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Game: NECROMUNDA Pub: Games Workshop (1999)	v2 Mar 2010
Page 1: Rules summary front Page 2: Rules summary back Page 3: Reference sheet x2 front	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	



Setup & Turn Sequence

Players choose and prepare **gangs**, choose a **scenario** and set up appropriate tabletop scenery.

Each side takes a full turn in succession. Each phase is completed before beginning the next:

MOVEMENT SHOOTING HAND-TO-HAND RECOVERY

Games last until one side **bottles out**, withdraws, is destroyed, or a specific objective is achieved.

Movement

Move models one at a time in the following order:

1. **Chargers**
2. **Compulsory Moves**
3. **The Rest**

Moving, Running and Charging

Models move up to their **M** in inches (even on ladders). A model may **run** at double rate but cannot shoot in the same turn, and must stop if within 8" of an enemy he can see.

Models wishing to engage in **hand-to-hand** (H-to-H) **combat** must declare a **charge** and move at double rate into base-to-base contact (or separated by a low wall or obstacle) with the enemy. If the model does not reach the enemy it is moved as close as possible and can do nothing for the rest of the turn.

Hiding

A model can **hide** by ending its move in a concealed position. Declare the model is hidden and place a **hidden counter** next to it—it cannot be seen or shot at.

A model that runs or charges may not hide that turn. A model that shoots, moves so that it can be seen, or can be clearly seen by an enemy, is no longer hidden. A model automatically spots all hidden enemies within its **I** score in inches.

Terrain

Difficult terrain: half rate. **Very difficult terrain:** quarter rate.

Barriers less than 1" high and 1" wide can be leapt over at no cost, but those 1"-2" high and no more than 1" wide cost half of a model's total move to climb over. Barriers higher than 2" are impassable.

Falling and Jumping

Falling: A model **pinning**, **down** or losing a H-to-H combat within 1" of an edge will fall off on a D6 roll greater than his **I**. If he loses a H-to-H combat he also falls on a roll of 6.

Damage is a hit with a **S** equal to the fall in inches. A fall of up to 3" inflicts 1 wound, and more than 3" inflicts D6 wounds. A fall of more than 12" takes the model **out of action** automatically. Armour saves apply with save modifiers. In any case, the model is automatically **pinning**.

A model in the way of a falling model is hit on a 4+, damaged and **pinning** as per the faller. Position surviving models 1" apart. Use this rule when a model 'charges' a model on a lower level.

Jumping: If the vertical distance is 3" or less, take an **I** test: failure means a fall, success means the model has landed safely and must stop, and a roll of 1 means the model may continue moving. Jumps over 3" are treated as falls. Horizontal jumps are D6+ and may be part of a charge.

Shooting

One at a time, models not in H-to-H combat may **shoot** once with a weapon at a target within a 90° arc to their front. The model must be able to see some part of the target's body. You *must* shoot at the closest target unless a more distant target is easier to hit.

Check range: if the target is out of range the shot is wasted; still roll to hit to see if the weapon requires an **Ammo** roll.

Hitting and Wounding

Subtract BS from 7 to find the number needed **to hit** and apply hit, range and cover modifiers. A roll of 1 is always a miss.

See if the shot **wounds** the target by comparing the **S** of the weapon with the target's **T** on the **Wound** chart and rolling a D6.

Roll **armour saves**, taking into account weapon save modifiers.

Pinning

A model hit is knocked over, placed faceup, and is **pinning**. He can do nothing, but if pinned at the start of his turn will automatically **recover** at the end of his turn.

Models cannot be **pinning** by H-to-H hits. A model engaged in H-to-H combat will automatically escape pinning.

If a model has at least one of his gang within 2" that is not a juve, **down** or **broken** he can try to escape pinning at the start of his turn by rolling equal to or less than his **I**.

Injuries

When a model suffers its last wound roll for the **injury**:

1 Flesh Wound

-1 from **WS** and **BS** for the rest of the game.
If both reach 0 the model is **out of action**.

2-5 Down

Model is placed facedown and may only crawl 2".
Roll again to what happens to the model at the end of his Recovery Phase.

