

TURN SEQUENCE

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

MOVEMENT

In a player's movement phase he may move his gang fighters in the following order. In most circumstances a gang fighter can move up to 4".

1. CHARGE MOVES

CHARGE

A fighter may engage an enemy in hand-to-hand combat by charging. Without measuring the distance, declare the model is charging and indicate which enemy fighter you wish to attack.

A fighter may charge at a run of twice his normal speed (8" rather than 4"). Models meeting base-to-base are engaged in hand-to-hand combat.

OBSTACLES

A fighter can move up or down ladders, through doors, over walls 1" tall or lower, and over all floor surfaces without penalty.

A fighter can leap over a wall between 1" and 2" high at a penalty of half his total move. He cannot climb over walls higher than 2".

2. COMPULSORY MOVES

RUNNING

A fighter may run at double pace, increasing his speed from 4" to 8".

If a fighter runs he may not shoot that turn and he may not hide.

If a running model approaches within 8" of an enemy he can see he must stop immediately.

HIDING

A model which moves into cover during its movement phase may hide.

A hidden fighter cannot be seen so long as he remains behind cover and does not shoot.

A fighter who shoots whilst hiding immediately gives away his position.

A running fighter may not hide even if he ends his move in cover.

3. REMAINING MOVES

RUN TO COVER

A fighter whose nerve is broken will run to cover in the following circumstances:

- 1 A fighter whose nerve breaks following a failed Leadership test must immediately run to cover. The model moves 2D6" away from the enemy and towards cover.
- 2 In his movement phase a fighter whose nerve is broken must run 2D6" away from the enemy and towards cover. If the fighter is already behind cover he must remain where he is and hide.

Running to cover is a compulsory move and is always completed after charges but before all other movement.

SHOOTING

HITTING THE TARGET

Use the shooter's BS to find the D6 score needed to hit. Note that a D6 roll of 1 is always a miss regardless of the score required or modifiers.

HIT MODIFIERS

-1 Target is in partial cover

-2 Target is in cover

BS	1	2	3	4	5	6	7	8	9	10
To Hit	6	5	4	3	2	1	0	-1	-2	-3

-1 Appearing/disappearing or charging target

-1 Rapid moving target (10"+)

-1 Small target

+1 Large target

+/- Weapons to hit modifiers

If the score required to hit is between 7 and 9 you can still hit. First roll a 6, then the number shown below.

REQUIRED SCORE

As soon as a model is hit by shooting it is knocked over face uppermost. The fighter is pinned by enemy fire.

WOUND

Compare the target's Toughness against the weapon's Strength to find the D6 score required to wound.

		Target's Toughness									
Str.		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

As soon as a model loses its last wound roll a D6 on the Injury Chart.

1 **Flesh Wound.** -1WS/BS.

2-5 **Down.** May do nothing except crawl 2". Turn the model face down to show the fighter has gone down. Re-roll on this chart in your recovery phase.

6 **Out of Action.** Remove model.

PINNED

Models that have been hit by shooting but not wounded, or which suffer only flesh wounds, remain pinned. A pinned fighter misses his following turn unless he can escape pinning.

A pinned fighter can test to escape pinning and avoid the penalty so long as there is at least one friend within 2" at the start of his turn. The friend cannot be a juve or a fighter who is down, or broken.

Roll a D6. If the pinned fighter scores his Initiative value or less then he escapes pinning, stands up, and may fight normally that turn.



HAND-TO-HAND COMBAT

In the hand-to-hand combat phase both sides automatically fight with all models in base contact. For each fighting pair proceed as follows.

1. **Throw Attack Dice.** Fighters roll 1D6 for each Attack on their profile.
2. **Combat Score.** Each fighter's Combat Score = his highest dice roll + his Weapon Skill + the modifiers from the chart opposite.
3. **Winner.** The fighter with the highest Combat Score wins. If the result is a draw, the fighter with highest Initiative wins and scores 1 hit. If Initiatives are equal the result is a stand off with no winner.
4. **Hits.** The winner inflicts 1 hit for each point of difference in Combat Scores.
5. **Damage.** Roll on the damage chart (Strength vs Toughness) for each hit scored.
6. **Saves.** If fighters have armour they are permitted saves as for shooting.
7. **Injuries.** If fighters lose all wounds, roll for injuries as for shooting.

ATTACK DICE MODIFIERS

- +1 Fumble. Each 1 rolled by your opponent.
- +1 Critical Hit. Each additional roll of a 6.
- +1 Charging. If the fighter charged that turn.
- +1 Higher Up. If fighting from a higher position.
- 1 Encumbered. If carrying heavy weapon or equipment.
- 1 Obstacle. If enemy is behind an obstacle during the turn you charge.

Down

A fighter who goes down in hand-to-hand combat is automatically taken out of action if his opponent is not in hand-to-hand combat with another model.

Pinned

Pinned fighters automatically escape pinning if engaged in hand-to-hand combat.

LEADERSHIP TESTS

LEADERSHIP TEST

If a model goes down or out of action then each friend within 2" must take an immediate Leadership test. Roll 2D6. If the score is more than the fighter's Ld value the test is failed and the fighter's nerve is broken. Otherwise the test is passed.

Broken fighters run to cover 2D6" immediately and continue to run to cover in their own movement phase until they are out of sight of the enemy. They may attempt to regain their nerve in the recovery phase.

A fighter who loses his nerve and breaks whilst fighting hand-to-hand combat takes one automatic hit from his enemy as he turns to run.

LEADERS

A fighter within 6" of the gang's leader may use the Ld characteristic of the leader when taking any Leadership test so long as the leader is not broken or down.

RECOVERY PHASE

- 1 Roll for fighters who have gone down to determine whether they recover to flesh wound, stay down, or go out of action. See the Injury Chart.
- 2 Broken fighters may take a Leadership test to recover their nerve so long as they are in cover and cannot be seen by enemy. If the Leadership test is passed the fighter recovers his nerve and can fight normally.

BOTTLE TEST

Test at start of the turn if a quarter (25%) or more of the gang is down or out of action. Take a Leadership test on the leader's Ld, or the highest in the gang if the leader is down or out of action. If the test is failed the gang bottles out of combat and the player has lost the game.

A player may bottle out voluntarily at the start of his turn once 25% or more of his gang is down or out of action.

