IHMN2 Reference Sheet

3.1 Initiative

Roll 1d10 and add Leadership. Re-roll ties.
Players act in initiative order, highest first, one figure at a time, in each of the following phases.

3.2 Movement

Figures with Medium encumbrance (5.1.2) cannot Run; those with Heavy encumbrance also lose any Speed bonus.

Movement is slowed by Difficult Terrain (4.1.1); the reduction = terrain type in inches.

Type	Examples
1	Open woodland, fences, hedges, flimsy wooden buildings, streams, sand dunes
2	Dense woodland, log buildings, ditches, shallow rivers, impromptu barricades
3	Trenches, bunkers, solid brick buildings, iron bridgeworks, dense jungle, tors

Other factors such as Sea State (4.5) and Wind Force (4.6) may affect a figure's move.

Any figure in contact with an enemy is in a Fight and can only move to Disengage (3.2.4); make a Pluck roll at -1 for every enemy figure in the Fight. Flyers, Vehicles and Walkers can Disengage without a Pluck roll.

Make a Pluck roll to move into contact with a Terrifying enemy or avoid fleeing from one which attempts to move into contact with your figure (3.2.5).

Figures without the Swimmer Talent can only move at half rate in water and must make Pluck rolls each turn to make progress and avoid drowning (3.2.6).

Flying figures (3.2.7) can be at High Altitude, Low Altitude or Ground Level. They can exchange shots with figures within one step of their altitude but can only Fight enemies at the same altitude. Any flyer Knocked Down in the air may need to make a Pluck roll to survive the fall.

Any figure may climb (3.2.8) but only at half its movement rate unless it has the Climber Talent. It must complete the climb in a single move. Without the Talent it cannot Run and loses its Shooting phase action during the turn in which it climbs.

Any figure may cross a gap (3.2.9) of <=½" without affecting its move. Gaps <=1" reduce movement by 1". Gaps <=2" can be jumped by figures with Light encumbrance (5.1.2) but they count as having Run. A figure with the Acrobatic Talent can ignore gaps <=2".

Mounting or Dismounting (3.2.10) uses up half the rider's move and half the mount's move; in a Fight it requires a Pluck roll at -1 per enemy. Ditto for Embarking or Disembarking (3.2.11).

3.3 Shooting

Declare target, then check line of sight and range.
Roll 1d10 + SV + Weapon bonus + other modifiers

Common Shooting Modifiers	Modifier
Target moved over 3" / ran	-2 / -3
Shooter moved over 3"	-4
Volley fire: each extra shooter adds	+1
Target in Difficult Terrain Type 1/2/3	-1/-2/-3
Target is currently Knocked Down	+2

When Shooting into a Fight (3.3.3), roll randomly to determine the target, then make the attack roll. A figure with the Snapshooter Talent (7.0) and a precision weapon (5.2.1) can choose their target.

Figures Shooting while in a Fight (3.3.4) can only shoot at other figures in the same Fight.

Group attack weapons (5.2.1) can be used to Shoot at groups of figures (3.3.3). Roll an attack using the same bonuses against each figure in the group.

All Shooting weapons have sufficient ammunition to last the game – except grenades, shells and bombs which have to be accounted for individually.

3.4 Fighting

Figures must be in base to base contact.
Roll 1d10 + FV + Weapon bonus + other modifiers

Common Fighting Modifiers	Modifier
If you outnumber an opponent	+1
Mobbing: each additional fighter	+1
Target is currently Knocked Down	+2

A figure may make multiple attacks in the same Fighting phase by splitting its FV (3.4.2).

A Disarm attack (3.4.5) requires opposed attack rolls; it succeeds if the attacker's adjusted roll is higher.

3.3.1, 3.4.1 Fumbles

If a d10 attack roll is a natural 1, it is an automatic miss. Roll again. A second natural 1 is a Fumble; the weapon is unusable for the rest of the game (this cannot affect a figure's ability to fight unarmed).

