

Combat short rules

- 3 phases:
1. Movement
 2. Close combat and Shooting
 3. Actions

1. Movement:

movement:

-measure the movement value of the profile with a tape measure or the 3D tape measure

sprint:

-the movement value is doubled and measured. The figure cannot take any combat or other actions during this turn.

movement in the terrain:

-movement through the terrain cost half movement value

2. 1. Close combat:

-the bases must touch

- the close combat begins with the figure that moved into the close combat or the next valor skill.

-If the figure sprints into close combat, the opponent immediately receives an extra attack

result dice:

a W20 dice on the fight skill, if the result is the same or lower the enemy is hit

dice roll = 20 is a slip (see rules)

dice roll = 1 is a targeted hit (see rules)

Damage roll:

-You roll the die as described for the weapon you are carrying

dice roll = 1 hit zone

on D6 = 1-2 Leg damage (see rules)

3-5 Arm damage (see rules)

6 Head damage (see rules)

Armor roll:

- if the enemy has been damaged, he can use an armor save if available

- roll the dice as described for the armor part / parts and deduct from the damage

2.2. Ranged combat:

-Models in close combat cannot engage in ranged combat.

Range:

- „-1“ is deducted from the shooting skill value for every 10 cm from the target

result dice:

-a D20 on the shooting skill value - range (see above), if the result is the same or lower, the enemy is hit

more modifying factors:

in cover -2 on shooting skill value

small target -1 on shooting skill value

big target +1 on shooting skill value

...then see close combat (same rules)

Escape, falling over or death:

-if the hit points fall below 20%, a test on the body strength value must be taken, if it is lower or equal, it is passed, if not, another D6 must be rolled:

dice roll 1- 3 he flees, the figure must be moved to the next edge of the game with his movement (- 2 due to the injury)

dice roll 4-6 he goes down, D6 rounds (figures on the ground are always hit automatically in close combat and have no armor rolls)

Figures with 0 hit points are considered dead and are removed from the game.

3. Actions:

one action per round possible (with the exception of some talents)

Example of actions:

pick up weapon

change weapon

speak spells

drink potion

throw piston

eat ration

firearms reloading

weitere kann der Dark Lord zulassen

After all phases and actions of a figure have been completed, it is the turn of the next figure (consider bravery value & drawn into close combat) When all the figures are done we go to the next round.

For more information and rules: www.Grim-Saeculum.com

