



## Attacker's Ballistics Skill

	1	2	3	4	5	6	7	8	9	10
<b>To-Hit</b>	6	5	4	3	2	1	0	-1	-2	-3

Note: A roll of one always misses.

**You Moved:** -1

**Long Range:** -1 if over half maximum

**Cover:** -1 for light cover, -2 for arrow slits

**Weather:** -1 for wind and rain, -2 for severe storms

**Light:** -1 for darkness or very bright light

**Big Target:** +1 for ogres, giants

### Wound Table

1-2	<b>Knocked down.</b> The force of the blow knocks the warrior down. Place the model face upon the table.
3-4	<b>Stunned.</b> The target falls to the ground where he lies wounded and barely conscious. Turn the model face down on the table.
5-6	<b>Out of action.</b> The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

### Critical Hits

**Missile weapons** (bows, crossbows, blackpowder weapons, throwing knives etc.)

- 1-2. **Hits a Weak Spot.** The missile penetrates its target's armour. Ignore all armour saves.
- 3-4. **Ricochet.** If there are any other models within 6", the closest enemy model is also hit.
- 5-6. **Master Shot.** 2 wounds, no armor save.

**Bludgeoning weapons** (clubs, maces, hammers, flails, etc.)

- 1-2. **Hammered.** The target is knocked off balance and may not fight back in this combat.
- 3-4. **Clubbed.** The hit ignores armour saves and saves from helmets.
- 5. **Wild Sweep.** Your opponent's weapon is knocked from his hand.
- 6. **Bludgeoned.** The victim automatically goes out of action if he fails his armour save.

**Bladed weapons** (swords, axes, double-handed swords etc.)

- 1-2. **Flesh Wound.** This attack hits an unprotected area, so there is no armour save.
- 3-4. **Bladestorm.** The warrior unleashes a virtual hail of blows. The attack causes 2 wounds.
- 5-6. **Sliced!** The strike ignores armour saves, causes 2 wounds, and +2 to any Injury rolls.

**Unarmed combat** (wardogs, warhorses, Zombies, Possessed, animals etc.)

- 1-2. **Body Blow.** Your opponent staggers, allowing you to make an additional attack.
- 3-4. **Crushing Blow.** The blow lands with tremendous force. You gain +1 to the Injury roll.
- 5-6. **Mighty Blow.** The attack ignores armour saves and you gain +2 to any Injury rolls.

**Thrusting weapons** (spears, halberds, lances etc.)

- 1-2. **Stab.** You gain +1 to any Injury rolls. Armour saves are taken as normal.
- 3-4. **Thrust.** The target is knocked down. Take armour saves as normal.
- 5-6. **Kebab!** Ignore armour and gain +2 to any Injury roll. Target is knocked back D6" and the attacker follows. If the target collides with another model, the other model is hit once at S3.

### Blackpower Weapon Misfires

- 1. **BOOM!** The weapon explodes and the shooter suffers an S4 hit (no criticals).
- 2. **Jammed.** The weapon is jammed and useless for the remainder of the battle.
- 3. **Misfire.** The weapon fails to fire and you must reload twice.
- 4-5. **Click.** The weapon fails to fire, but there is no additional effect.
- 6. **KA-BOOM!** The weapon roars and spits a cloud of smoke and flame! +1 Strength.