3.5 Pluck rolls

Each time a figure is hit make a Pluck roll. This roll may be affected by a Pluck Modifier. If the result is:
- greater than its Pluck, the figure is OK.
- equal to its Pluck, the figure is Knocked Down.
- less than its Pluck, the figure is out of the game.

Pluck rolls can be required for other purposes, e.g. 'casting' a Mystical Power. In these cases, a roll greater than or equal to the figure's Pluck (after any adjustments) is a success.

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

IHMN2 Reference Sheet

3.5.3 Knocked Down

A figure which has been Knocked Down cannot act again in this turn. It cannot defend itself and relies on its Armour Rating (without shield and speed) and Pluck to save it if subsequently attacked.

This figure can attempt a Pluck roll during the Movement Phase of the next turn. The roll is at a penalty of -1 for each hostile figure in base-to-base contact with it.

If the roll equals or exceeds the figure's Pluck then it recovers, springs to its feet and carries on as normal. If it fails, it remains Knocked Down throughout that turn and can try again in each subsequent turn.

If a figure that springs up is in base-to-base contact with an opposing figure, it remains in a Fight.

3.5.4 Healers

A figure with the Medic Talent (7.0) or the Heal Mystical Power (8.2) can attempt to restore a figure taken out of the game in the previous turn. They can also assist a Knocked Down figure to recover.

3.6 Heroes

A figure with Hero Points can spend 1 Hero Point to reroll any dice roll it has just made. The result of the second roll is applied, even if it is worse than the first. Each Hero can only spend 1 Hero Point per phase.

Every time a Hero figure takes an enemy figure out of the game, it gains 1 Hero Point; there is no limit to the number of Hero Points it may accumulate.

If a Hero is taken out of the game and hasn't yet acted in that phase, it can carry out a Last Heroic Act.

4.1.4 Dangerous Terrain / 4.2 Traps

Each area of Dangerous Terrain and each trap has a Danger Rating from 2 to 9. When a figure moves into the area it must roll 1d10; a result greater than or equal to the Danger Rating is safe, otherwise the figure is 'hit' by the terrain or trap.

Such a hit requires a combat-style Pluck roll at a penalty of -1 if the Rating is 5-7 or at -2 if it is 8+.

4.3 Structures

Structures can be Open (effectively a special type of Difficult Terrain) or Blocking (impassable). Blocking structures may have locks. Each structure is made predominantly from either wood, stone or metal. Each has a Resilience from 2 to 10 which is used in a similar way to a figure's Pluck.

Structures can be affected by wrecking attacks and flame attacks.

4.4 Visibility

Line of sight can be traced a maximum of 3" through woodland and similar terrain, otherwise it is blocked by any 'closed' terrain (e.g. buildings). Flyers will have different lines of sight to those on the ground. Light levels on the battlefield are as follows:

Type	Examples
0	Pitch dark – line of sight only in base-to-base contact
1	Dim – maximum line of sight 12"
2	Bright – no limit to line of sight (default)
3	Full sunlight – can affect some figures

Figures in a lit area can be seen from outside of it. Any figure with the Nighteyes Talent (7.0) can see normally regardless of the Light level.

5.1 Armour

5.1.3.1 Armour Property – Faraday

The Pluck Modifier for Arc weapon hits is reduced to 0. Unless applied to normal clothes or heavy armour, this Property increases encumbrance by one step.

5.1.3.2 Armour Property – Vulcan

The first flame attack to hit the figure has no effect.

5.2 Weapons

Wrecking weapons can be used to attack structures, vehicles and walkers.

Precision weapons are required for certain Talents (e.g. Marksman) or situations (e.g. Shooting while in a Fight, 3.3.4).

Disarming weapons can be used to make Disarming attacks (3.4.5).

5.2.7 Arc Attacks

Arc attacks ignore armour; a target is thus base AR 7. Arc weapons require a Shooting action to recharge after each shot unless they have a power source.

5.2.8 Flame Attacks

These ignore physical armour. A figure surviving such an attack catches fire and must spend a full turn putting this out or make another Pluck roll at the end of each turn.

