

# Hot Blood & Cold Steel – Playsheet v1.0

<b>Turn Sequence</b> Intentions Morale (patrol & individual) Hand to hand combat Throw bombs Special Actions Movement Spotting/Noise Shooting Bomb effects Artillery/Mortars Resolve effect of hits	<b>Firing Chart</b> Roll 2d6 and score the number on the chart or greater for a hit.																																				
	<table border="1"> <thead> <tr> <th>Weapon</th> <th>Same Sq</th> <th>1</th> <th>2</th> <th>5</th> <th>10+</th> </tr> </thead> <tbody> <tr> <td>Pistol</td> <td>8</td> <td>9</td> <td>11</td> <td>13</td> <td>x</td> </tr> <tr> <td>Rifle</td> <td>9</td> <td>7</td> <td>8</td> <td>8</td> <td>9</td> </tr> <tr> <td>LMG</td> <td>9</td> <td>7</td> <td>7</td> <td>8</td> <td>9</td> </tr> <tr> <td>HMG</td> <td>10</td> <td>9</td> <td>8</td> <td>8</td> <td>8</td> </tr> <tr> <td>Indirect Fire</td> <td>8</td> <td>10</td> <td>13</td> <td>x</td> <td>x</td> </tr> </tbody> </table>	Weapon	Same Sq	1	2	5	10+	Pistol	8	9	11	13	x	Rifle	9	7	8	8	9	LMG	9	7	7	8	9	HMG	10	9	8	8	8	Indirect Fire	8	10	13	x	x
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	Modifiers to dice roll are as follows:																																				
	Firer moving                      -1 per sq.                      Target in partial cover                      -2																																				
Target prone in open                      -1                      Target non-tactical                      +1																																					
Disappearing target                      -2                      Aimed shot                      +2																																					
Target illuminated                      +2                      Artillery                      +2																																					

## Hand to Hand Combat

Both roll 2d6 and add melee factor. The highest score wins, loser rolls on casualty table. Draws are inconclusive and the melee continues in the next turn. Melee continues until one of the combatants is dead, incapacitated or fails morale and flees.

**Visibility** Range of vision in given circumstances.

Spotter	Target	Standing	Lying	Ground level	Within 3 of flare	Firing
In a hole		Same hole	same hole	nil	same hole	Same hole
Standing		2	1	0	Any	Any
Lying/Listening Post/fire step/bunker		3	2	1	Any	5

Firing weapons can be seen by anything in line of sight. Ditto exploding bombs (but not the grenadier).

Standing figures can be seen 1 square further and ground level figures one square less.

## Movement/Noise

move	Crawling	Standing
1 (tactical)	No noise	No noise
2 (tactical)	1 square	1d3
3 (non-tactical)	-	1d4
4 (non-tactical)	-	1d6

## Dealing with Wire

- A piece of wire (1 turn, heard 1d6-2 squares).
- Gap in a linear obstacle (1d6 turns, heard 1d6 squares). If done stealthily (2d6 turns, heard 1d6-2 squares). Roll each turn for noise until gap complete.
- Squares completely filled with wire cannot be cut through.

## Throw Bombs

Roll 2d6 and score number on table below to hit. Thrower adds his Grenadier modifier and if Walking wounded subtracts 2 from the dice. On double 1 you drop the bomb. Misses deviate, throw 1d6.

Range	0	1	2	3	4
Trench/bunker	8	9	10	12	14
Square	Auto	4	6	8	10

Normal Deviation (1-3 range)

	4	
3		5
	Target	6
2		
	1	
	Gren	
	1 or less	

Max Range Deviation

	Target	
3		5
	4	
2		6
	1	
	Gren	

## Effects of Being Hit

Each time a figure is hit roll 2d6, apply all the appropriate modifiers, and consult the table below:

Factor	Mod	Factor	Mod
Hit by machine gun	+4	Hit by melee weapon/bayonet	+2
Hit by rifle or pistol bullet	+2	Hit by unarmed opponent	-2

5 or less	6 or 7	8 or 9	10 or 11	12+
scratch	walking	minor	serious	Killed

## Individual Morale (pg.5)

Test individual morale only when individual danger increases, for example:

- coming under fire for first time
- attempting to enter enemy trench system
- wishing to advance while under fire
- advancing into a known danger zone (e.g. leaving trench or shell-hole)
- first-time in hand to hand combat

Roll 2d6 for each individual or small group (i.e. a group all inhabiting the same square). Modify the dice roll with the individual's morale state and any of the factors below that apply.

Situation	Modifier
Officer leading by example (i.e. in sight and doing the same as the others in the group, only the most senior in the patrol counts)	+1
Each friendly casualty in sight (walking wounded or worse)	-1
Each enemy casualty in sight (walking wounded or worse)	+1
Visibly outnumbered (i.e. more enemy than friends in view)	-1
Melee threatened with edged weapon	-2
wounded	-2

Total Score	Resulting Individual Morale
7 or over	<b>No restrictions</b> , carry on until situation gets much worse.
3 to 6	<b>Move no closer to seen enemy.</b> May stand they and fight. Will not move to a more dangerous situation or towards a visible enemy or to the enemy trench line.
Less than 3	<b>Duck back behind nearest cover.</b> If no enemy in sight then count as 'move no closer'. If there is no cover, or nowhere to duck into within a tactical move distance, then stand and fight.
-1 or less	<b>Surrender</b> to nearest known enemy (even if not in sight initially).

## Bomb Effects

Roll 2d6, a score of '2' or '3' on first roll is always a dud.

Target	Hit	Target	Hit
Unarmoured	7+	Armoured	9+
Adjacent	10+	Protected	9+