

GAME SEQUENCE

- 1 Procedure phase
- 2 Turns phase
- 3 Hand-to-hand combat phase

THE TURNS PHASE

INITIATIVE MODIFIERS TABLE

Situation	Penalty	Situation	Penalty
Knife	0	Each light wound suffered	-4
Sword	0	Each serious wound suffered	-10
Pistol	0	Wearing a helmet	-3
Basic type weapon (eg lasgun)	-3	Wearing a power armour suit	-3
Heavy weapon (eg auto-cannon)	-5	Wearing flak armour	-2
Batch of up to 5 micro grenades	0	Wearing a mesh armour vest	-1
Batch of up to 5 missiles for missile launcher	0	Wearing a plate armour breastplate	-2
Batch of up to 5 standard power packs	0	Wearing a Terminator-armour suit	-2
Batch of up to 50 rounds of bolter, shuriken or conventional ammunition	0	Carrying a shield or powershield	-2
Batch of up to 100 needler shots	0	Carrying a single heavy item	-5
Batch of up to 5 total of flamer, webber or webber solvent canisters	0	<i>This is a loose category which includes any object weighing between 20-50 kilos; a medi-kit for example</i>	
Up to 1 normal grenade	0	Carrying up to 5 small objects	0
For each item carried if more than 1	-1	<i>This is a very broad category which includes objects such as a communicator, respirator, scanner, separate infra or photo goggles, and argeter.</i>	
		If carrying more than 5 small objects - each extra 1-5 objects carried.	-1
		<i>A total of 12 objects therefore imposes a penalty of 2.</i>	

If the character carries one of the above weapons either in his hand or about his person he suffers the penalty shown.

If the character has more than 1 of these items he suffers an additional penalty of -1 for each item carried. Eg, if he has 2 swords, the penalty is -2; if he has 5 micro-grenades, a pistol and 50 rounds of bolter ammo his penalty is -3

DELAYED TURN

A character may choose to forgo his turn when his initiative is called. The character may then take his turn immediately before any other character. As the initiative countdown is called, the delaying player interrupts to take his turn. Once the character with the lowest initiative has taken his turn, any model which has not yet taken a turn has one last final chance to do so before the hand-to-hand combat phase. This represents the fact that a character who is particularly alert may always defer from acting in favour of 'choosing his moment'.

SNAP FIRING

Snap firing is very chancy but sometimes useful. It is not something which players are recommended to do too much. Any character has the option to make a single firing action at any time before his initiative level is called even though it is not yet his turn. The player simply interrupts the normal sequence and declares his character is snap firing. His chance of hitting is halved and the model misses its turn of the current sequence. Remember that a character can only do this *once* before his turn.

Players should note that snap firing can and usually does happen during another model's individual turn. However, a snap firing may not interrupt working out an opponent's firing result once a shot has been fired. This exception is intended to prevent players snap firing as soon as it becomes obvious their character has been badly hit - which would be merely exploiting the rules in an unrealistic manner.

EVADE

If a character is shot at before his own individual turn he can throw himself down to the ground or roll to cover within 1m (1"). This is called an *evade*. The model misses its turn of the current sequence. A model may also evade during his individual turn if another character snap fires at him. Once the model has evaded his turn is ended, and any remaining actions are lost.

A character who evades is still shot at, but all chances of hitting him are halved for the duration of the current turn sequence. Once the model has evaded it cannot evade again that game sequence.

ACTIONS

During the Confrontation combat game each model can accomplish in his individual turn what a real person could do in about 10 seconds. A character can actually perform up to 4 separate actions during this period - each action taking approximately 2-3 seconds. Note that a character does not have to perform all 4 or any actions if he does not wish to do so - obviously the character can just do nothing if he prefers.

This broad framework of 1 action equals 2-3 seconds is the backbone of the entire Confrontation combat game. Within this framework you can provide rules for any activities which a real person could do in real life. For example if you know that it takes you about 10 seconds to open a can of baked beans you know that it will take your character the same time - 4 actions, to use our game terms. Of course there are no cans, can-openers or even baked beans on Necromunda, but there are many other everyday items which your characters might wish to use, examine, dismantle, repair, put in their pockets, and so on.

