

• SHOOT ACTION SUMMARY •

apprentice rule • vigorous action • shooting action

In Darklands, death does not always come from close quarters, from an enemy warrior's blade or claw, where breaths stink and bowels void; death can come from afar and sometimes without warning, for arrows and other long range weapons are indiscriminate and rightly feared...

SHOOT SEQUENCE

Before any *Shoot action* begins, the sequence in which all *Shoot actions* are made - the **Shoot Sequence**, as summarised below - must be established. Usually, Shooting units shoot as one body of warriors against the Target units, but if the Shooting unit contains warriors of differing privilege, class or attributes or have lines of sight blocked they may, and sometimes must, split their *Shoot actions*, treating each *Shoot* separately and resolving it before moving on to another.

Shoot Sequence Summary

Determine the Shooters

- 1 - Shooting unit declares its equipment
- 2 - Shooting unit declares any *different Shoots* or *simultaneous Shoots*

Determine the Target

- 3 - Shooting unit selects the Target units from the potential Target units
- 4 - Target units declare their equipment

Shoot

- 5 - Shooting unit determines its **shoot dice**
- 6 - Shooters *Turn to Face* the Target unit and measure the **shoot distance**
- 7 - If the Shooting unit is within range of the Target unit, the Shooting unit calculates the **shoot value** of the Easiest Target within the Target unit, and applies any **shoot modifiers**
- 8 - The Shooting unit rolls its shoot dice with a **shoot roll**
- 9 - Shoot rolls of a 9 are **fated shots** which cannot be evaded and become **fated damage**, as long as the Shooter's **SKILL** is higher than or in the same **SKILL BAND** as the Target's **SKILL**. Additionally, fated shots may cause other effects (such as continuous effects) and cannot be negated
- 10 - Shoot rolls equal to or higher than the shoot value become **shot dice**
- 11 - Shoot rolls less than the shoot value become **fallen dice**
- 12 - Shoot rolls of a 0 become **fated fallen dice**
- 13 - Calculate the **shoot score**, which is then added to the **total shoot score**
- 14 - Distribute the shot dice amongst the Target unit's warriors, in Easier Majority Target to Easier Minority Target order

Evade

- 15 - If there are shot dice, each Different Target must attempt to **evade** the shots by calculating the **evade value** and applying any **evade modifiers**
- 16 - The Target unit rolls the shot dice with an **evade roll**
- 17 - Evade rolls of a 9 become **fated evade dice**, and (if the shot weapon's **M+W** is in the same **ATTRIBUTE BAND** as the Target's **C+A**) for each fated evade die that is not fated damage, one damage die becomes one evade die
- 18 - Evade rolls equal to or higher than the evade value become **evade dice**
- Evade rolls lower than the evade value become **damage dice**
- 19 - Evade rolls of a 0 become **fated damage** which may cause other effects (such as continuous effects)

Shoot Damage

- 20 - Damage dice are counted to find the **shoot damage**
- 21 - Each damage die is multiplied by the shot weapon's damage* value to find the **total shoot damage**
- 22 - Other damage modifiers are applied and the results added to the total shoot damage
- 23 - The Target unit applies the shot damage to his unit's wounded warrior, removing any dead warriors as appropriate
- 24 - Target unit repeats steps 15-22 for each Different Target until all of the Different Targets have attempted to evade
- 25 - Target unit performs a *Shoot Result reaction* if necessary

Repeat

- 26 - Shooting unit repeats steps 5-25 for each *Different Shoot action* until all of the Shooters have attempted to *Shoot*
- 27 - The Shooting unit attaches an **exulted token** if shoot damage has been caused

ATTACK SHOOT SEQUENCE

Attack Shooting units perform an *Attack Shoot action* according to the **Attack Shoot Sequence**, as summarised below.

Attack Shoot Sequence Summary

- 1 - Attack Shooting unit determines the Target units from those units it is engaged with
- 2 - Attack Shooting warriors perform a *Shoot action* against the Target units

SPRAY SEQUENCE

Spraying units perform a *Spray action* according to the **Spray Sequence**, as summarised below.

