

IHMN Reference Sheet v4

Turn Sequence

1. Initiative

Roll 1d10 and add Leadership. Re-roll ties.

2. Movement

Figures in Heavy Armour lose their Speed bonus.

Figures in Medium or Heavy Armour cannot Run.

Any figure already engaged in a Fight cannot move other than to Disengage (3.2.4).

A figure may be moved in any direction.

Its movement may be slowed by the terrain (4.1).

Transport	Move	Difficult Terrain
Armoured Steam Lorry	6"	No
Ape howdah	9"	Ignores
Bicycle	9"	No
Black Maria, horse-drawn	6"	No
Carriage, horse-drawn	6"	No
Edison Beam translator	n/a	No
Electro-trike	12"	No
Hansom Cab, horse-drawn	9"	No
Hercules Steam Lorry	6"	No
Horse / Camel	12"	Yes*
Hussy Wagon, horse-drawn	6"	No
Luft harness	4"	Ignores
Omnibus, horse-drawn	6"	No
Omnibus, Steam	6"	No
Ornithopter	9"	Ignores
Rickshaw	6"	No
Rocket Cycle	18"	No
Rocket pack	12"	Ignores
Shanks' pony (foot)	6" + Spd	Yes*
Steam Carriage	9"	No
Steam Elephant & Howdah	6"	Yes*
Steam Hansom	12"	No
Tram, electric	9"	No
Tram, horse-drawn	6"	No
Tricycle Carriage	9"	No
Vertical Spring Translocator	12"	Ignores
Wagon, horse-drawn	6"	No

* These reduce their speed by the terrain type.

Walker	Speed	Armour
Johnson Mk VII	9"	8
Johnson Mk XII Cherokee	9"	11
Withall Mk II	6"	10
Kaiser Wilhelm, Prussian	6"	15
Jackal, French	12"	11
Scout, British	12"	11
Bulldog, British	9"	12
Cody Steam Horse	15"	9
Baba Yaga	6"	11
Brass Elephant	6"	13
Kouroggi	12"	11
Snail	6"	10

If a Walker takes a hit roll on the following table:

1d10	Effect
1-3	Steersman hit, roll Pluck as normal. If it is a knocked down result then steersman is stunned and the Walker ceases to function until he 'gets up'.
4-5	Steering damaged, cannot turn Left (4) or Right (5).
6-7	Weapon damaged. The owner picks one weapon, it cannot be used again this game.
8	Armour damaged. Reduce to armour 7.
9	Immobilised. Cannot move but can still use weapons.
10	Walker is destroyed. Steersman must make Pluck roll to jump free before it explodes.

If any result but 'Steersman hit' is rolled twice take the next highest result.

3. Shooting

Roll 1d10 + SV + Weapon + other modifiers.

Common Shooting Modifiers	Modifier
Target moved 3" or more this turn	-2
Target has run this turn	-3
Shooter moved 3" or more this turn	-4
Shooting at a target that is in a Fight	-4
Volley fire: each additional shooter adds	+1
Target is in Difficult terrain (type 1/2/3)	-1/-2/-3
Target is currently Knocked Down	+2

4. Fighting

Roll 1d10 + FV + Weapon + other modifiers.

Common Fighting Modifiers	Modifier
If you outnumber an opponent	+1
Mobbing: each additional fighter adds	+1

Pluck rolls

Each time a figure is hit immediately make a Pluck roll.

This roll may be modified if attacker's weapon has a Pluck Penalty.

If the result is greater than Pluck, figure is OK.

If it is equal to Pluck, figure is Knocked Down.

If it is less than Pluck, figure is out of the game.

A natural, i.e. unmodified, roll of 1 is always a failure, a natural roll of 10 is always a success.

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Fighting	Weapon Bonus	Pluck Mod
Anchor Chain	+2	-1
Axe	+1	-1
Axe, large	+2	-2
Bullwhip	+0	-1
Club	+1	+0
Edison Arc Truncheon ¹	+1	-1
English All-Electric Truncheon	+1	-1
Garrote	+0	-2
Improvised weapon (small)	+0	+1
Improvised weapon (large)	+0	+0
Incense Burner ²	+1	-1
Knife	+1	+0
Knife, combat or fighting	+1	-1
Lance	+3	-1
Nightstick	+2	+0
Quarterstaff	+3	+0
Rapier	+1	-1
Rifle & Bayonet (military rifle)	+3	-1
Sabre/Sword	+2	-1
Spear	+2	-1
Steam Fist / Claw	+4	-3
Sword, large or Halberd	+3	-2
Unarmed - basic	+0	+1
Unarmed - Martial Artist	+1	+0