ACTION COST TABLE

1 ACTION: It takes 1 action to accomplish any one of the following:

Walk up to 3m over open ground	Firing six shots - fully-automatic*
Run up to 6m over open ground	Firing one shot - single shot non-automatic†
Crawl up to 1m over open ground	Throwing a grenade†
Drag a human sized load 2m	Switching an energy field defence on or off*
Walk through debris, sludge, or in buildings up to 2m	Operating any hand-held item such as a scanner
Walk or crawl through dense wreckage up to 1m	Drawing or putting away a weapon other than a heavy weapon*
Dive to a prone position within 1m	Taking out a grenade, new magazine, power pack, ammo canister or other hand-held item*
Kneel from a standing position	Ejecting spent magazine, power pack, or ammo canister*
Kneel from a lying position	Picking up a hand-held item from the ground, a table, etc*
Lying from a standing or kneeling position	Speaking up to 5 words of command or instruction*
Standing from a kneeling position	
Resting a weapon	
Aiming a weapon	
Firing two shots - semi-automatic†	

2 ACTIONS: It takes 2 actions to accomplish any one of the following:

Lifting or put down a large object up to 50 kilos	Taking up or stowing any heavy weapon
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4 ACTIONS: It takes 4 actions to accomplish any one of the following:

Taking a hand-held item from a dead, wounded or knocked out model	Reloading or fitting a new magazine, power pack or fuel cell to a weapon or piece of equipment.
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* May be combined with a walking action. † May be combined with a walking or running action.

COMBINED ACTIONS

A walking action may be combined with one other action marked with an asterix or a dagger and this is treated as a single action. For example, walking and ejecting a magazine, walking and firing, and walking and drawing a weapon.

A running action may be combined with a firing or throwing action in the same way, but not with actions marked with an asterix.

DIRECTION OF FACING

A model may change its direction of facing once, or pivot on the spot once, as part of any other action. A model which moves may change its direction of movement any number of times during its move, eg zig-zag or move in a curve, and this doesn't affect its ability to then pivot before or after its move. Note however that models are generally considered to move forwards, so a model which turns and moves may not then turn at the end of its movement as part of the same action. A model which wishes to pivot without performing any other action may do so, this is considered to be 1 action.

DROPPING ITEMS

A character may drop any hand-held item at any time. This does not count as an action and immediately frees the hand to take up another item. This is very useful, but don't forget that you've dropped the item: it's not in your pocket or your back-pack but on the floor where you dropped it! If you want to use a dropped item again you'll have to go back and pick it up.

FIRING RESTRICTIONS

It is not possible to fire more than one single shot from a non-automatic weapon, four semi-automatic shots, or twelve fully-automatic shots during any character's individual turn. In the case of automatic weapons this is equivalent to two actions of continuous firing at maximum rate.

VISIBILITY

COVER TABLE

Activity	Part exposed	Maximum distance at which character can be seen
Observing round corner	Head only	40m (20")
Observing over cover	Head only	30m (15")
Observing from window	Head only	20m (10")
Aiming/preparing to fire from corner	Head, arms, chest	80m (40")
Aiming/preparing to fire standing from cover	Head, arms, chest	60m (30")
Aiming/preparing to fire kneeling from cover	Head, arms	50m (25")
Aiming/preparing to fire standing from window	Head, chest, 1 arm	40m (20")
Aiming/preparing to fire kneeling from window	Head, 1 arm	30m (15")

FIRING

The normal procedure for firing is as follows.

- 1 **Targeting** - determine whether the character can fire at his intended target.
- 2 **Shooting** - determine whether the shot hits its target. In the case of grenades and similar weapons determine where missing shots hit.
- 3 **Hit Location** - determine whereabouts on the target the shot strikes: head, body, arms or legs.
- 4 **Armour Penetration** - determine if armour is penetrated by the shot.
- 5 **Damage** - determine if the target is wounded or killed by the shot.

REACTION ROLL

If a target was not visible to the firer at the start of the current game sequence, either because it was obscured from sight or because the firer was facing in the wrong direction, then the firer must make a successful reaction roll before he can fire at it. A character who gives his position away by firing is considered to be visible at the start of the following sequence if he does not move. Even though strictly speaking he cannot be seen, the character has fired and in doing so has blown his cover.

A character's chance of reacting successfully equals 3x his modified initiative characteristic as a %. For example, if the character's modified initiative value is 8 the character has a $3 \times 8 = 24\%$ chance of reacting. The minimum chance of reacting is 10% (assuming the character is conscious!). No matter how low his initiative drops a character always has a 10% chance of reacting. It is suggested that players make a note of the reaction % for each character on their record sheet. Obviously this may drop if the character is wounded, picks up a heavy object, etc.

ROLL TO HIT

Minimum to Hit. Every shot has at least a 2% chance of hitting its target even if the chance of hitting is a negative number after modifications. Only targets beyond the range of the weapon have no chance of being hit.

Always Miss. A roll of 00 or 100% always indicates a miss. The highest percentage chance of hitting is therefore 99%.

Always Hit. If a character aims and shoots at a prone, unconscious, fully exposed and otherwise immobilised target within 2 metres, it is almost certain he will hit. Unless a 00 (100%) is rolled the target is hit automatically. No to hit modifiers apply. There is no need to roll for location (see later), the shooter may choose where to place his shot.