6 Out of Action

The model is removed from play.

If a model goes **down** or **out of action** each friend within 2" must make a **Ld** test.

If a weapon inflicts multiple wounds make another Injury roll for each extra wound inflicted after the final wound. A model can suffer multiple flesh wounds.

High impact weapons (Strength of 7+) cause an **out of action** result on a roll of 5-6.

Other Shooting Rules

If shooting into a H-to-H combat distribute hits randomly between all participants.

Some heavy weapons preclude movement in the same turn as shooting.

Blast Weapons

Nominate the target and roll to hit; if the shot hits, center the **blast template** over the target. Models wholly under it are hit. Any model partially within the template is hit on a 4+ on D6.

If the shot misses make a **Scatter** roll. Roll the **Artillery** and **Scatter** dice—a number shows how far you have missed the target in inches, and direction is indicated by the arrow.

No shot may scatter more than half the range between the shooter and the target.

A **Misfire** indicates no effect. A **Hit** and a **Misfire** indicates the weapon may have exploded in the breach (see *Exploding Weapons*).

Grenades

A model carrying grenades has enough to last the entire battle. Throwing a grenade is like using a blast weapon, but the maximum range is based on the thrower's **S**.

S 1	4"
S 2	6"
S 3	8"
S 4	10"
S 5 or more	12"

The number on the Artillery dice is halved if the throw **scatters** (the maximum scatter limit does not apply).

Roll a D6 on the **Misfire** table if the Scatter and Artillery dice turn up **Hit** and **Misfire**.

Grenades thrown at a point on the ground are at -1 to hit (*small target*).

Flamers

Both flamers and hand flamers use the large teardrop-shaped template. Models wholly under it are hit automatically. Any model partially within the template is hit on a 4+ on a D6.

Hit modifiers for range, cover etc do not apply.

Hand flamers get only 1 shot per game.

Sustained Shooting

If a weapon is capable of **sustained fire** declare a *single* or *sustained* shot.

For sustained fire, roll D3s equal to the weapon's **sustained fire value** to determine the number of shots.

Each shot is treated separately and can be made at the same target or another model within 4" of the original target. At least 1 shot must be allocated to the original target.

Ammo Rolls

A score of 6 on a hit roll indicates a D6 Ammo roll is required, in addition to normal effects. If you roll less than the weapon's Ammo roll number it is useless for the rest of the game.

Some weapons must make an Ammo roll every time they are fired. Grenades automatically fail any Ammo roll they make, indicating you have thrown your last Grenade of that type.

Exploding Weapons

If an Ammo roll is a 1 the weapon is not only useless, but there is a chance it may **explode**.

If a further D6 roll is less than the weapon's Ammo roll rating, inflict an automatic hit on the user with a **S** value of -1.

Blasts are confined to the user.

Weapons with a rating of *auto* automatically fail their Ammo roll but will still explode on a further roll of 1.

Overwatch

A watch may go on **overwatch** at the start of its turn if it is not **down**, **pinning** or **broken**.

It may not move, shoot or go into hiding (but may remain hidden) during its turn, but may shoot at any target as it presents itself at any time during the enemy's turn.

Once the model has fired, is hit, forced to move, or at the end of the enemy's turn, it is no longer on overwatch.

Declare the overwatch shot and determine the position of the enemy model at the moment of fire.

There are modifiers to hit an emerging or disappearing target, or being charged by the target, whilst on overwatch.

Stray Shots

If a shot misses with a 1 to hit, and it passed within ½" of a friend, it hits the friend on a further roll of 1. If several friends are eligible randomise who is hit.

Hand-to-Hand Combat

Models in base-to-base contact are in hand-to-hand combat; all models fight regardless of whose turn it is. They cannot shoot in the shooting phase or move away in their movement phase.

1 Throw Attack Dice

Both players roll D6s equal to their **A**.

2 Work Out Combat Score

Each picks their highest scoring dice and adds his model's **WS** and any combat modifiers to it.

3 Determine Winner

The highest Combat Score wins.

