

NCE Rules Quick Reference

Turn Sequence	
Bottle Test	
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Move	
Shoot	
- Work out wounds	
- Break test	
Hand to hand	
- Work out wounds	
- Break test	
Recovery	

Hiding	
- Must be behind cover	
- Can't run and hide.	
- Spotted if within initiative inches.	

To Hit Modifiers	
Partial cover	-1
Cover	-2
Overwatch	-1
Charging	-1
Rapid Moving	-1
Small	-1
Large	+1

Fleeting targets
Need initiative test to fire

Ammo Roll	
D6	Result:
< roll	Stops working
1	Explodes if a second roll fails.

Hand to hand	
Charged	+1
(obstacle)	-1
Fumble	-1
Critical hit	+1
Higher up	+1
Encumbered	-1

Injury chart	
D6	Result
1	Flesh wound: Apply -1BS and -1WS for the rest of the game (If BS and WS are zero then the fighter goes out of action)
2-5	Down: Model goes face down
6	Out of action! Model removed.

Grenade range	
Strength x 3"	

Bottle Test

If 25% of the fighters (see scenario) are down or out of action test leadership.
If failed, the gang bottles out and automatically loses.

Escape pinning test

- If there is a certain friendly model within 2" then roll initiative or less on 1D6.
(Don't count Juvies, fighters who are broken, or fighters who are down).

Move

- Basic move is 4".
- If you don't shoot you can run 8", but if you run within 8" of an enemy then stop.
- If you charge into close combat you can move 8" (but you have to declare you are charging before measuring the distance).
- If you are pinned you can crawl 2".
- Difficult ground halves movement.
- Very difficult ground quarters movement.

- Barriers less than 1" high and 1" or less wide don't affect movement.
- Barriers between 1" and 2" high and 1" or less wide halve movement.
- Barriers over 2" high or 1" wide are impassable.

Shoot

- Shots can only be fired at a 90 degree arc in front of the model.
- You can't shoot if you are hand to hand fighting.
- The closest target must be shot at, unless there is a target in less cover.
- Apply cover and "to hit" modifiers, then look up BS on table.

BS:	1	2	3	4	5	6	7	8	9	10
Die Roll:	6	5	4	3	2	1	0	-1	-2	-3

- A roll of 1 is always a miss. Any miss counts as a stray shot.
- **Stray shots** hit a friendly fighter 1/2" from the line of fire on a D6 roll of 1.
- If a six is rolled, then an extra die can be rolled to increase the score:

Extra roll:	1	2	3	4	5	6
Score	+0	+0	+0	+1	+2	+3

- If a six is rolled then an ammo roll is required (see table on left).
- A fighter who is hit becomes pinned, put the model face up.
- A fighter who is hit may be wounded (see wounds section).

Hand to hand fighting

- Both fighters roll attack dice. A second close combat weapon adds one die, but fighters with a basic, special or heavy weapon can't roll an additional die.
- All fighters have a knife, even if the model doesn't show one.
- Most pistols can be used in hand to hand combat, assuming they still have ammo.
- Apply modifiers (see table on left).
- Difference in scores is number of hits. A tie is decided by highest initiative.
- Work out number of wounds.
- Breaking from hand to hand combat results in an automatic hit.

Wounds

- Compare strength vs toughness and roll ($\geq$) for each hit:

S\T	1	2	3	4	5	6	7	8	9	10
3	2	3	4	5	6	6	N			
4	2	2	3	4	5	6	6	N		

- Roll saving throw if fighter has armour.
- Once wounds go to zero, roll on the injury chart.
- If a model goes 'down' or 'out of action' within 2" of a friend, that friend must take a nerve test.

Nerve test

- Test leadership, if failed the fighter immediately breaks from combat.
- A fighter who's nerve has broken will run 2D6" toward cover, or crawl 2" if down.
 - If cover is less than the distance rolled then stop.
 - The fighter must wait one whole turn before they can attempt to recover.

Recovery

- Attempt to recover broken fighters.
- Stand up pinned models.
- Roll on the injury chart for each down fighter.