FIRING TO HIT MODIFIERS TABLE

The following modifiers apply to the to hit roll and affect the firer's chances of scoring a hit.

1st and each successive shot of semi auto	-5	Firer has heavy wound (each)	-40
1st and each successive shot of fully auto	-10	Each light wound to arm and firing:	
Aiming per action	+5	Pistol	-30
Resting weapon	+5	Basic (rifle type)	-15
Firing and moving in same turn	-10	Heavy weapon	-20
Firing and moving in same action	-25	Shooting from left hand	-30
Firing and running in the same action	-50	Shooting basic weapon one-handed	-30
Target is prone	-30	Shooting heavy weapon one-handed	-100
Firer has light wound (each)	-15	Shooting two weapons simultaneously	-15

Range modifier : -2/ inch for ALL weapons with

Penetration modifier : -2/ inch for non explosives-

AUTOMATIC WEAPONS

Any character armed with a semi or fully automatic weapon may fire using the appropriate automatic mode. Semi automatic weapons fire up to 2 shots per action, fully automatic weapons fire up to 6 shots per action. No more than 4 shots of semi automatic, or 12 shots of fully automatic firing are permitted during a character's turn. In both cases this is equivalent to two firing actions at maximum fire rate, although these do not have to be consecutive.

The player rolls to hit for each shot. Penetration and damage results are worked out when the number of hits has been established.

SPREADING FIRE WITH AUTOMATIC WEAPONS

A model using a weapon in semi or fully automatic modes does not have to use the full 2 or 6 shots permitted to hit. Instead he may cease firing after any roll to hit has been made - this does not affect the fact he has spent the action firing even if he has only used 1 out of a potential 6 fully automatic shots. A player might decide to use less than his full 2 or 6 shots in order to conserve ammo or to spread fire over several actions.

For example, if a model carrying a fully automatic weapon fires only 3 shots in his first action, and 3 shots in his second action, he is free to fire a further 6 shots in his remaining two actions. Penetration and damage are not worked out until all shots have been fired.

FOLLOWING FIRE WITH AUTOMATIC WEAPONS

If firing a semi or fully automatic weapon, it is possible to swing the weapon across to a new target while still firing. The new target must be within 5m of the previous one and must be visible to the firer as normal. The decision to switch targets may be made after any roll to hit. For example, player A is firing a fully automatic weapon at target B, the first 2 shots hit, so A decides to shift to target C who is standing beside B. Three of his next 8 shots hit, so he once again decides to switch targets and fires his remaining 2 shots at target D who is standing beside C. Penetration and damage are not worked out until all shots have been fired, so the player's decision to switch targets is based purely on the number of hits not their effect.

USING THE FIRING TO HIT MODIFIER CHART

Most of the modifiers given on the charts will be self explanatory. The following points are worthy of note.

Automatic weapons. These work as follows. If the character's chance of hitting is normally 50%, his chance of hitting with his first semi automatic shot is 45%, his chance of hitting with his second shot is 40%, 35% with his third shot and 30% with his fourth. In the case of fully automatic shots his chance of hitting with his first shot would be 40%, his second is 30%, then 20%, 10% and down to 2% minimums thereafter. Remember, this modifier applies to all successive automatic shots made during the character's turn - if the firer stops shooting for 1 or more actions before he shoots again, then the second batch of firing counts as fresh shots. If the firer switches targets by means of following fire the cumulative modifier will continue to apply even though the target has changed.

To complete an example, take a character with a fully automatic weapon. During his first action he moves, during his second action he fires 6 shots which we assume work out at 55%, 45%, 35%, 25%, 15% and 5% (6 shots in total). In his third action he moves again. In his fourth action he shoots once more and again his chance of hitting is 55%, 45%, 35%, 25%, 15% and 5% (6 shots in total).

STRAY SHOTS

Characters who consistently fire their weapons in the general direction of their friends are asking for trouble! The chance of a stray shot hitting a model near the line of fire, although small, is bound to catch you out eventually. It is quite easy for a shot to miss its original target and strike another model close to the line of fire.

When firing, the player draws a line of sight from the firer through the target. This is done automatically when you measure the range using a retractable tape measure, the tape indicating the line of sight and hence the shot's path. The line of sight extends from the firer, through the target, and beyond to the maximum range of the weapon, the table edge, or a solid obstruction.

Any model, friend or foe, within 2m of the line of sight may be caught by the shot. This applies equally to models in front of the target and those behind. Stray shots are resolved when the usual roll is made to hit the target. Any score which misses and which is a double, indicates that a model in the line of sight has been caught by a stray shot. If there are several models in the line of sight the individual caught by the stray shot can be determined randomly.

