



This sheet is for quick and easy setup of games using Age of Munda as the rule-basis for playing INQ28. The intent is to let the focus be on the narrative, allowing the players to figure stuff out as they play without the rules hindering but enabling the action to unfold.

+++PRE GAME PREPARATIONS+++

WARBAND SIZE

Starting warband cannot have more than **12 wounds** in total (transports not included)

Allocating wounds is up to you the player. Meaning you can aim for quality or quantity as you see fit yourself.

WEAPON PROFILES

THIS PROFILE BAR COUNTS FOR BOTH CLOSE COMBAT WEAPONS AND FIREARMS

NUMBER OF ATTACKS	TO HIT
2 Champions/leaders/meta humans/etc	3+
1 Standard for all	4+
1 Dregs/un-skilled combatant/equivalent	5+
TO WOUND	TO SAVE
2+ High energy- and strength weapons	Minus two modifier
3+ Power weapons	Minus one modifier
4+ Standard for all	No modifier
5+ Unarmed	No modifier

WEAPON RANGE

1»	Standard ccw range
2»	CCW with long haft or range
12»	Pistols/equivalent
24»	Rifles and larger firearms/equivalent

SAGACITY

Sagacity is a catch-all stat for unlocking, hacking, etc. The perfect reason for why you need these types of characters (or even servitors) in your warband.

6+	Brutes, no technical skill/equivalent
5+ Standard for all	
4+	High tech skill/equivalent

VARIOUS

Jumping, climbing, or other «risky» actions	<i>Succeed on a roll of 2+ Fail suffer 1 wound with save</i>
No stat or action described for it?	<i>Succeed on a roll of 4+</i>

**FILL THIS INFO PER CHARACTER
IN THE SHEET ON PAGE 2**

+++GAME SEQUENCE+++

AT THE START OF EACH TURN, ALTERNATE WHO STARTS BY DICING IT OFF

PHASE 1	PRE TURN	
Rally	Random Movements	Random Actions
Psychic Abilities	NPC	Game-master

PHASE 3	SHOOTING	
Shooting <i>See weapon profiles</i>	OR	Running / Boosting D3+1

PHASE 2	MOVEMENT
8"	Cavalry/vehicle/monster
5"	Bionic legs/equivalent
4"	Standard move for all
3"	Squat/small
d6"	For those that this fits

PHASE 4	COMBAT
Charging	d3+1+weapon range
Combat	see weapon profiles

MORALE. YOU MUST TEST YOUR MORALE IF YOUR LEADER IS KILLED AND/OR IF YOU'VE LOST 50% OR MORE OF YOUR WARBAND

+++REPEAT FROM PHASE 1 UNTIL GAME IS FINISHED+++



NAME OF WARBAND

WARBAND ROSTER SHEET									
	TYPE	NAME	WOUNDS	SAGACITY	WEAPONS	ATTACKS	TO HIT	TO WOUND	SAVE
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									

NOTABLE FEATS