If a tie the model with the highest Initiative wins.

4 Number of Hits

The difference between Combat Scores is the number of times the winner has hit (still once if it was a tie).

5 Throw to Wound

Roll a d6 on the **Wound** chart for each hit using the **S** value of the weapon (unless noted).

6 Saving Throw

Armour saving throws if appropriate, modified by weapon save modifiers.

7 Resolve Injuries

In the same way as for shooting.

Weapons

Only H-to-H weapons and pistols may be used. All fighters carry a knife. Weapons cannot be swapped during combat. One extra dice is rolled if the model carries a H-to-H weapon in each hand (hits are inflicted alternately).

Parrying

Fighters with swords may **parry** by forcing an opponent to re-roll his highest Attack dice before working out his Combat Score. Two combatants with swords cancel the ability out.

Criticals and Fumbles

Any Attack dice rolls of a 1 indicate a **fumble**. For each fumble the opponent may add +1 to his Combat Score.

At least two Attack dice rolls of a 6 indicate a **critical hit**. The first 6 is your highest score and each extra 6 counts as a +1 to your Combat Score.

Multiple Combats

In an order chosen by the outnumbering player, the outnumbered model must fight each opponent in succession. Each subsequent enemy after the first gains an extra Attack dice and a +1 to their Combat Score (cumulative).

Follow Up

If all a model's H-to-H opponents go **out of action** he may make a **follow-up move** of 2" out of the normal turn sequence.

A model may also cross an obstacle without penalty or engage another enemy for the next turn's combat (no charge bonus) with a follow-up move.

Fighters Down

A fighter that goes **down** is automatically **out of action**. In multiple combats some fighters can go **down** and **crawl** away 2" during their Move phase, as long as at least one continues to fight.

Breaking From Combat

A model **broken** while fighting H-to-H breaks off and takes one immediate automatic hit from his enemy.

Leadership & Recovery

Take a **Leadership test** by rolling 2D6. If the score is more than the model's **Ld** the test is failed.

If a model goes *down* or *out of action* each friend within 2" must make a Leadership test.

If the test is failed the model is *broken*. If he can stay and hide he will do so. Otherwise the model will **immediately** run 2D6" away from his enemy and towards the nearest cover.

If he can reach a position of cover he stops, if not he runs the full distance rolled. In subsequent movement phases he moves another 2D6" until he reaches such a position. He may not otherwise move or shoot.

If a *broken* fighter is forced into H-to-H combat his **WS** is counted as 0. If he survives the round, he automatically breaks and runs for cover.

Remember, a model breaking from combat takes one immediate automatic hit from his enemy.

Recovering Your Nerve

A *broken* fighter in cover that cannot be seen by an enemy may attempt to **recover** by making a Leadership test during the Recovery Phase.

A model may not be *broken* and recover in the same turn.

Leaders

A fighter within 6" of the gang leader may use the leader's **Ld** when testing, unless the leader is *down* or *broken* himself.

The Bottle Test

This Leadership test is made at the start of the turn if a quarter or more of a player's gang is *down* or *out of action*. If failed the gang loses the fight and the game ends.

Use the leader's **Ld** unless he is *down* or *out of action*, in which case use the remaining fighter with the highest **Ld**.

A player may *voluntarily* fail a bottle test. The conditions for the test must still be met and the player still loses the game.

Attacking Structures

Structures have a **T** value and can sustain a certain number of wounds. Most are large targets are therefore **+1 to hit**.

Instead of shooting, **Krak grenades** or **Melta bombs** can be placed on a structure within 1" of the fighter—the target is hit automatically.

Structures in base contact with a model can be hit in H-to-H if the fighter did not shoot or fight in H-to-H combat that turn. Each Attack equals 1 automatic hit.

Psychology

Make a 2D6 **Leadership test** in the following circumstances:

Fear

If a model is charged by a model that causes *fear* and fails the test, the model is *broken*. If a model wishes to charge a model that causes *fear* and fails, the model can do nothing for the rest of the turn. Make the tests when the charges are declared.