Note that because scores of 00 always miss the original target - a score of 00 always indicates a stray shot. Obviously not all shots will be liable to the stray shot rule, as not all shots will present the opportunity for the shot to hit another model. A firer cannot be hit by his own stray shot!

HAND-TO-HAND COMBAT

RESOLVING THE COMBAT

Consider each combat individually. Normally two models will be engaged, although it is possible that three or more may be engaged together. These 'multiple combats' are slightly more complex, so they are dealt with later. For now we shall consider only those combats involving one model on each side.

Each combatant rolls a D100 and the following multipliers are applied. This roll is intended to reflect the greater hand-to-hand combat ability conferred by powered armoured suits and such like. A combat roll modifier is also applied to characters who wish to defend in hand-to-hand combat as described below. For example, a basic dice roll of 56 is doubled to 112 if wearing powered armour, and increased to 448 if wearing Terminator armour.

Wearing power armour	x2
Wearing Terminator armour	x4
Defending	x2

Each player rolls a D100 for the character and adds the character's WS. Each player then adds to his total any relevant modifiers shown on the chart below. The resulting total is the combat score. The model with the highest combat score is the winner, his opponent is the loser. The winner may now strike a single blow against his enemy, using whatever weapon he has at hand. The winner does not have to strike a blow if he doesn't wish to do so.

Combat score = WS + mod + D100 (x2 if defending)

COMBAT MODIFIERS

Each engaged opponent above one	-50
Using a weapon in each hand	-30
Using a weapon left handed	-30
Each light wound	-20
Each serious wound	-60
Fighting from higher level than opponent	+20
Running into combat that turn	+20
Attacking opponent from behind	+50
Following-up after winning last combat	+40
Prone, lying down or otherwise floored	-100
Weapon is a pistol	+20
Weapon is a basic weapon	-20
Weapon is a heavy weapon	-50
Weapon is a sword	+100
Weapon is a power glove	+60
Weapon is a knife	+70
Weapon is bare fists or improvised weapon	-10

STRIKING A BLOW

The combatant who wins the combat engagement may strike a single blow. His percentage chance of hitting equals his unmodified weapon skill. If armed with a pistol or other firearm, a successful blow indicates that the loser has been hit at point blank range with a single shot. If the winner fails to land a blow he causes no damage, but may still push his enemy back or to the ground as described below.

If a successful blow is struck, determine the hit location exactly as for a shooting hit. Work out the penetration of armour and any resulting damage in exactly the same way (see Hit Location).

PUSH-BACKS

If a character loses in hand-to-hand combat he is overpowered by his enemy, and may be pushed aside or even thrown on the ground. The winning player rolls a D6 and consults the chart below. The result indicates the distance the loser is pushed backwards away from his enemy, as well as the percentage chance of the loser being pushed to the ground.

D6	Push back	Thrown to ground
1	2m (1")	5%
2	2m (1")	10%
3	3m (1½")	15%
4	3m (1½")	20%
5	4m (2")	30%
6*	5m (2½")	40%

Knock out. If the score indicates that the loser is pushed back 5m, and if the character is also thrown down onto the ground, a further D6 should be rolled. If the score is a 6 the loser has been knocked unconscious and will not recover until the game is over.

Push backs from powered armour. If a character is pushed-back by an enemy wearing powered or Terminator armour, all push back distances and the chance of being thrown to the ground are doubled.

Push backs from a power glove. If a character suffers a blow from a power glove, whether the weapon penetrates his armour or not, and is pushed-back as a result, his opponent is assumed to have a power-grip on the body area struck. As he is pushed away this part of him is torn away, irrespective of any armour worn. This usually kills outright, although a lucky character may survive the loss of a limb (chance of survival is 10% for an arm or leg torn off, 25% for a hand). In any case, the character is rendered unconscious until the battle is over.

Push-backs into objects. If a model is pushed-back into an impassable obstacle, such as a wall, he is rendered unconscious for the remainder of the game on the D6 score of a 6. Otherwise the model is simply halted by the obstacle. If a model is pushed-back over rough terrain, hedges, or any comparable feature, his chance of being thrown to the ground is doubled. If a model is pushed back into another character, both must roll to see if they are thrown to the ground with the same basic percentage chance as that of the model which is pushed-back; the model being pushed-back is halted by the clash. If a model is pushed-back into or against a moving vehicle he will take damage as if struck by the vehicle.

FOLLOW-UPS

The winner may immediately follow-up the pushed-back loser if the player wishes. The model is moved whatever distance is required to bring the two models back into an engaged position. The winner does not have to follow-up a beaten opponent if the player does not wish to do so, in which case the models will be further than 1m (½") apart and consequently no longer engaged in combat.

