

BASIC NECROMUNDA CHEAT SHEET - JANUARY 2018 NCE EDITION



1) MOVEMENT (pages 10 – 12):

- Charging into H2H – up to 2x movement value (before measuring).
- Compulsory moves (eg. Broken)
- All the others

Run – 2x movement – cannot hide or shoot (Pg.10).

Normal – Can hide or shoot.

Overwatch – cannot move, hide or shoot but may remain hidden (Pg.21).

2) SHOOTING (pages 13 – 21):

To Hit (Pg.14):

BS	1	2	3	4	5	6
D6 Score	6+	5+	4+	3+	2+	1+

Natural roll of 1 always misses. If 7/8/9 required to hit: Roll a 6 then 4+/ 5+/6 again respectively (Pg.15). To-hit modifiers apply as per the following table:

-1 IN PARTIAL COVER

Up to half the target is obscured as defined in the section on cover.

-2 IN FULL COVER

More than half the target is obscured as defined in the section on cover.

-1 OVERWATCH

The shooter is firing at a target whilst on overwatch.

-1 CHARGING

The shooter is firing at a target that is charging him whilst on overwatch.

-1 RAPID MOVING TARGET

The target moved 12" or more in his previous move phase.

-1 SMALL TARGET

The whole target is less than 1/2" tall or wide. Gang models are always larger than this!

+1 LARGE TARGET

The whole target is 2" tall or wide.

Hand Grenades: Ignore partial cover. Full is -1 not -2 (Pg.20).

Ammo roll required on hit roll of 6 (shot still successful). Ammo roll of 1 – explodes (Pg.28).

Blasts/scattering: if you miss roll artillery & scatter dice. Hit & Misfire = explosion (Pg.19&20).

Wounding (Pg.16):

TARGET'S TOUGHNESS

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N					
2	3	4	5	6	6	N				
3	2	3	4	5	6	6	N			
4	2	2	3	4	5	6	6	N		
5	2	2	2	3	4	5	6	6	N	
6	2	2	2	2	3	4	5	6	6	N
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 (Pg.17):

1 = Flesh wound. -1 WS & BS for rest of game to min of 1, then OOA.

2 -5 = Down. Leave face down. May crawl 2".

6 = Out of Action. Remove from play. (If High Impact (S7+) OOA is 5 or 6).

Pinned fighters (Pg.18): Can move 2", if friendly, healthy, ganger within 2" then can try to escape pinning at start of own turn with initiative test (1D6 roll under I score). Auto recover after full turn.

Overwatch (Pg.21): Shoot any target that presents itself at any time (90° arc applies). -1 to hit. Fleeting target (i.e. full cover to full cover) – Initiative test first.

3) HAND TO HAND COMBAT (pages 22- 26):

1 THROW ATTACK DICE

Both players roll a number of D6's equal to their model's Attacks characteristic.

2 WORK OUT COMBAT SCORE

Each player picks his highest scoring dice and adds his model's Weapon Skill (WS) to the score. He then adds any Combat Score modifiers as shown on the opposite page. The total is the Combat Score.

3 DETERMINE WINNER

The player with the highest Combat Score wins. In the case of a tie the model with the highest Initiative characteristic wins. If there is still a tie the combat is a stand-off.

4 NUMBER OF HITS

Compare the Combat Scores of both combatants. The difference between their Combat Scores is the number of times the winner has hit the loser. If you win the combat on a tie you still cause 1 hit.

5 THROW TO WOUND

For each hit scored the winner rolls a D6 on the Wound chart in exactly the same way as hits from shooting. The Strength value will depend upon the weapon used.

6 SAVING THROW

Models which are wearing armour or that receive a special saving throw can attempt saves in the same way as troops hit by shooting.

7 RESOLVE INJURIES

Resolve injuries in the same way as you would for wounds inflicted by shooting.

COMBAT SCORE MODIFIERS

+1 OPPONENT FUMBLES

Add +1 to your score for each of your opponent's fumbled dice (rolls of 1). See the Fumble rule for an explanation of how this works.

+1 CRITICAL HIT

Add +1 to your score for each critical hit inflicted (additional rolls of 6). See the Critical Hit rule for an explanation of how this works.

+1 CHARGING

If your fighter charged into combat this turn add +1 to his Combat Score.

+1 HIGHER UP

If your fighter is standing on a higher level, platform, or slope then add +1 to his Combat Score.

-1 ENCUMBERED

If your fighter is carrying a heavy weapon, or other heavy piece of equipment, he suffers a -1 penalty on his Combat Score.

-1 OBSTACLE

If you charge an enemy who is sheltering behind cover such as a low wall, then you suffer a -1 penalty on your Combat Score that turn. Note this penalty only applies during the turn when you charge.

Note that hit modifiers for ranged weapons are never applied in hand-to-hand fighting. These only apply when shooting at a distance as described in the Shooting section.

2 CC weapons only = +1 dice (Pg.23).

Fumble – any 1's rolled (each one is -1 to combat score) (Pg.24).

Critical – 2 or more 6's (first six is score, additional 6's are +1 to combat score) (Pg.24).

Parry – Force opponent to re-roll one dice if higher than yours (Pg.24).

Multiple combat – First opponent as normal. Second opponent +1 attack dice and +1 combat score. Third opponent +2 dice and +2 score and so on (Pg.24).

Hits – Difference between winner & loser's score is number of hits inflicted. Alternate between weapons (ie plasma pistol & pick) to work out wounds like shooting. Many weapons use user's strength (Pg.24).

Follow up – if all enemies are down can move 2" in any direction if required, including into combat with another but do not work out combat this turn (Pg.24).

Down fighters – Automatically out of action if one-on-one or all down. If friendly remains fighting can crawl 2" in movement phase (Pg.25).

Breaking – If fighter goes down or OOA friendlies within 2" take nerve test (Leadership test). Break if failed – 2D6" away from enemy towards cover. Special rules apply – see pages 25 & 26.

4) THE END:

If 25% of your fighters who took part are Down or OOA, roll 2D6 at very start of own turn. Compare the total to the Leadership of the Gang Leader if they are still active (not Down, Broken or OOA). If the Leader is Down, Broken or OOA, compare to the Leadership value of any ganger of yours who is still active. The bottle roll is failed if the total is higher than the Ld value, and the game ends immediately. Can fail voluntarily unless specified by scenario.

