

## **NCO Appendix A. Nation Specific Weapons**

Created by Elijah Kellogg for the NCO game. Copyright 2018.

*This appendix adds some more weapon variety to the typical NCO game by supplying rules for specialty arms commonly used by the major nations of WWII. It is not at all my intent to list every make and model of every weapon that was available to soldiers during the war, as most of these weapons and their effects categorically fall somewhere within the "Generic Weapons Stats and Effects" list in the official NCO Rulebook. Instead, this supplement only lists unique weapons whose effects would not easily fall into those generic categories. It is my hope that this light appendix will add a bit of intrigue, strategical variety, and distinction to squads from different national and divisional backgrounds.*

Two notes:

- 1) The weapons listed in this appendix are approved for both casual and competitive NCO games, but they are not required for play.
- 2) If you are playing with a squad from a nation or division not represented below, and you and your opponent know for certain that a weapon, or weapons, listed within this appendix were commonly available to soldiers from your nation, then you may equip your soldiers with such weapons when appropriate.

### **Additional Generic Weapons for use by All Nations and Divisions**

#### **Carbine Rifle- Cost 2vps- Effective Range 20"**

A carbine rifle may be taken as a Primary Weapon for those soldiers who are allowed to do so. The -1 to hit modifier for moving and shooting is not applied when using a carbine rifle to execute an "Advance" order, as well as a subsequent "Focus Fire" order.

#### **Rifle Grenade(s)- Cost 3vps- Effective Range 10" to 20"**

If the soldier is equipped with a rifle or carbine rifle as his primary weapon, then rifle grenades may be taken in the place of the soldier's normal grenade allowance. The cost is 3vps per grenade, even if a normal hand grenade would have been taken for free. When using a rifle grenade, always treat a "Fire" or "Focus Fire" order as a "Cover Fire" order. Once a target point is chosen within range limits, roll a D6. On a 4-6, the grenade lands on point and detonates. On a 3, the grenade lands 3" directly past the point and detonates. On a 2, the grenade falls short 3" and detonates. On a 1, the grenade is a dud and does not detonate at all. No negative, nor positive, to-hit modifiers of any kind are counted when rolling to hit soldiers within the detonation area. +1 to the wound chart roll when resolving wounds from this weapon, and add an additional -1 psyche to soldiers wounded by the grenade. Each rifle grenade is a onetime use weapon.

#### **Molotov Cocktail- Cost 2 points- Effective Range 12"**

A Molotov Cocktail may be taken in the place of a soldier's normal grenade allowance: costing 3vps per grenade, even if a normal hand grenade would have been taken for free. When using a Molotov Cocktail, always treat "Fire" or "Focus Fire" orders as a "Cover Fire" order. Once a target point is chosen within range, roll a D6. On a 4-6, the cocktail lands on point and explodes. On a 3, the cocktail lands 3" directly past the point and explodes. On a 2, the cocktail falls short 3" and explodes. On a 1, the cocktail does not light properly and is a dud. No negative, nor positive, to-hit modifiers of any kind are counted when rolling to hit soldiers within the explosion area. Add an additional -2 psyche to the result of the wound chart for soldiers wounded by the explosion. Each Cocktail is a onetime use weapon.

### **American Specific Weapons**

#### **BAR Automatic Rifle- Cost 3vps- Effective Range 20"**

*No more than two BAR Automatic Rifles may be equipped within a single squad.* Roll two D6 when rolling to hit with this weapon. Any successful hits from this weapon are each rolled separately on the wound chart. Apply total resulting health loss before psyche loss. -1 Courage value when fighting in close-combat with a BAR.

#### **Trench Shotgun- Cost 2vps- Effective Range 12"**

*No more than one Trench Shotgun may be equipped within a single squad.* Roll two D6 when rolling to hit with this weapon. Any successful hits from this weapon are each rolled separately on the wound chart. Apply total resulting

health loss before psyche loss. Do not apply the -1 to hit modifier when executing “Cover Fire”. Cannot be used to execute a “Focus Fire” action. +2 Courage value when fighting in close-combat with a Trench Shotgun.