A model that causes *fear* does not have to test for *fear*, and if confronted by *terror* tests for *fear* instead.

Terror

Circumstances are as for *fear* above. Also if the model is within 8" of the thing causing *terror* at the start of your turn.

If the test is failed the model is *broken* and must run to cover as the model's move for that turn.

A model that causes *terror* is unaffected by *fear* and *terror*.

Stupidity

Test at the start of the model's turn. If failed:

Roll a d6 before each H-to-H phase:

- 1-3 roll no Attack dice this turn; **WS** still counts
- 4-6 fight normally

Roll a d6 to determine movement:

- 1-3 roll a **Scatter** dice and move the model a full move in that direction. If it comes into contact with an enemy it becomes engaged in H-to-H combat as above.
- 4-6 model does not move

The model can do nothing else that turn except run if he is *broken*. He does not have to take any *fear* or *terror* tests.

Hatred

If a model *hates* his adversaries all Leadership tests are taken with a **Ld** of 10. A model fighting H-to-H with a *hated* foe may re-roll any Attack dice in the first turn of combat, and must use his 2" follow-up move to engage a *hated* enemy if possible, or at least move toward one.

Frenzy

If an individual is *frenzied*:

The model must always charge the closest enemy within charge range if able to do so.

The model doubles his Attacks, and cannot parry.

The model must use his 2" follow-up move to engage in H-to-H combat if possible. Otherwise they must move closer to the enemy.

The model is unaffected by *frenzy*, *terror*, *stupidity* or *hatred*.

If the *frenzied* model is *broken*, these rules no longer apply.

A player may wish to regain control over a *frenzied* model by making a **Ld** test at the start of his turn. If successful this lasts until the start of the following turn.

Gangs

House Goliath	House Van Saar	House Delaquer
House Cawdor	House Orlock	House Escher

Gangs are set up with 1,000 Guilder credits. Anything remaining is the gang's **stash**.

A gang can be of any size from 3 models upwards, and must consist of 1 **Leader**, any number of **Gangers** and up to 2 **Heavies**. No more than half the gang can be **Juves**.

All models are equipped with a knife for free. Other weapons are bought from the gang's **Weapons List**. Some are restricted to the leader when the gang is created, but later any ganger may purchase them. Only 1 heavy weapon can be carried by a model. **Juves** can only use H-to-H weapons, pistols and knives.

Determine each fighter's **initial experience**: **Juves** 0, **Gangers** 20+1D6, **Heavies** and **Leaders** 60+1D6.

Hired Guns

Underhive Scum Wyrds	Bounty Hunters Pit Slaves	Ratskin Scouts Special Characters
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Hired guns can be recruited when a gang is created, or after any game, by paying the hire fee per battle.

They do not count as part of a gang for collecting income or living expenses, cannot modify or sell their weapons and equipment, and they do not earn experience.

For the purposes of calculating the **Gang Rating**, they are equal to their hire fee x 5.

Outlaws & Outlanders

Outlawed Gangs Scavvies	Redemptionists Spyre Hunters	Ratskin Renegades
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Reporting a Gang

After a game, either player may report the incident to the Guilders' Watchmen (unless the reporting gang is an Outlaw or Outlander gang).

The accused player rolls 2D6 on the **Outlaw Table** (p8, *Outlanders Book*).

Outlaw Gangs

Territory New outlaw gangs lose all but one of their territories. If this last territory is lost after a game, roll on the **Outlaw Territory Table** (p10, *Outlanders Book*) for a new one.

Only one territory can be held at a time; an extra territory can be occupied and the old one abandoned, or it can be looted for its basic income value (or double the maximum if variable).

Collecting Income A gang's *non-Outlaw* territory still supplies income if worked by a ganger, but income is halved.

Foraging Any ganger who survives a game and is not performing any other tasks may go foraging, collecting D6 credits worth of supplies each.

Food & Supplies Each member of the gang must receive 3 credits worth of supplies to function.

Any model missing out on receiving these supplies suffers a cumulative -1 to Strength and Toughness per game until they do. A Strength or Toughness of 0 indicates starvation. Weapons and equipment may be kept by other gangers.