CONTINUED COMBAT

If two models begin the game sequence within 1m (½") either may elect to continue the engagement. The player must declare that the engagement is to continue in the procedure phase before models start to take their individual turns, otherwise it is assumed that models are free to move away as their turn is called. If the engagement is to continue, combatants remain pinned in position and do nothing until the hand-to-hand combat phase.

BREAKING FROM COMBAT

It may well be that a character wishes to escape from a hand-to-hand combat he is losing, but is unable to get out of the engagement because his enemy has elected to continue fighting. The loser is allowed to simply turn tail and run off - although this is risky as his enemy may well succeed in striking him as he flees.

To break from combat, the loser takes his turn during the normal turn phase. The breaking model may only make moving actions, turning his back and running from his opponent as fast as he can. His opponent may strike one blow against him automatically, as if he had just won the combat.

If a character's opponent breaks in hand-to-hand combat then the character is prevented from taking a turn during that game sequence. Should the character be subsequently shot at during the remainder of the game sequence, then the hand-to-hand combat is still considered to be in progress, and the shot has an equal chance of hitting the character who has broken. This is because the break does not necessarily happen in an instant: the fleeing character may spend several seconds ducking and weaving, looking for a chance to make his dash.

DEFENDING

A character who is engaged in hand-to-hand combat may decide not to attempt to strike his opponent, contenting himself with merely defending his own person. In this case, he may then double his D100 dice throw. If he wins the combat, he may not strike a blow but may still push his opponent back as normal. However, he may not follow up a pushed-back opponent.

Note that characters moving into (and thereby initiating) combat that game sequence may not defend during that hand-to-hand combat phase.

MULTIPLE COMBATS

Where the combat involves several models from each side, all characters involved in the combat add the score of a D100 to their combat skill and apply the modifiers to establish their combat score as usual. Note down the result on a scrap of paper next to each model.

Now work through each model at a time in the order of their highest initiative value, in the same way as the normal turn sequence countdown. When the character's initiative is called, he may strike a single blow against an engaged enemy with a lower combat score. Roll to strike a blow and make all subsequent rolls as normal.

The model with the lowest combat score will, of course, be unable to strike a blow as the model/s he is engaged against will all have a higher combat result.

If a model has a lower combat score than all of the models he is engaged against, then the model is pushed-back. The model is pushed-back directly away from the enemy with the highest combat result.

If a model finds that all of his opponents have been pushed-back he may follow-up after any of them.

If neither of the two conditions above apply, push-backs and follow-ups are ignored and the model remains in place.

USING TWO WEAPONS

An individual may fight in hand-to-hand combat using a weapon in each hand. If the model wins the combat he may strike a single blow with each weapon, but the chance of striking a blow is halved with each.

FLOORED CHARACTERS

Once beaten to the ground, a character may only rise if his opponent did not win and follow-up during the combat phase of the previous game sequence. The character may automatically rise in the turn following that in which he was knocked down as long as he wins the combat or if his opponent fails to follow-up.

Note however that a floored character may be unable to rise because of wounds suffered. If the character is still engaged in hand-to-hand combat when he rises, he must defend during that combat phase.

WEAPON BREAKAGE

If the combat scores of both antagonists are equal, then they have parried each other's blows and the result is a draw. Each player rolls a D6, and any model equipped with a power weapon adds a further D6 to his score.

If one combatant's score is double or more that of his opponent, the enemy's weapon has been broken and is useless.

If a model has no weapon, it is assumed he has successfully dodged his opponent's blows and there is no further effect.

UNCONSCIOUS OPPONENT

If an opponent is unconscious, prone, or otherwise unable to defend himself, the attacker hits automatically. In addition, there is no need to roll for location of the blow, as the attacker may choose where he hits. Roll for penetration and damage as normal (see Hit Location).

HIT LOCATION

Dice Throw	Hit Location
01-10	Head
11-20	Arm { Right Arm
21-30	
31-50	Body { Chest
51-70	
71-85	Leg { Right Leg
86-00	

Once it has been established that the firer has hit his target, determine where the shot has struck by rolling a D100 and consulting the chart below.

If the location is protected by armour a separate roll must be made to penetrate the armour before the damage can be worked out. If the location is unarmoured, go straight to the damage effect chart for that location.

If the location indicated is protected by some form of cover, such as a wall, undergrowth, or part of a vehicle, then the shot has hit the cover rather than the character. This is why cover is so important in combat. If you can conceal most of yourself behind a solid wall then you are much more likely to survive.

If a shot hits cover the firer must make a separate roll to see if the shot penetrates the cover or not. If the cover is penetrated, then work out the result of the hit as normal, except add +10 to the damage effect dice score to take into account the loss of velocity or power of the shot (see Damage).

Generally speaking it will be easy to imagine whether cover conceals part of the target's body. Common sense will also dictate whether parts of the body are exposed or not. Ultimately this is left to the players to decide. However, to help clarify the possibilities players might like to consult the diagrams below.

