

# ALL THINGS ZOMBIE MINIATURES

## FADE TO BLACK

### ERRATA

#### 8.2 CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. Here's how we do it:

- The charging figure is active or is directed to charge via a Reaction Test result.
- The charging figure must be able to contact the target.
- The charging figure must have a clear LOS to the target.
- Chargers can declare a charge at any time during their turn even if the target was out of LOS at the start of the charger's turn.

#### 8.2.1 HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- Move the charger to 1" from the target. After the test is resolved, the charger is moved into base to base contact with the target.
- Each figure involved in the charge rolls its own d6. If charged by more than one charger, apply the target results to both chargers, taking the worse result.
- If the target is allowed one shot on each target he can only fire one shot on the target he chooses.
- Each figure starts with 2d6 and modifies the number by any applicable circumstances.
- All figures roll the modified total of d6 and compare the scores against their Rep.

- Determine how many d6 are passed for each figure.
- **If the Charger passes more d6 than the Target, it enters melee and the Target cannot fire. Otherwise, the Target fires at full Target Rating.**
- Immediately carry out the results.

**Example** – A Ganger (Rep 4) activates and moves 3" forward into sight of a Citizen (Rep 3). An In Sight is taken and the Ganger wins. He declares a charge and both figures take the Charge into Melee Test.

Ganger rolls 2d6 versus its Rep and passes 2d6. The Citizen rolls 1d6 versus its Rep and passes 1d6. **As the charging Ganger passed more d6, the Citizen cannot fire and the Ganger is moved into contact.**

#### 8.2.2 CHARGED TO REAR

Figures charged to their rear are assumed to turn around to melee, but cannot fire.