Spending Cash Outlaws use the **Outlaw Trading Post** tables (p14, *Outlanders Book*). Hired guns, new recruits and rare items (**Outlaw Trade** table: p13, *Outlanders Book*) are available normally.

Scenarios Outlaws roll on the **Outlaw Scenario** table (p16, *Outlanders Book*), but may both Outlaw and normal gangs use either table if they get to choose.

Bounty

Any non-Outlaw gang which captures or kills Outlaws may collect a reward from the Watchmen equal to the each Outlaw's total cost. If an Outlaw is captured he may be exchanged as normal or sold for the bounty plus a bonus of D6x5 credits.

Regaining Non-Outlaw Status

An outlawed gang may buy off its Outlaw status for 10% of their gang rating, as set when they become outlawed. Generate 5 new pieces of normal territory. The Outlaw territory may be discarded or kept as one of the 5.

Each time an Outlaw gang plays another game against a non-Outlaw gang add another D6x10 to this price.

Gang Rating

GANG RATING = VALUE OF FIGHTERS + EXPERIENCE

Serious Injuries (p41, Sourcebook)

Models which go *out of action* must roll D66 on the **Serious Injuries Chart** at the end of the game. Fighters who are *down* at the end of the game recover fully on a D6 roll of 1-3 and go *out of action* on a 4-6.

Experience (p42-49, Sourcebook)

Determine each ganger's initial experience. Experience is gained after a fight as dictated by the scenario. A gang fighting a gang with a higher gang rating earns extra experience points.

As gangers earn experience points they are entitled to a 2D6 roll on the **Advance Roll** table when they go up a level, taken immediately after the game when the advance is gained. **Juves** become gangers after they have earned 21 Experience points.

New skills types are picked according to the **Skill Types Available** table. Choose a type and roll a D6 to determine the skill.

Characteristic increases may not go beyond maximum limits:

Maximum Value	M	WS	BS	S	T	W	I	A	Ld
	4	6	6	4	4	3	6	3	9

Territory (p50-53, Sourcebook)

Every gang begins with 5 territories from the **Territory** table. At the end of a battle a gang can collect income from its territories. Each ganger that does not go *out of action* can collect income from one territory, up to a maximum of 10 gangers. Leaders, heavies and juves never collect income.

Cross reference the gang's income with the number of models in the gang to find the profit remaining after deducting maintenance costs. This is added to the gang's stash. A gang beating a gang with a higher rating receives a **Giant Killer** income bonus.

The Trading Post (p54-57, Sourcebook)

Cash can be spent on new recruits armed with weapons from the **Gang Recruitment** list, mercenary fighters (Hired Guns), or new weapons and equipment from your House Weapons list. New recruits must fight at least one battle before being given other equipment. Weapons must be of an appropriate type for the fighter.

The number of **rare items** available is determined by a D3 at the start of the trading session. Roll a D66 for each item on the **Rare Trade** chart. For each ganger used to search out rare items you may add another randomly generated rare item, but these gangers cannot collect income.

Before rolling for items on the Rare Trade list, you may instead choose to use one or more of those offers to purchase weapons *not* on your house weapons list. Each non-house weapon purchased reduces your rare trade offers by one.

Common equipment is accessible to all and does not cause a reduction in rare trade items. Gangs with specialized starting weapons lists treat their list as a House Weapons list.

Equipment can be automatically **sold** for half their price. Rare items with a variable price fetch half the fixed price component.

The value of fighters includes equipment. Variable cost equipment is worth the fixed price component only.

When a fighter is killed all his equipment and weaponry is lost.

Campaign Game Sequence

Pre-Battle Sequence

1. Player with the lower gang rating rolls on the **Scenario** table. The player who picks the scenario is the attacker.
2. Roll for fighters with Old Battle Wounds or Head Wounds.
3. Set up terrain and gangs according to the scenario.

Post Battle Sequence

1. Determine the extent of injuries for each fighter out of action. Roll for injuries on the **Serious Injuries** chart.
2. Allocate Experience points and make Advance rolls.
3. Re-allocate territory if appropriate.
4. Collect income from territory.
5. Recruit new fighters and buy new equipment.
6. Update total gang rating.