BASIC PENETRATION TABLE		
Armour	% chance of Penetrating Armour	Type of Armour
Ch Chainmail	60%	Primitive
F Flak	50%	Physical
M Mesh	30%	Physical
Pl Plate	30%	Primitive
RF Refractor field	30%	Energy
S Shield/buckler	30%	Primitive
Ca Carapace	25%	Physical
CF Conversion field	20%	Energy
DF Displacer field	20%	Energy
P Power armour	20%	Physical
T Terminator	15%	Physical
PS Powershield	20%	Energy
hc Hard Cover	20%	Cover
sc Soft Cover	50%	Cover

ARMOUR MODIFIERS TABLE

WEAPON	Primitive	Physical	Energy	Cover
LASERS				
Laspistol	+10	+10	-10	-20
Lasgun	+15	+15	-5	-10
Lascannon	+100	+100	+75	+50
Multilaser	+30	+30	+10	+0
BOLT WEAPONS				
Bolt Pistol	+30	+30	+0	+30
Boltgun	+30	+30	+0	+30
Heavy Bolter	+30	+30	+0	+30
CONVENTIONAL				
Stub gun	+0	+0	+0	+0
Heavy Stubber	+25	+25	+0	+25
Autopistol	+0	+0	+0	+0
Autogun	+10	+10	+0	+10
Autocannon	+100	+100	+25	+100
Shotgun	+0	+0	+0	+0
Alternative Shotgun ammo:				
Flechet	+0	-5	+0	-5
Dum-dum	+0	-10	+0	+0
Explosive	+20	+10	-10	-10
AP	+50	+25	+0	+10
SHURIKEN				
Shuriken pistol	+75	+50	+0	+10
Shuriken catapult	+75	+50	+0	+10
Shuriken cannon	+100	+75	+10	+50
OTHER				
Hand Flamer	+0	+0	+20	+10
Flamer	+10	+10	+50	+20
Hand Bow	-10	-20	-20	-20
Melta-gun	+50	+50	-20	+50
Multimelta	+75	+75	+10	+75
Needle Pistol	-5	-10	+0	-30
Needler	+0	-5	+0	-20
Plasma Pistol	+25	+25	-10	+25
Plasma Gun	+25	+25	-10	+25
Heavy Plasma Gun	+30	+30	-10	+50
CLOSE COMBAT				
Chainsword	+0	-10	-10	-10
Sword	-10	-20	-10	-20
Knife	-20	-30	-10	-20
Powersword	+10	+10	-10	+10
Poweraxe	+20	+20	-10	+20
Powerglove	+75	+75	-10	+75
GRENADES				
Krak	+50	+25	+50	+25
Frag	+10	+0	+50	+10
Haywire	+0	+0	+90	+0
Melta-bomb	+70	+35	+50	+35
Plasma	+20	+20	+50	+35
MISSILES				
Krak Missile	+50	+25	+50	+25
Frag	+10	+0	+50	+10
Haywire	+0	+0	+90	+0
Melta-missile	+70	+35	+50	+35
Plasma	+20	+20	+50	+35

DAMAGE

DEAD

The character is dead and the model is removed from play. Where possible the character should be replaced by a special fallen model to indicate the position of the corpse.

SERIOUS

Serious wounds have a debilitating effect for the remainder of the game. They represent major flesh wounds, broken bones, first degree burns and damage of a generally serious nature. When a character receives a serious wound the model is knocked down unconscious and may do nothing. There is a 25% chance that the character will remain unconscious for the rest of the game. If already suffering one or more serious wounds add an extra 25% for each serious wound already sustained.

Otherwise an unconscious model remains unconscious until the player rolls a D6 during the procedure phase of a following game sequence. The character also loses -10 from his initiative, -40% from his firing to hit chance and -60% from his hand-to-hand combat score. These penalties apply for the rest of the game and are cumulative with other wound penalties.

Legs and arms. Upon recovering consciousness any limbs bearing serious wounds are useless for the remainder of the game. A character with a serious leg wound may hobble forward at up to half walking speed only (1m/½" per action). If both legs are seriously wounded the character is reduced to dragging himself along at crawling rate.

Chest and abdomen. Upon recovering consciousness the character is unable to perform any running action. The character is unable to take up heavy items of equipment, and if carrying a heavy item of equipment is reduced to a crawl.

Head. Upon recovering consciousness the character doubles the time taken to perform any action - so activities which normally take up 1 action now taken up 2, those which normally take up 2 will take up 4, and so on.

LIGHT

Light wounds have a temporary debilitating effect in most cases, causing a moment's distraction or concern rather than permanent injury. A light wound is essentially a lucky scrape typically involving a flesh wound, bruising, superficial cuts, or minor burns. Such wounds aren't as destructive or traumatising as a serious wound and may be 'shrugged off' for a while.

