

PLAYSHEET

Turn Sequence 1) Moving, 2) Speaking, 3) firing, 4)fighting, 5) Morale throws.

MOVING

Movement rates marked on the character cards, people 4” to 6”, running double.
 Heavy load -1”. Really heavy load 2 men -2”. Two rounds Fighting or Speaking per move.
Obstacles most deduct 1” from move. Difficult take 3” and really difficult 5”.

SPEAKING AND HEARING

U = understood H = heard
 Whispers U 1", H 2". Normal speech U 3", H 6". Shouts U 6", H12" Screams & shots H18".

SHOOTING (noted on the cards)

Firing takes place after moving but opportunity shots at passing targets can be fired with an additional deduction of 1 from the hit chance, -2 if being attacked from less than 10cm.

First dice for the number of shots fired during the move, varying dice for different weapons.

Then dice for hits on stated target **D6** +F

good shots +1	target in cover -1	firer moved over 2” -1	rested long gun +1
Poor shots -1	Coup de grace shot within 1” +2	target moved over 6” -1	telescopic sight +1

On achieving a hit, dice **D6** (+2 if Coup de grâce) 5+ Downed, 3+ Staggers, 2- Flinched.

The target player then throws a saving throw as under **Piercing Weapons**.

THROWING

Simple hits are as for bludgeoning weapons. The given throwing ranges are modified by characters melee factor HR= Half Range FR= Full Range

Weapon	Range	SSD	HR	FR	Other	To hit special
Stone	8”	-1	4+	5+		
Spear	6”	0	3+	5+		
Dynamite stick*	6”	-	4+	5+	SDD 1” -1; 2” 0; 3” +1	Fails on 1
Gas bomb	6”		2+	4+	See special rule	Fails on 1

Weapon Exploding Point – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point **D6** (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away. Use 6 sided dice with arrows on it for direction from aim point.

* Anyone within 1" of exploding point can try to kick (standing) or throw (prone or kneeling) it away **D6**-3inches.

Gas Bombs create a gas cloud 6” in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

FIGHTING

Fighting strengths are marked on the cards generally: men -1 to +2, women -3 to 0. 2 rounds per move

Fighting is done throwing **D6** +fighting value + any weapon or other Factors each in competition.

Factors, full surprise +2, half surprise +1 height advantage +1, shaken -1, groggy -1, enraged +1, wound deductions, long axe -2, mounted +2, Charging +1, Mounted charge +2.

Outnumbering mean of Dice +2 for 2, 3 for 3 etc to one.

RESULT: 1+ wins unscathed, 0 drawn no advantage, -1 Flinches, -2 Staggers, -3 Downed.

LI = Lightly injured (pink) -1" move -1 melee or firing & MT if not bandaged **D6** each move 1, extra -1 to move & fighting

BI = Badly injured (Green) -2" move -2 melee & MT improving 1 if bandaged.

DI = Dangerously Injured (red) -3" move -3 melee & MT (improves 1 if bandaged) **D6** each move 2- collapse critically injured.

AD = Apparently Dead (Blue or Black)

Wound Value is used to total up on a creature. See page 4.

Outnumbering mean of Dice +2 for 2, 3 for 3 etc to one.

1+ wins unscathed, 0 drawn no advantage, -2+ Flinches, -4 + Staggers, -5- Downed

SAVING THROWS AGAINST BLOWS D6 +/- SDD

Piercing Weapons , knives +1, pistol bullets 0, rifle bullets -1, bayonets -2, axes -3, halberds -4 etc	
Flinches	5+ superficial, 3+ lightly injured (LI) -1" move -1 melee or firing & MT if not bandaged <u>D6</u> each move 1, extra -1 to move & melee , 2- screams badly injured -2" move -2 melee & MT improving 1 if bandaged.
Staggers	5+ lightly injured (LI) -1" move -1 melee or firing & MT if not bandaged <u>D6</u> each move 1, extra -1 to move & melee, 3+ screams badly injured -2" move -2 melee & MT improving 1 if bandaged. 2- Dangerously injured -3" move -3 melee & MT (improves 1 if bandaged) <u>D6</u> each move 2- collapse critically injured.
Downed	5+screams badly injured -2" move -2 melee & MT improving 1 if bandaged. 3+ Dangerously injured -3" move -3 melee & MT (improves 1 if bandaged) <u>D6</u> each move 2- collapse critically injured. 2- Apparently dead.

Bludgeoning Weapons , fists 0, handbag -1, club -2, whip +1, brick -2, stone -1	
Flinches	4+ superficial enraged +1 in melee, 3- hurt MT
Staggers	4+ hurt MT, 3- Lightly injured -1" move -1 to melee & MT,
Downed	4+ Lightly injured -1" move -1 to melee & MT & -1 in melee to rise, 3- Stunned <u>D6</u> each move needing 6 to recover to groggy a move & MT

MORALE

Morale is thrown for when injured (as above), when an initial shooting is within 12", hearing a scream from a non enemy within 6", when a friend routs within 6".

D6 + Factors	Factor		Factor
Armed	+1	Groggy	-1
Each armed comrade within 3"	+1	Light Injury	-1
Elite	+2	Badly Injured	-3
Trained	+1	Each comrade downed or surrendered	-1
Fright Value of scary thing within 9"	TI	Each comrade apparently dead	-1
		Fright Value of the scary thing!	?

Morale Testing Table	Nerve
C= Controlled, S= Shaken, P= Panicked T=Terrified, <u>D6</u> + ADT Character Value (+2 > -2) Heroes: Controlled 3+, Shaken 0+, Terrified -1 or less Brave: Controlled 4+, Shaken 1+, Panicked 0, Terrified -1- Normal: Controlled 5+, Obedient 3+, Shaken 2, Panicked 1, Terrified 0+ Faint -1- Follower & Cautious: Obedient 4+, Shaken 3, Panicked 2, Terrified 1 Faint 0- Controlled means will do as player wishes Shaken means will not move and is -1 in melee and firing hit chances for next move. Panicked means stands screaming a move and dices for MT again for the next. Terrified means will run to safety if able or cower down or surrender if not.	Player wants to do something risky roll a d6 needing 5+ <u>Factors</u> Most named characters +2 Most named NPC +1 Trained for it +1 (cumulative with below) Done it before +1 Done it lots of times +2 Failed before -1 Failed lots of times -2 "Oh Sh*t" -2 "Oh Mummy" -3 Fears nothing +1 Particular fear -1 to -4 Etc... If he fails then he does not do it and cowers back. He may try again next go but suffers the penalty for failing before.