1.MOVEMENT 2.SHOOTING 3.HAND-TO-HAND 4.RECOVERY

CHARGES>COMPULSORY>OTHER

BOTH SIDES FIGHT

FOR MODELS *DOWN*

SHOOTING

Shooter's BS									
1	2	3	4	5	6	7	8	9	10
6	5	4	3	2	1	0	-1	-1	-3

	7	8	9	10
first roll a 6, then:	4	5	6	Miss

Hit Modifiers D6 (1 always misses)

- 1 target in **partial cover** (at least half the figure)
- 2 target in **cover** (less than half the figure)
- 1 **appearing / disappearing / charging** target
- 1 **rapidly moving** target (10"+)
- 1 **small** target
- +1 **large** target
- +/- **weapon** range modifiers

A model hit is **knocked down** faceup and **pinned**.

A model with another gang member within 2" that is not a juve, *down* or *broken* may escape pinning at the start of his turn by rolling equal to or less than his I.

A roll of 6 on a hit roll requires a d6 Ammo Roll.

Wpn Str	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6						
2	3	4	5	6	6					
3	2	3	4	5	6	6				
4	2	2	3	4	5	6	6			
5	2	2	2	3	4	5	6	6		
6	2	2	2	2	3	4	5	6	6	
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Injuries D6 when last wound lost

1 **Flesh Wound** -1 WS and BS

2-5 **Down** Turn model facedown; can do nothing but crawl 2". Re-roll in your Recovery Phase.

6 **Out of Action** Remove model

If a model goes *down* or *out of action* each friend within 2" must make a 2D6 Ld test or they are *broken* (use leader's Ld if he is within 6" and not *broken* or *down*). Broken fighters run 2D6" to cover.

HAND-TO-HAND

Sequence D6 (1 always misses)

1. Roll D6 for each Attack on the fighter's profile

2. **Combat Score** for each fighter
Highest dice roll + WS + hit modifiers

3. **Highest Combat Score wins**
On a draw highest I wins and scores 1 hit; if Initiatives are equal the result is a standoff

4. **Hits**
Winner inflicts 1 hit for each point of difference in Combat Scores

5. **Roll on Wound Chart**
for each hit using Weapon's S

6. **Armour Saves**

7. **Roll for Injuries**
as for shooting if fighter loses all Wounds

Fighters that go down in H-to-H combat are automatically **out of action** unless opponent is in H-to-H combat with another model.

Fighters escape pinning if engaged in H-to-H combat.

Hit Modifiers

- +1 **Fumble** Each 1 rolled by opponent
- +1 **Critical Hit** Each additional roll of a 6
- +1 **Charging** If fighter charged that turn
- +1 **Higher Up** Fighting from higher position
- 1 **Encumbered** Carrying heavy weapon/equipment
- 1 **Obstacle** Enemy behind obstacle during turn you charged

RECOVERY

Down fighters roll on the **Injury Chart**.

Broken fighters may take a 2D6 Ld test to recover if they are in cover and cannot be seen by the enemy.



1.MOVEMENT 2.SHOOTING 3.HAND-TO-HAND 4.RECOVERY

CHARGES>COMPULSORY>OTHER

BOTH SIDES FIGHT

FOR MODELS *DOWN*

SHOOTING

Shooter's BS									
1	2	3	4	5	6	7	8	9	10
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2	3	4	5	6	6					
3	2	3	4	5	6	6				
4	2	2	3	4	5	6	6			
5	2	2	2	3	4	5	6	6		
6	2	2	2	2	3	4	5	6	6	
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Injuries D6 when last wound lost

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as for shooting if fighter loses all Wounds

Fighters that go down in H-to-H combat are automatically **out of action** unless opponent is in H-to-H combat with another model.

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RECOVERY

Down fighters roll on the **Injury Chart**.

Broken fighters may take a 2D6 Ld test to recover if they are in cover and cannot be seen by the enemy.