1. Ignores most armour
2. Flame attack, treats all targets as unarmoured.

Shooting	Range	Weapon Bonus	Pluck Mod
Anchor Chain	3"	+2	-1
Arc Cannon ^{1,2}	24"	+1	-3
Arc Pistol ^{1,2}	6"	+1	-1
Arc Rifle ^{1,2}	18"	+1	-2
Axe, thrown	6"	+1	-1
Blunderbuss ¹	6"	+3	-2
Bomb	-	-	-2
Bow	12"	+2	+0
Cannon, light ¹	36"	+2	-1
Carbine	18"	+2	+0
Congreve Rocket Gun	18"	+3	?
Crossbow ¹	18"	+2	-1
Crossbow, hand	9"	+1	0
Crossbow, repeating	18"	+2	-1

Field Gun, Light	48"	+2	-1
Flamethrower ³	9"	+2	-1
Flare Pistol ³	9"	-1	-2
Grenade, Brick Lane Bottle ³	3+SV"	+0	-1
Grenade, explosive	3+SV"	+0	-1
Grenade, flash	3+SV"	+0	-1
Grenade, gas ¹	3+SV"	+0	-1
Grenade, smoke	3+SV"	+0	n/a
Hunting Rifle	36"	+4	-2
Improvised weapon, thrown	3"	+0	+1
Incense Burner ³	3"	+1	-1
Knife, thrown	6"	+1	+0
Machine Gun	30"	+5	-2
Military Rifle	24"	+3	-1
Muzzle-loading Rifle ¹	18"	+3	-1
Nock Gun ¹	12"	+3	-2
Pistol	9"	+1	+0
Shotgun	12"	+2	+0 / -1
Shotgun, short	9"	+2	+0 / -1
Spear, thrown	9"	+2	-1

?. Depends on rocket grenade type.

1. Cannot normally be fired every turn.
2. Ignores most armour.
3. Flame attack, treats all targets as unarmoured.

Armour	Weight	Rating
Breastplate, SRC	Medium	12
Breastplate, steel	Medium	11
Brigandine	Light	9
Chain Shirt, steel	Light	10
Faraday Coat [11 vs. Arc]	Light	8
Faraday Shield [+3/+6 ¹ vs. Arc]	-	+1
Jack / Lined Coat	Light	8
Magneto-static Projection Barrier	-	10
Magneto-static Umbrella	-	+2
Magneto-static Waistcoat	Light	9
None, just clothing	Light	7
Patent Kelly Suit	Heavy	15
Plate Armour	Heavy	13
Shield, wood	-	+1
Vulcan Coat ²	Light	8

1. +6 if figure did not move.
2. Protects against the first flame attack.