Spray Sequence Summary

- 1 - Spraying unit places the spray template upon an enemy Target unit, which becomes the Sprayed unit
- 2 - Spraying unit *Sprays* the Target unit with a *Spray Shoot action*

VOLLEY SHOOT SEQUENCE

Volley Shooting units perform a *Volley Shoot action* according to the **Volley Shoot Sequence**, as summarised below.

Volley Shoot Sequence Summary

- 1 - Volley Shooting unit multiplies the shoot dice of any shot weapon with the 'volley shoot' rule by 3, or (n) if present
- 2 - Volley Shooting unit modifies the shoot value by +2
- 3 - Volley Shooting unit *Shoots* the Target unit



Darklands Shoot Action Summary Board v2.01

© Mierce Miniatures Ltd., 2022

Mierce Miniatures, the Mierce Miniatures logo, Darklands, the Darklands logo are either ®, TM and/or © Mierce Miniatures Ltd.,

2012-2022

MIERCE
MINIATURES



SHOOT & DRAG SEQUENCE

Shoot and Dragging units perform a *Shoot and Drag action* according to the **Shoot and Drag Sequence**, as summarised below.

Shoot and Drag Sequence Summary

- 1 - Shoot and Dragging unit selects the Shot and Dragged unit
- 2 - Shoot and Dragging unit performs a *Shoot action* after the evade rolls but before shoot damage is assessed

Determine Shot and Dragged warriors

- 3 - One warrior can become Shot and Dragged per fated damage die or damage die rolled
- 4 - Shoot and Dragger decides whether to combine damage dice upon Shot and Dragged warriors
- 5 - All Shot and Dragged warriors become **entangled**

Dragged

- 6 - Shoot and Dragger determines the dragged distance by rolling 1D10 per damage die
- 7 - Dragged warrior is *Dragged* directly towards the Shoot and Dragging unit until it ends its *Drag Move* or is engaged with or beset by the Shoot and Dragging unit

Shoot Damage

- 8 - Shoot damage is applied to the Shot and Dragged warriors

Linked Attack action

- 9 - Shoot and Dragging warriors may perform a *linked Attack action* or *linked Attack Move action* against any Dragged warriors they are engaged with or beset by

SHOOT REACTION SEQUENCE

Shoot reacting warriors perform a *Shoot reaction* according to the **Shoot Reaction Sequence**, as summarised below.

Shoot Reaction Sequence Summary

- 1 - Shoot Reacting unit is declared
- 2 - Shoot Reacting unit performs an *embedded Shoot action* at the Approaching Target unit

DROP SEQUENCE

Dropping units perform a *Drop action* according to the **Drop Sequence**, as summarised below.

Drop Sequence Summary

- 1 - Dropper places the crush template so that its crush hole is centred upon an enemy Dropped on warrior, and its **90° angle line** is pointing directly away from the Dropper's head mark (non-Circling warriors) or in a random direction (Circling warriors)

Drop

- 2 - Dropper makes his shoot roll
- 3 - If there is a fated shot, or if the majority of the Dropper's shoot dice become shot dice, or if the number of shot dice and fallen dice are equal, crush template remains where it was placed
- 4 - If the majority of the Dropper's shoot dice become fallen dice, and there are still shot dice, the crush template is placed upon a warrior within the Dropped on unit by the Dropped on unit's player
- 5 - If all of the Dropper's shoot dice become fallen dice, the crush template scatters

Scatter

- 6 - If the crush template must be scattered, Dropper makes a direction roll and then a distance roll
- 7 - Crush template is moved in the direction indicated by the direction roll, and as far as the distance roll in inches
- 8 - Crush template is then placed so that it is again pointing directly away from the Dropper's head mark