Any character receiving a light wound may perform only 1 action in his following individual turn and may only fight defensively in the following hand-to-hand combat phase. These are not permanent effects but apply only for the following turn/combat phase. In addition the character loses -4 from his initiative, -15% from his firing to hit chance and -20% from his hand-to-hand combat score. These modifiers apply for the rest of the game and are cumulative with other penalties.

Arm. Any character receiving a light wound to an arm will drop anything carried by that arm. A basic weapon or a piece of equipment carried in two arms will be dropped on the D6 roll of a 4, 5 or 6 if one arm is hit. Heavy items (20-50 kilos) and heavy weapons are dropped automatically.

Leg. Any character receiving a light wound to the leg will be brought to the ground 50% of the time. If the character is wounded in only one leg his speed is reduced to two thirds normal - ie walk 2m (1") and run 4m (2") per action. If both the character's legs are wounded he is reduced to half move rate in the same way as a serious wound.

BLIND

A blinded character may move at half rate in a random direction - this can be determined in any suitable way the players wish. The character may fire weapons in a random direction - again the players should determine this to their satisfaction. If engaged in hand-to-hand combat the character must fight defensively, but does not double his combat score as he normally would when fighting in this way. Lost sight may sometimes be recovered, but not until the encounter is over.

DISABLED

The disabled result applies to hits sustained to the abdomen only and **not** hits on the chest. Gut wounds rarely kill outright, even when quite serious, but are extremely painful and can make it almost impossible to move. In addition, of course, the victim is aware that his chances of survival are low and this will make him panic.

Comparable chest results are assumed to represent broken bones or loss of muscle tissue rather than major damage to internal organs (which is generally fatal).

Work out damage caused by the serious wound as described above. When the character recovers consciousness he is unwilling or unable to fight. If in a position of relative safety he will remain still. If in danger he may crawl at up to a half rate. He will only fire to defend himself, halving his normal chance of hitting.

WEAPON SUMMARY

WEAPON	AMMO	SHOTS	TYPE	FIRE MODES	DAM. CHART	MAX RANGE
Autopistol	Conventional	20/Magazine	Pistol	A	2	80"
Autogun	Conventional	50/Magazine	Basic	A	2	500"
Autocannon	Conventional	50/Magazine (3)	Heavy	A	4	1500"
Bolt Pistol	Bolt	15/Magazine	Pistol	S, SA	3	400"
Bolt Gun	Bolt	15/Magazine	Basic	S, SA	3	400"
Heavy Bolter	Bolt	15/Magazine (2)	Heavy	SA, A	3	400"
Conversion Beamer	Power Pack	1 shot/pack	Heavy	S	Varies w. range	40"
D-Cannon	Power Pack (10)	1 shot/10 packs	Heavy	S		500"
Hand Flamer	Flame Chem	1 shot/canister	Pistol	S	2	10"
Flamer	Flame Chem	5 shots/canister	Basic	S	2	25"
Graviton Gun	Power Pack	1 shot/pack	Basic	S		80"
Grenade Launcher	Grenade	40 grenades/ magazine	Heavy	S, SA	Varies	600"
Hand Bow	Arrow	1 shot	Pistol	S	1	30"
Las Pistol	Power Pack	50 shots/pack	Pistol	S, SA	2	80"
Lasgun	Power Pack	50 shots/pack	Basic	S, SA	3	240"
Lascannon	Power Pack (10)	1 shot/pack	Heavy	S	6	2500"
Multi-laser	Power Pack (10)	5 shots/pack	Heavy	SA, A	4	600"
Melta-gun	Power Pack	10 shots/pack	Basic	S	4	25"
Multi-melta	Power Pack (10)	5 shots/pack	Heavy	S	5	240"
Missile Launcher	Missiles (5)	1 shot/missile	Heavy	S	Varies	1200"
Needle Pistol	Power Pack + chemical		50 shots	Pistol	S	80"
Needle Gun	Power Pack + chemical		50 shots	Basic	S	240"
Plasma Pistol	Power Pack	5 shots/pack	Pistol	SA	4	90"
Plasma Gun	Power Pack	5 shots/pack	Basic	SA	4	240"
Heavy Plasma	Power Pack (10)	1 shot/pack	Heavy	S, SA	5	1000"
Shot Gun	Conventional	20/Magazine	Basic	S	2	100"
Stub Gun	Conventional	20/Magazine	Pistol	S	2	30"
Heavy Stub	Conventional	50/Magazine	Heavy	A	3	400"
Shuriken Pistol	Shuriken	10/Magazine	Pistol	S, SA, A	3	60"
Shuriken Catapult	Shuriken	20/Magazine	Basic	S, SA, A	3	240"
Shuriken Cannon	Shuriken	50/Magazine	Heavy	S, SA, A	4	600"
Web Gun	Web Canister	5 shots/canister	Pistol	S	0/6	10"
Heavy Webber	Web Canister (10)	1 shot/canister	Heavy	S	0/6	240"

NOTES

S: Single shot

SA: Semi-automatic

A: Auto

Numbers in brackets (#) indicate the number of magazines, power packs or missiles that may be loaded at once. This is only given for weapons designed to accept more than 1 mag/pack/missile.