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Talent	Description
Arcproof	The figure is unaffected by Arc attacks – and by any other form of electricity.
Antivenom	No poison, regardless of type or source, can affect this figure.
Bayonet Drill	An infantryman with a bayonet attached to his rifle can use the “rifle & bayonet” line of the Fighting table.
Berserker	If a Figure with this Talent suffers a Knocked Down result as a result of either Shooting or Fighting, it is not Knocked Down. Instead, its Pluck and FV both increase by +1. This effect continues until it suffers a second Knocked Down result (at which point it is actually Knocked Down and the Berserker effect ends) or until it is taken out of the game.
Cavalryman	The penalty for Shooting from a moving horse is only -2. The Cavalryman also gains a bonus of +1 to FV on any turn in which he moved while mounted.
Coldproof	The figure is unaffected by Cold attacks – and by any other form of cold.
Duellist	Choose either a pistol or a type of sword. The figure gets +2 to SV or FV with this weapon when Fighting a single opponent.
Engineer	An Engineer can repair damaged technology in the field. This takes one full turn at the end of which the Engineer makes a Pluck roll. If he succeeds the equipment is usable again. This includes such items as Walkers, Arc, Edison and Steam driven equipment.
Erudite Wit	This figure can use pithy one-liners to enrage, distract or amuse its opponents. Enemies within 12” and line of sight suffer a -1 penalty to their FV or SV when trying to hit this figure.
Fanatic	The figure’s faith in his cause means that he can reroll his first failed Pluck of the game.
Fearless	Nothing scares this figure. It ignores the effect of Terrifying enemies.
Fireproof	The figure is unaffected by fire attacks – and by any other form of fire or heat.
Fortitude	If the figure is knocked down it gets +2 to the Pluck roll to spring back up on its next movement phase. Regardless of the modification, a natural roll of 1 remains a failure.
Grenadier	Due to training and practice the Grenadier can throw a grenade further than an ordinary soldier or engineer. The range of a grenade thrown by a Grenadier is 5”+SV.
Gunslinger	If the figure has two pistols he can split SV between them and thus between two targets (3.3.6.1).
Hunter	With a precision weapon ¹ , the Hunter can pick his target from a group of figures in base-to-base-to-base contact with each other. He does not suffer the usual -4 penalty on the attack roll and if he misses there is no chance of him hitting other members of the group.
Immortal	Only applicable in campaign games; see IHMN 3.5.4 & 6.0.
Impervious	This figure is completely unaffected by – and cannot have – Mystical Powers.
Inspirational	An inspirational leader confers a bonus of +1 to the Pluck rolls of all his followers who are within 12” and line of sight of him. This bonus does not apply to the Leader’s own Pluck rolls.
Intervention	A higher (or lower!) power watches over this figure. Once per turn the figure may re-roll a Pluck roll. It must take the second roll even if it is worse than the first.
Intuitive	A figure with this Talent gains a bonus of +3 to its Armour rating the first time it is shot at.
Iron Will	The figure is immune to Mystical Powers which affect the mind, i.e. Clouding Men’s Minds, Feet of Lead, Mask of Imhotep, Mesmerism, True Grit, Water Bullets.
Leadership	This is a bonus to Initiative rolls. The maximum Leadership score is +3.
Lightning Draw	There are two versions of this Talent; the ‘shooting’ version applies to all one-handed Shooting weapons while the ‘fighting’ version applies to all Fighting weapons. If the figure with Lightning Draw is attacked before it has taken its action in the appropriate phase of the turn then it can act before the figure attacking it – but can only attack the figure that was trying to attack it. If the figure with Lightning Draw has already acted during the phase then this Talent has no effect.
Marksman	Choose a precision weapon ¹ for this figure; it ignores cover penalties when it Shoots with this weapon.
Martial Artist	Can Fight very effectively unarmed (using karate, kung-fu, aikido, ju-jitsu, savaté etc.) – see Fighting table. Also gains a bonus of +1 to Speed (note this can result in a Speed of +3 which is otherwise unachievable).
Martyr	This figure is willing to carry a bomb, prepared by an Engineer, and detonate it while still holding it. The figure is automatically killed when the bomb detonates.
Master of Disguise	See HVF 4.0.
Mechanic	This figure gets +1 on Shooting and Fighting attack rolls against vehicles and mechanised walkers because it knows exactly where its attacks will do the greatest damage.
Medic	See IHMN 3.5.3.
Meticulous Planning	See HVF 4.0.
Nighteyes	The figure can see normally regardless of lighting conditions. Note that this talent means the figure is unaffected by Zone of Shadows. It cannot see through actual obscurants, though, so smoke grenades and the like are still effective against it.
Numb	Whether through drugs or mystical forces this figure is inured to pain. He shrugs off the first hit in an engagement, regardless of the Pluck roll result.
Part of the Crowd	In scenarios where there are civilians on the field of play, Company agents can be concealed among them. The player chooses a civilian figure and makes a note of it. When he needs them to act they will draw their concealed weapons and make themselves known, often with devastating effects.
Pilot	A person with the Pilot Talent whose flying machine is hit can make a Pluck roll to ignore that hit.
Skirmisher	Due to training and practice the Skirmisher only gets a -2 penalty for moving on foot and firing instead of the

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normal -4.

Stealthy	When this figure is in Terrain that provides cover, any Shooting attack against it suffers an extra penalty of -1.
Strongman	This figure may carry and fire a heavy ranged weapon unaided.
Swimming	Any figure in any Company may have this Talent. It allows the figure to swim (HVF 2.3.2) at their usual movement rate without needing to make a Pluck roll.
Terrifying	Other figures must make a Pluck roll to assault this figure, or to stand their ground if he moves into contact with them (IHMN 3.2.5).
Tough	This figure adds +1 to all Pluck rolls from Shooting or Fighting hits (but not Pluck rolls made for other reasons).
Trick Riding	If this figure is the target of a Shooting or Fighting attack while mounted, it can choose whether the attack is made against the rider or the mount (normally the attacker would choose).
Unearthly Beauty	The unearthly beauty of this figure renders those who would attack it harmless. Anyone wishing to make a Shooting or Fighting attack against the figure must first make a Pluck roll or choose another target. If the unearthly beauty attacks them personally the effect is broken, but only for them

1. 'Precision weapons' include pistols, rifles, bows and thrown knives but not Arc weapons, flame weapons or any other weapon capable of attacking groups.