Evade

- 9 - Crushed and Splashed warriors then attempt to evade the Drop shot
- 10 - Crushed warriors each attempt to evade all of the shot dice, which use the full **CRUSH COMBINED MIGHT** of the drop weapon, and cannot use equipment with the 'parry' rule nor the easy parry for Shieldwall warriors to modify the evade value
- 11 - Splashed warriors each attempt to evade one shot die, which use the weaker **SPLASH COMBINED MIGHT** of the drop weapon

Damage

- 12 - Remaining damage cannot carry over to warriors that are not Crushed or Splashed warriors, but can carry over to other Crushed or Splashed warriors

THROW SEQUENCE

Throwing units perform a *Throw action* according to the **Throw Sequence**, as summarised below.

Throw Sequence Summary

- 1 - Thrower places the crush template so that its crush hole is centred upon an enemy Thrown at warrior, and its **90° angle line** is pointing directly away from the Thrower's head mark

Shoot

- 2 - Thrower makes his shoot roll
- 3 - If there are fated shots, or if the majority of the Thrower's shoot dice become shot dice, or if the number of shot dice and fallen dice are equal, crush template remains where it was placed
- 4 - If the majority of the Thrower's shoot dice become fallen dice, and there are still shot dice, the crush template is placed upon a warrior within the Thrown at unit by the Thrown at unit's player
- 5 - If all of the Thrower's shoot dice become fallen dice, the crush template scatters

Scattered

- 6 - If the crush template must be scattered, Thrower makes a direction roll and then a distance roll
- 7 - Crush template is moved in the direction indicated by the direction roll, and as far as the distance roll in inches
- 8 - Crush template is then placed so that it is again pointing directly away from the Thrower's head mark

Evade

- 9 - Crushed and Splashed warriors then attempt to evade the throw shot
- 10 - Crushed warriors each attempt to evade all of the shot dice, which use the full **CRUSH COMBINED MIGHT** of the throw weapon, and cannot use equipment with the 'parry' rule to modify the evade value
- 11 - Splashed warriors each attempt to evade one shot die, which use the weaker **SPLASH COMBINED MIGHT** of the throw weapon

Damage

- 12 - Remaining damage cannot carry over to warriors that are not Crushed or Splashed warriors, but can carry over to other Crushed or Splashed warriors

GAZE SEQUENCE

Gazing units perform a *Gaze action* according to the **Gaze Sequence**, as summarised below.

Gaze Sequence Summary

- 1 - Gazer selects the Gazed at warrior
- 2 - Gazer makes his shoot roll

Gaze Test

- 3 - Gazed at warrior performs a **GAZE TEST**
- 4 - If the Gazed at warrior passes the **GAZE TEST**, he suffers gaze shoot damage equal to the glance damage value
- 5 - If the Gazed at warrior fails the **GAZE TEST**, or there are fated shots, he suffers gaze shoot damage equal to the gaze damage value

SHOOT MODIFIERS

easy shot	-	Target is easily seen
easy shot	-	the Shooter is using a spray shot weapon
-1	-	Target is within lethal range of a shot weapon
-1	-	The majority of the Shooter's base is within the Target's blind arc, unless the Target is blind sighted
-1	-	Target has the 'gigantic' trait and the Shooter is half the Target's mass or less (rounding any fractions down)
-1	-	Target is immobile, prone, unsighted or unconscious
+1	-	Shooting unit has performed a <i>Movement action</i> further than its PACE (or further than half its FLIGHT) in the current activation
+1	-	Shooting unit is performing a <i>Hold and Shoot reaction</i>
+1	-	Shooting unit is performing a <i>Withdraw and Shoot reaction</i>
+1	-	Shooting unit is performing an <i>Engage and Shoot action</i>
+1	-	Shooting unit is <i>Swooping and Shooting</i>
+1	-	Shooter is a Cold Crippled warrior
+1	-	Shooter is a Petrification Crippled warrior
+1	-	Target has cover
+1	-	Target is in wide form