Mystical Powers (7.0)

A figure with the Mystic Talent (7.0) gains +1 on Pluck checks to resist Magical Powers. The Talent is also required to use such Powers.

A figure attempting to use a Mystical Power must make a Pluck roll in order to 'cast' it successfully.

A natural 1 followed by a second natural 1 is a Fumble; the figure cannot use that Power for the rest of the game.

IHMN2 Reference Sheet

Armour Type	AR	Encumbrance
Clothes	7	Light
Jack / Lined coat Shield	8	Light
Clothes & MSR Jack / Lined coat & shield Brigandine	9	Light
Jack / Lined coat & MSR Brigandine & shield Chain shirt	10	Light
Brigandine & MSR Chain shirt & shield Steel breastplate	11	Medium
Chain shirt & MSR Steel breastplate & shield SRC breastplate	12	Medium
Steel breastplate & MSR SRC breastplate & shield Plate armour	13	Medium
SRC breastplate & MSR Plate armour & shield Patent Kelly Suit	14	Heavy
Plate armour & MSR Patent Kelly Suit & shield	15	Heavy
Patent Kelly Suit & MSR	16	Heavy

(MSR = Magneto-Static Repulsor)

Fighting Weapon	Attack Bonus	Pluck Mod
Arc Truncheon	+1	-1
Axe, 1-handed	+2	-1
Axe, 2-handed	+3	-2
Bullwhip	+0	-1
Club	+1	+0
Garotte	+0	-2
Hammer, 2-handed	+3	-1
Improvised, large	+1	+0
Improvised, small	+0	+0
Knife, large	+2	-1
Knife, small	+1	-1
Lance	+4	-2
Martial arts, advanced	+2	-1
Martial arts, basic	+1	+0
Nightstick	+2	+0
Polearm	+3	-2
Quarterstaff	+3	+0
Rapier	+2	-1
Rifle & Bayonet	+3	-1
Spear	+2	-1
Steam Claw	+5	-3
Sword / sabre	+3	-1
Sword, 2-handed	+4	-2
Unarmed, unskilled	+0	+1

Shooting Weapon	Attack Bonus	Pluck Mod	Range
Arc cannon	+1	-4	24”
Arc pistol	+1	-2	6”
Arc rifle	+1	-3	18”
Axe, 1-handed	+2	-1	6”
Bow	+2	-1	12”
Cannon, light	+2	-1	36”
Carbine	+2	-1	18”
Congreve launcher	+1	varies	18”
Crossbow, hand	+2	-1	9”
Crossbow, repeating	+2	-1	18”
Crossbow	+2	-1	18”
Field gun, light	+2	varies	48”
Flamethrower	+2	-1	9”
Flare pistol	+0	-2	6”
Hunting rifle	+4	-3	36”
Improvised, small	+0	+1	3”
Knife, small	+1	-1	6”
Machine-gun	+5	-2	30”
Military rifle	+3	-2	24”
Muzzle-loading rifle	+3	-2	18”
Nock gun	+2	-2	12”
Pistol	+1	-1	9”
Shotgun	+2	-1	12”
Shotgun, short	+2	-1	6”
Spear	+2	-1	9”
Sub-machine-gun	+3	-1	12”
Throwing star	+1	-1	6”

Grenade Type	Attack Bonus	Pluck Mod	Radius
Explosive	+2	-1	2”
Flame	+1	-1	2”
Flash	n/a	-1	2”
Gas	n/a	-1	2”
Smoke	n/a	n/a	2”

Shell Type	Attack Bonus	Pluck Mod	Radius
Explosive	+4/+3	-1	3”
Flame	+1	-1	3”
Flash	n/a	-1	3”
Gas	n/a	-1	3”
Smoke	n/a	n/a	3”

Bomb Type	Attack Bonus	Pluck Mod	Radius
Explosive	+5	-2	4”
Flame	+1	-1	4”
Flash	n/a	-1	4”
Gas	n/a	-1	4”
Smoke	n/a	n/a	4”