

Dead's Army

Activation code

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HG1

You are responsible for the first section of the Walmington-on-Sea Home Guard. This consists of:

	Move	Weapons	Special Rules (see over)
Captain Mainwairing	5"	Pistol	Command (2)
Private Godfrey	4"	None	Medic
Home Guard Privates	5"	Rifle or Tommy Gun	

Actions

On its activation, a model may take one of the following actions:

Fire	Shoot with any one weapon
Advance	Move up to standard movement rate and shoot
Run	Move up to double standard rate
Charge	Move up to double standard rate into contact with enemy, then fight a round of close combat
Melee	Fight a round of combat if already in base-to-base with enemy
Special	Use a special action

N.B. If a model has to cross difficult terrain at any point during their move, it may only move at standard rate.

Weapons

Name	Range	RoF	Special Rules
Rifle	30"	1	
Pistol	6"	1	Melee
Tommy Gun/MP40	12"	3	
Lewis LMG	30"	5	
Vickers MMG	30"	6	Lethal(1), Heavy

Shooting

Select a target. If the target is within the weapon's maximum range, roll a number of dice equal to the weapon's Rate of Fire. Each roll of 3+ is a hit. If firing a weapon with a Rate of Fire higher than 1, you may spread these hits across any models within 6" of the original target and within range of the firer. For each model hit, roll on the injury table.

The Home Guard may not fire if it would require them to draw a line of sight through a friendly unit. The Germans may fire "through" zombies, but not a living friendly unit. If firing through another unit roll a dice for each hit scored. On a 4+ the shot hits the intervening unit instead of the target.

Fire modifiers

Circumstance	Mod
Target within 6" (point blank range)	+1
Moving and firing	-1
Target more than ½ weapon range from firer	-1
Target in soft cover (hedges, trees etc)	-1
Target in hard cover (walls, barricades etc)	-2
Team weapon reduced to 1 man	-1

Close Combat

Each side rolls one dice for each model they have involved in the combat. Any models that charged this turn get +1 to their roll. If the model that was charged is in cover, they may force their opponent to re-roll their melee dice (this only applies on the turn they are charged). The highest single dice roll wins the combat, the victor may make an injury roll for one model in base-to-base. If 2 or more models tie for the highest roll, they may all roll for injury.

Firing into Close Combat

The Home Guard may not fire at a model that is engaged in close combat. The Germans can fire into any combat involving only Home Guard and zombies, if they do, randomise any hits between the participating models.

Leaving Close Combat

A model that is in close combat may only move away if they are given a Run order. If this happens, fight an immediate round of combat; if the model or any other model on their side wins they may not strike any blows but if the enemy wins they may strike blows as normal. Assuming the model survives, they are free to move away.

Panic

If a Home Guard model is within 6" of a friendly model that becomes a casualty, they must take a Panic test. Roll a dice, on a 4+ the model is fine and may continue to act as normal; on 3 or less they panic and may only take Run actions until they Rally.

If a panicking model begins its activation in a position that is out of sight of all zombie models they may make a Rally check; roll a dice, the check succeeds on a 4+. If they pass, they may act normally from this activation onwards.

A model that finds itself out of coherency with its section leader as a result of a failed Panic test does not have to return to coherency once it has Rallied. It still activates at the same time as its section, but acts independently from now on. If the section leader Panics and breaks coherency in this way, nominate another model to act as the new section leader.

Injuries

1-2	None	N/A
3-4	Knocked Down	Lay model face-up on tabletop. The next time the model moves, it must spend its movement standing up. If it has been given a Run or Charge order, it may move up to its normal movement rate (not doubled). If knocked down while in close combat, treat this as Casualty instead.
5+	Casualty	Possibly injured, probably dead. If it is a zombie remove it. If it is a Home Guard, leave it lying face-down on the tabletop. It may take no further actions.

Special Rules

Melee	A model with, or carrying a weapon with, this rule, may roll an additional dice in combat.
Medic	May roll a dice if in contact with a Home Guard casualty after movement. On a 5+ will revive them.
Command(X)	Any friendly model within 6" may add +X to Panic and Rally checks
Lethal(X)	Add +X to injury rolls from this weapon
Heavy	May not be given a Run order. May only fire on a Fire order. Dropped if model carrying it Panics