+1	-	Target is a Circling unit
+1	-	per unit (friend or enemy) in a <i>Combat Shot</i> at
+1	-	Target is further than effective range of the shot weapon
+1	-	every 3" further than the effective range of a shot weapon the Target unit lies
+1	-	Target is a single noble (i.e., not in a unit) within 5" of a friendly unit that is stronger than the Target
+1	-	Shooting at a camouflaged warrior when it is within its camouflage terrain
+1	-	Shooting in the dawn or dusk hour
+2	-	Shooting unit is performing a <i>Volley Shoot action</i>
+2	-	Target has dense cover
+2	-	Shooting in the hours of darkness
+wind strength	-	Wind strength is greater than 0
difficult shot	-	Target has the 'ethereal' trait
difficult shot	-	Target is difficultly seen or is a difficult Target
difficult shot	-	Shooter is unsighted

SHOOT VALUE TABLE

The **shoot value** can be easily calculated with the Shoot Value Table below.

Shoot Value Table

	Shooter's Skill	-	Shoot Value
2+ ATTRIBUTE BANDS higher than the Target's SKILL		-	3
1 ATTRIBUTE BAND higher than the Target's SKILL		-	4
Same ATTRIBUTE BAND as the Target's SKILL		-	5
1 ATTRIBUTE BAND lower than the Target's SKILL		-	6
2+ ATTRIBUTE BANDS lower than the Target's SKILL		-	7

EVADE VALUE TABLE

The **evade value** can be easily calculated with the Evade Value Table below.

Evade Value Table

	Shooter's M+W		Evade Value
2+ ATTRIBUTE BANDS higher than the Target's C+A		-	7
1 ATTRIBUTE BAND higher than the Target's C+A		-	6
Same ATTRIBUTE BAND as the Target's C+A		-	5
1 ATTRIBUTE BAND lower than the Target's C+A		-	4
2+ ATTRIBUTE BANDS lower than the Target's C+A		-	3

EVADE MODIFIERS

easy evade	-	the Target unit is unseen
-3	-	Target warrior is a Shieldwall warrior and Shooter's mass is equal to or lower than the Target warrior
-2	-	Target warrior is a Shieldwall warrior and Shooter's mass is higher than the Target warrior by 1
-1	-	Target warrior is a Shieldwall warrior and Shooter's mass is higher than the Target warrior by 2 or more
-1	-	every 3" further than effective range of the shot weapon the Target warrior lies
-1	-	the Target warrior is using an armour element with the rule 'parry'
-1	-	the Target warrior is a mounted warrior (either on a mount or on a carriage engine)
-1	-	Target warrior has the 'tough' trait
-1	-	Target warrior is a Skirmish warrior
+1	-	every 3" closer than lethal range of the shot weapon the Target warrior lies
+1	-	majority of the Shooter's base is within the Target's blind arc
+1	-	the Target unit is in combat
+1	-	the Shooter's shot weapon has the 'pierce' rule
+1	-	Target is a Cold Crippled warrior
+1	-	Target is a Petrification Crippled warrior
difficult evade	-	the Target unit is unsighted, immobile, prone or unconscious

SHOOT DAMAGE SEQUENCE

Shoot damage is applied to Target warriors as per the **Shoot Damage Sequence** below.

Shoot Damage Sequence Summary

Determine Shoot Damage

- 1 - Shooter counts the amount of damage dice
- 2 - Apply the damage* modifier of that shot weapon to each of its damage dice
- 3 - Apply any other damage modifiers for that shot weapon to each of its damage dice
- 4 - Calculate the total shoot damage for that weapon

Apply Shoot Damage

- 5 - The total shoot damage is deducted from the Target unit's wounded warrior's **WOUNDS**
- 6 - Any remaining shoot damage is distributed to other Target warriors of the same profile
- 7 - Target warriors whose **WOUNDS** are reduced to 0 are **dead**

Remove Dead Warriors

- 8 - Remove dead warriors from their position on the battlefield

SHOOT RESULTS SEQUENCE

A *Shoot action's* shoot results are calculated according to the **Shoot Results Sequence**, as summarised below.