### **Russian Specific Weapons**

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#### **SvT 40 Semi-Auto Sniper Rifle-Cost 4sps- Effective Range 30”**

This rifle may be taken in the place of a normal rifle (scoped) for a Marksman specialist. Roll two D6 when rolling to hit with this weapon. Any successful hits from this weapon are each rolled separately on the wound chart. Apply total resulting health loss before psyche loss.

### **German Specific Weapons**

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#### **Assault Rifle-Cost 3vps- Effective Range 20”**

*No more than one assault rifle may be equipped within a single squad, unless the squad is Fallschirmjager or SS, who may be equipped with up to three assault rifles.* Roll two D6 when rolling to hit with this weapon. Any successful hits from this weapon are each rolled separately on the wound chart. Apply total resulting health loss before psyche loss. The -1 to hit modifier for moving and shooting is not applied when executing an “Advance” order with an Assault Rifle. Cannot be used to execute a “Focus Fire” Order. +1 Courage value when fighting in close combat with an Assault Rifle.

#### **Machine Pistol-Cost 2 points- Effective Range 8”**

A Machine Pistol may be taken in place of a normal pistol as a secondary weapon. This weapon cannot execute a “Focus Fire” action. Do not apply the -1 to hit modifier when executing a “Fire” order in response to an “Assault”. +2 Courage value when fighting in close-combat with a machine pistol.

### **Japanese Specific Weapons**

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#### **Type 89 “Knee Mortar”- Cost 3 points per round- Effective Range 12” to 36”**

If a soldier is equipped with a Type 89, then it does not replace his primary nor secondary weapon, but rather the mortar rounds take the place of his normal grenade allowance at 3vps per round—even if normal hand grenades could have been taken for free. When using a Type 89, always treat a “Fire” or “Focus Fire” order as a “Cover Fire” order. Once a target point is chosen within range limits, roll a D6. On a 4-6, the mortar round lands on point and detonates. On a 3, the round lands 3” directly past the point and detonates. On a 2, the round falls short 3” and detonates. On a 1, the round is a dud and does not detonate at all. No negative, nor positive, to-hit modifiers of any kind are counted when rolling to hit soldiers within the detonation area. +1 to the wound chart roll when resolving wounds from this weapon, and add an additional -1 psyche to soldiers wounded by the mortar round. Each round is a onetime use weapon.

#### **Suicide Bomb – Cost 3vps- For Close Combat Use Only**

If a soldier is equipped with a suicide bomb, then it does not replace his primary nor secondary weapon. The soldier executes all orders and actions normally, but has a -1” to his movement value for the entirety of the battle. When executing an “Assault” order, the soldier sheds all other weapons and attempts to run into close combat. The targeted soldier may execute a “Fire” order reaction per normal rules and restrictions. If the assaulting soldier lives to connect with his targeted opponent, he immediately attempts to detonate his bomb. Roll a D6. On a roll of a 1, the bomb is a dud and the soldier is immediately killed by the engaged enemy. On a roll of a 2-5, the bomb detonates, instantly killing the soldier and his close combat opponent, and causing -1 health and -2 psyche to all soldiers within 2” of the detonated soldier. On a roll of a 6, the bomb blast is exceptionally horrendous in size, instantly killing the soldier, his close combat opponent, and causing -2 health and -2 psyche to all soldiers within 3” of the detonated soldier.

#### **Type 95 Shin Gunto, NCO Military Sword- FREE- For Close Combat Use Only**

*NCO only.* If an NCO is equipped with a Type 95 Shin Gunto, then it does not replace his primary nor secondary weapon. +2 Courage Value in close combat when using the Shin Gunto. If the NCO loses a close combat round, but lives to fight another round, he still applies his full courage value to his following close combat dice roll.