Power	Range	Duration	Phase	Effect	Pluck?
Blizzard (Desert Twister, Water Spout)	Self	1 Turn	Movement	A 12" radius effect reduces visibility to 6" and halves movement. Using figure stands still and cannot use any other Powers, Shoot or Fight but suffers no penalties if attacked.	No
Clouding Men's Minds	Self	1 phase	Shooting	No-one can get a clear view of the Mystic to Shoot at him unless they are in base-to-base-to-base contact with him.	No
Dragon Breath	3" radius	1 phase	Fighting	Enemies within 3" believe that they are on fire. They must make a Pluck Roll and if they fail they are Knocked Down.	Yes
Dragon Talons	Self	1 phase	Fighting	The Mystic's fighting attacks count as poisoned and anyone hit by him suffer a penalty of -2 on Pluck rolls against his hits.	No
Dragon Wings	LoS	1 phase	Movement	Each turn the Mystic can grant the power of flight to one of his followers that she can see, or to herself (IHMN 3.2.7).	No
Eye of Odin	12"	Instant	Shooting	Ignore line of sight obstructions and cover for next shot.	No
Feet of Lead	12"	1 phase	Movement	All enemy figures in a 6" radius of the designated target point move as if in type 3 Difficult Terrain.	Yes
Greater Sigil	6"	Instant	Shooting	Banishes demons for the rest of the game.	Yes
Harden	Touch	3 turns	Shooting / Fighting	+1 to the Armour rating of the Mystic or a friend.	No
Heart- rending	Touch	Instant	Fighting	The user can pluck the heart from the chest of his victim. This is an attack with a +2 attack bonus and a -2 Pluck penalty.	No
Icy Blast	6"	Instant	Shooting	Puts out fires in 1" wide line, including steam engines etc. Relighting takes Engineer 1 Move phase or other figure a full turn. Figures in the area take a hit with a -1 Pluck penalty.	No
Lesser Sigil	Self	1 turn	Movement	The mystic gains +2 on all Pluck rolls to resist the effects of Mystical Powers.	No
Levitate	Self	1 phase	Movement	The Mystic can rise up to 12" up a building, tree, cliff etc., in addition to their normal movement.	No
Mask of Imhotep	Self	1 phase	Movement / Fighting	All enemies consider the Mystic to be Terrifying (3.2.5).	No
Mesmerism	12"	1 phase	Movement	A chosen enemy figure is forced to make an immediate move towards & attack against its nearest friendly figure.	Yes
Reflection	Self	1 phase	Shooting	Any ranged attack is reflected back at the Shooter, who must roll a fresh attack against itself. This works against aimed shots (including group attacks) but not area effects such as grenades.	No
Resonant Touch	Self	1 phase	Fighting	Unarmed attacks made by the user of this Power ignore all armour except magneto-static.	No
Spitfire	LoS	Instant	Shooting	Counts as a ranged weapon with a weapon bonus of +2.	No
Strengthen	Touch	3 turns	Shooting / Fighting	This Power adds +1 to the FV or SV of the Mystic or a friend that is in base-to-base contact.	No
The Path of Light	Self	1 phase	Movement	Clear 6" path through area of Difficult Terrain directly adjacent to Mystic. He and allies can move along the path in single file.	No
The Path of Shadows	Self	1 phase	Movement	Mystic moves 12", unhindered by cover, enemies or even mountains. Must begin and end this movement in open space.	No
True Grit	Touch	3 phases	Any	Figure touched gains a Pluck of 2+ for the duration.	No
Venom	Touch	1 phase	Fighting	One weapon touched becomes poisoned (IHMN 5.2.2).	No
Water bullets	6" radius	Special	Shooting	The Mystic's followers add +2 to their Pluck rolls against bullet hits until one of them is taken out of the game by a bullet.	No
Zone of Shadows	6" radius	1 phase	Shooting	Shadows swirl in a 6" radius of Mystic, granting him and anyone else in the radius cover as if in Type 3 Terrain.	No