CHART 1

Hand bow, Sword, Knife, Fists or improvised hand-to-hand combat weapons, Frag grenades and Frag missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Serious
11-20	Dead	Dead	Serious
21-30	Serious	Serious	Light
31-40	Serious	Serious	Light
41-50	Serious	Serious	Light
51-60	Serious	Serious	Light
61-70	Serious	Light	Light
71-80	Serious	Light	Light
81-90	Light	Light	Light
91-00	Light	Light	Light

CHART 2

Laspistol, Stubgun, Autopistol, Autogun, Shotgun, AP ammo, Flamer, Handflamer.

D100	Head	Body	Limb
01-10	Dead	Dead	Serious
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Serious	Serious
41-50	Serious & Blind	Serious	Serious
51-60	Serious	Serious	Light
61-70	Serious	Serious	Light
71-80	Serious	Light	Light
81-90	Serious	Light	Light
91-00	Light	Light	Light

CHART 3

Lasgun, Bolt pistol, Boltgun, Heavy Bolter, Heavy Stub, Shuriken pistol, Shuriken catapult, Explosive ammo, Dum-dum ammo. Chainsword.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Dead	Serious
41-50	Dead	Serious & Disabled	Serious
51-60	Serious & Blind	Serious	Serious
61-70	Serious	Serious	Serious
71-80	Serious	Serious	Light
81-90	Serious	Light	Light
91-00	Serious	Light	Light

CHART 4

Multilaser, Autocannon, Shuriken cannon, Plasma pistol, Plasma gun, Melta gun, Flechet ammo. Plasma grenades/missiles, Power sword, Power axe.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Serious
51-60	Dead	Serious & Disabled	Serious
61-70	Serious & Blind	Serious	Serious
71-80	Serious*	Serious	Serious
81-90	Serious*	Light	Light
91-00	Serious	Light	Light

* and Blind if hit with a plasma weapon

CHART 5

Multimelta, Heavy Plasma Gun, Conversion Beamer, Crack grenades, Power Glove.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Serious
71-80	Dead	Serious & Disabled	Serious
81-90	Serious & Blind	Serious & Disabled	Serious
91-00	Serious	Serious	Serious

CHART 6

Lascannon. Melta grenades, Melta missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Dead
71-80	Dead	Dead	Dead
81-90	Dead	Dead	Serious
91-00	Dead	Dead	Serious

Models comprising a group must remain close to each other at all times - this is what makes them a group! If any model from the group finds himself more than 6' away from at least one other group member at the start of his own turn then he must rectify this during his turn as described below:

The character must move to within 6" of another group member. If doing so would involve moving across open ground known to be covered by enemy fire, or if it is impossible to move within 6" of another group member, then one of the following rules applies:

If the character is behind cover he will remain stationary. The model may not move at all unless an enemy model is within 6", in which case the character may move away from the enemy.

If not in cover the character must move to the nearest cover within 6". If no such cover is available the model may either remain stationary this turn or move away from the enemy - he may not move towards the enemy.

The group morale rules are designed to stop players treating their characters as if they were unfeeling robots. Your gang members are human after all, and their willingness to fight may be seriously reduced if they sustain casualties. Any group which loses over half its number, either killed or seriously wounded, is considered to be 'shaken' and will not move closer to the enemy. If a shaken group sustains any further casualties, either killed or seriously wounded, a test will be necessary to see if the characters continue to fight. Roll a D6 and add the group leader's prestige.

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|-----|--|
| 2-8 | The group loses its nerve and moves away from the enemy. The group does not stop until it leaves the tabletop. If enemy lie between them and escape they will surrender. |
| 9+ | If in cover the group may remain where it is but may not advance. Otherwise the group must retreat to cover, or, if impossible, from the tabletop. If enemy lie between them and escape they will surrender. |

A shaken group can be rearranged with other groups as described above. However, any newly formed group containing more characters from the shaken group than characters from the non-shaken group is considered to be shaken. Merging groups is not therefore a solution to solving poor morale!

Assuming that the shaken group merges with a group that is at least as large as itself the shaken models are restored to full effectiveness and are no longer considered to be shaken - their courage is greatly bolstered by the presence of friends.