules
Stub Gun	0-8	8-16	+1	-1	3	1	-	4+	10	<i>Dum-dums</i>
Autopistol	0-8	8-16	+2	-	3	1	-	4+	15	-
Laspistol	0-8	8-16	+1	-	3	1	-	2+	15	-
Hand Flamer	-	-	-	-	3	1	-1	4+	20	<i>Flamer, Ammo Guzzler</i>
Bolt Pistol	0-8	8-16	+2	-	4	1	-1	6+	25	-
Plasma Pistol	0-8	8-16	+1	-	5	1	-2	6+	30	<i>Volatile</i>
Web Pistol	0-6	6-9	-	-1	-	-	-	6+	40+3D6	<i>Web, Capture</i>
Needle Pistol	0-8	8-16	+2	-	3	1	1	6+	60+3D6	<i>Poison</i>

Basic Weapons

Weapon	Short Range	Long Range	To-Hit Short	To-Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Cost	Special Rules
Shotgun	0-6	6-18	+1	-1	4	1	-	4+	15	-
- Scatter	0-12	12-18	+2	-1	3	1	-	4+	5	-
- Manstopper	0-6	6-18	+1	-	4	1	-	6+	5	-
- Inferno	0-6	6-18	+1	-1	4	1	-	6+	5	<i>Caustic</i>
Autogun	0-12	12-24	+1	-	3	1	-	4+	20	-
Lasgun	0-8	8-24	+1	-	3	1	-	2+	25	-
Boltgun	0-12	12-24	+1	-	4	1	-1	6+	35	-

Special Weapons

Weapon	Short Range	Long Range	To-Hit Short	To-Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Cost	Special Rules
Grenade Launcher	0-12	12-24	-	-1	-	-	-	4+	40	<i>Grenade Launcher</i>
Flamer	-	-	-	-	4	D3	-2	4+	50	<i>Flamer, Ammo Guzzler</i>
Plasma Gun	0-8	8-24	+1	-	6	D3	-3	6+	80	<i>Blast, Volatile</i>
Meltagun	0-6	6-12	+1	-	8	D6	-5	4+	95	-
Needle Rifle	0-16	16-32	+1	-	3	D3	-	6+	150+3D6	<i>Poison</i>

Heavy Weapons

Weapon	Short Range	Long Range	To-Hit Short	To-Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Cost	Special Rules
Missile Launcher	0-20	20-72	-	-	-	-	-	-	60	-
- Frag	-	-	-	-	4	-	-2	4+	50	<i>Gas Cloud</i>
- Krak	-	-	-	-	8	D6	-5	4+	70	-
Heavy Stubber	0-20	20-40	-	-	4	-	-1	4+	120	<i>2 Sustained Fire</i>
Heavy Bolter	0-20	20-40	-	-	5	D3	-2	6+	180	<i>2 Sustained Fire</i>
Plasma Cannon	0-20	20-40	-	-	7	D3	-4	6+	240	<i>Gas Cloud, Volatile</i>
Autocannon	0-20	20-72	-	-	8	D6	-5	4+	260	<i>1 Sustained Fire</i>
Lascannon	0-20	20-60	-	-	10	2D6	-7	2+	300	<i>Killer</i>

Grenades

Weapon	Range	Strength	Damage	Save Modifier	Ammo Roll	Cost	Special Rules
Smoke	Strength x3	-	-	-	Auto	10+2D6	<i>Gas Cloud, Smoke Gas</i>
Choke	Strength x3	-	-	-	Auto	15+2D6	<i>Gas Cloud, Choke Gas</i>
Photon	Strength x3	-	-	-	Auto	20+2D6	<i>Gas Cloud, Photon</i>
Scare	Strength x3	-	-	-	Auto	20+2D6	<i>Gas Cloud, Scare Gas</i>
Frag	Strength x3	3	-	-1	Auto	30	<i>Gas Cloud</i>
Plasma	Strength x3	5	D3	-2	Auto	40+3D6	<i>Blast</i>
Hallucinogen	Strength x3	-	-	-	Auto	40+3D6	<i>Gas Cloud, Hallucinogen Gas</i>
Melta Bombs	Strength x3	8	D6	-5	Auto	40+3D6	<i>Demolition Only</i>
Krak	Strength x3	6	D6	-3	Auto	50	<i>Cumbersome, Demolition</i>

Menacing Swing: If the fighter charged that turn or was charged and not already in h-t-h combat then each equipped *menacing swing* weapon allows you to modify an opponent's highest Attack die by -1 to a minimum roll of 1, but only if the die is equal to or greater than your own highest Attack die.

Critical Fumble: Each equipped *critical fumble* weapon increases the fumble modifier penalty for the model by +1.

Ponderous: A gang fighter equipped with this weapon halves his Initiative (round fractions down) during a drawn combat.

Parry: Usual *parry* rules except you can only re-roll a die that is equal to or greater than your own highest scoring Attack die. Also, if your opponent is using a hand-to-hand weapon that has a Strength that is equal to or greater than +2 of the parrying weapon then you cannot *parry* at all.

Capture: If this weapon takes an enemy gang member out of action then roll a D6. On a 6 the fighter is assumed to have rolled a Captured result on the Serious Injuries chart.

Dual-handed: You can choose to equip this weapon with two hands, in which case it confers a +1 Strength bonus.

Volatile: If this weapon is required to roll an Ammo test then it will automatically explode on a roll of 1-2.

Poison: This weapon automatically wounds living targets. The modified injury chart is now the following:

1: No Effect 2-4: Comatose 5-6: Out of Action

Grenade Launcher: Grenades bought for the launcher are a separate type from throwable grenades and cost +10 credits.

Killer: If this weapon takes a model out of action then roll a D6. On a 6 the fighter automatically suffers a Dead result.

Scare Gas: Usual rules except gang fighters affected by the gas are automatically broken (i.e. no Ld test is taken).

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