Shoot Results Sequence Summary

Compare Shoot Score to Target's Mass

- 1 - Shooting unit must compare its **total shoot score** for a Target unit to that Target unit's current mass
- 2 - If the Shooting unit's total shoot score is higher than the Target unit's mass, Target unit is a **Shocked Target unit**
- 3 - If a Target unit is now under mass because of the shoot damage, Target unit is a **Heavily Damaged Target unit**
- 4 - If it is not a Shocked Target unit or Heavily Damaged Target unit, and if it has taken shoot damage, the Target unit is a **Damaged Target unit**
- 5 - If the Target unit has taken 0 shoot damage, the Target unit is an **Undamaged Target unit**

SHOOT RESULT REACTION SEQUENCE

A *Shoot action's* *Shoot Result reactions* are calculated according to the **Shoot Result Reaction Sequence**, as summarised below.

Shoot Result Reaction Sequence Summary

Shoot Result Reaction Criteria

- 1 - Apply the Shoot Result Reaction Criteria to the Target unit
- 2 - If the Shoot Result Reaction Criteria is fulfilled, the Target unit must perform a *Shoot Result reaction*, as determined from step 4
- 3 - If the Shoot Result Reaction Criteria is not fulfilled, a *Shoot Result reaction* does not have to be performed by the Target unit and the Shoot Result Reaction Sequence ends

Shoot Result Reaction

- 4 - Target frenzied units determine which *Shoot Result reaction* they perform according to the Target Frenzied Unit Reaction Roll
- 5 - A Target unit that is not frenzied, and that is both a Heavily Damaged and Shocked Target unit, performs a *Flee reaction* as their *Shoot Result reaction*
- 6 - A Target unit that is not frenzied performs a *Panic reaction* as their *Shoot Result reaction*
- 7 - Target units that are not frenzied or broken become **shaken**, and have a shaken token attached to them

TARGET FRENZIED SHOOT RESULT REACTIONS

Target frenzied units that fulfil the Shoot Result Reaction Criteria must perform a random *compulsory Shoot Result reaction*. To see which *Shoot Result reaction* the frenzied unit performs, roll a D10 (the result of which is called a **Target Frenzied Shoot Result reaction roll**) and consult the table below:

Target Frenzied Shoot Result Reaction Roll

D10 - Reaction performed

0 - *Convulse*

If the Frenzied unit does not have any blood-lust tokens attached to it, the Frenzied unit loses control of its body and mind, its warriors frothing at the mouth, cowering on the ground or simply staring into the distance; but the end result is that the frenzied unit is no longer frenzied, becomes **confused** and must immediately perform a *compulsory Panic reaction*. If the Frenzied unit has at least one blood-lust token attached to it, it must *Flay* instead.

1-7 - *Flay*

The Frenzied unit flays itself to attack the pain of its wounds or the pressure in its brains. Perhaps they bash their heads off the ground, or each other; or perhaps they tear at their lacerations, or score their own bodies. However they react, the Frenzied unit suffers D10 randomly distributed **flay damage**, deducting 1 damage per blood-lust token attached to the Frenzied unit. The minimum flay damage caused can never be less than 1, however.

8 - *Roar or Shriek*

If the Frenzied unit has the 'roarer' or 'shrieker' ability, it howls at the skies in pain. It immediately performs a *Roar action* or *Shriek action* as a *reaction*, and will pass its **ROAR TEST** or **SHRIEK TEST** without the need for a **ROAR ROLL** or **SHRIEK ROLL**. See the 6-65: Roar action and 6-66: Shriek action for details. If the Frenzied unit cannot *Roar* or *Shriek* for some reason or does not have the 'roarer' or 'shrieker' ability, it must *Flay* instead.

9 - *Rampage reaction*

The Frenzied unit becomes so enraged that it immediately performs a *Rampage reaction*. See the 7-21: Rampage reaction for details.