

.45 ADVENTURE QUICK REFERENCE SHEET

The Stat Line

Shivs (SH): This stat measures the model's ability in hand-to-hand combat.

Heaters (HT): This stat measures the model's ability with thrown or fired weapons.

Dodge (DG): This stat represents the speed at which a model reacts to a situation. In ranged combat, it represents a negative modifier as models who can react quickly are going to be harder to hit.

Brawn (BW): This stat represents a model's physical strength. The stronger the model the more damage it can cause and the easier it can drive opponents back in hand-to-hand combat.

Speed (SP): This stat represents the distance which a model can move in one action.

Brains (BR): This stat is a measure of mental fortitude. It is used in skill tests and some additional tests.

Guts (GT): Guts is a measure of the bravery of a model. It is used to determine whether a model panics at the first sign of trouble or stands their ground against overwhelming odds.

Defensive Rating (DR): Defense value is the ability of a body location to resist damage. The higher this number, the tougher it is to damage that location.

Weapon Strength (WS): This is the damage that a weapon causes. The greater it is compared to the DR, the more damage done.

The Stat Test

The Stat test is adding the required stat plus the results of a d10. If the total is equal to or greater than 10, the tests is successful.

Actions

Run: This is the normal movement of the model as reflected in their stat line.

Jump: This is assumed to be a running jump. All models can jump up to 1" for each point of BW. They can also attempt to gain an additional 1". To do this, the model adds its ST score and the result of a d10 roll.

Climb: Models climb at 1" per action. For each climb action, the model must add its BW and DG scores and add the total to the results of a d10 roll.

Run/Jump & shoot: This is a run/jump and shoot action. Models doing this have a -5 modifier in ranged combat. The shot can be taken at any point during the move action. Models with two-handed missile weapons (submachine gun, rifle, bow, etc.) can only move half their movement rate and shoot.

Snap shot: This is two quick shots taken in quick succession. Models doing this have a -3 modifier in ranged combat for both shots.

Aim shot: This is the normal shot taken by models. There is no modifier to hit.

Charge: This is a move action followed by a close combat attack. The charging model receives a +2 modifier in close combat for that action only.

Use ability: This action refers to anything unrelated to the actions already listed, such as attempting to repair machines, use special abilities, etc.

Wait: Models that wait are holding their action in reserve until a later part of the turn in an attempt to counter the actions of opposing models.

Prone: Models that are prone are crouching or lying down attempting to make the smallest target possible for an opponent's ranged combat attack. This makes them -2 to be hit. Prone models can also fire into the "shadow" of terrain as defined in Ranged Combat. Prone models have their SH score halved (rounding up). Models can combine going prone with a shoot action (the same modifier as move and shoot applies) or a move action.

Stand: This is the action used by models to get up after being knocked down or after being prone.

Ranged Combat

(Attacker) HT +/- Any modifiers + d10 vs. (Defender) DG +/- Any modifiers + d10.

Cover

Obscured by Terrain: -2 to be hit. In Cover: +2 to DR for all locations except head.

Height Differences

Two Levels Higher than shooter=Obscured by terrain

Four Levels or More Higher= Additional -1

Target Movement Modifiers

Target moves 3" to <6" = -1

Target moves 6" to <9" = -2

Target moves >9" = -3

Two-Fisted Shooting

Models firing with 2 one-handed weapons receive -2 to each weapon

Close Combat

(Attacker) SH +/- Any Modifiers + d10 vs. (Defender) SH +/- Any Modifiers + d10

Modifiers

Charge bonus: +2 to attacker's SH total

Attacking over obstacle: -2 to attacker's SH total

Damage from Combat

When a model is hit in combat or because of some other event, the WS of the hit is compared to the DR of the hit location of the model. If the DR is greater, than the difference is added to the results of a d10. If 10 or greater, no wound. If the WS is 2x the DR, then the model takes two wounds to that location. If it is 3x or greater, it takes 3 wounds to that location.

Hit Location Chart

D10 roll	Result
1	Head
2-4	Torso
5-7	Arms
8-10	Legs