

JUMPIN' AND LEAPIN' ABOUT

JUMPING RULES FOR FLYING LEAD

There will be many times in Flying Lead games where a character will have to leap over an object or away from danger. From leaping from roof to roof, jumping onto a moving train or lorry top, across an opening drawbridge or even over a gaping chasm ... now your character can do them all.

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Leap of Faith

A character can jump his normal movement distance with by passing a Quality roll.

Sgt. Jones says:

In a normal game of Flying Lead, the players can always measure distances before making any decision. However when leaping and jumping some players prefer to add a little spice to proceedings and decide that leaps and jumps may not be 'premeasured'.

A die is rolled against the character's Quality score and the actual distance leapt is determined and then measured. The normal distance is made if the character rolls equal or over their Quality value. However if he fails the roll the distance is one category less ... a Long move becomes Medium, a Medium becomes Short, and a Short becomes a one-base-width.

Sgt. Jones says:

Some players like to play that if the character fails the roll BUT still manages to make the distance, he is left 'hanging' by his finger tips. It takes an action to enable the character to 'pull himself' up!

Modifiers to Jumping Roll

The roll is adjusted as follows:

+1 if the character has the Acrobat special rule.

+1 if the character takes a run up or focuses himself. This is done by spending a move action before the leap is attempted OR by standing still and 'psyching' himself up.

-1 if the character is wearing or carrying excessive equipment (most 'army kit' would fall into this category).

-2 if wearing heavier armor or carrying a wounded comrade.

What Goes up Must Come Down: Consequences of misjudging!

If the jump distance is not enough to clear the gap, the model falls, taking falling damage as per the normal rules.

Hindrances and hassles

Not everything is going to be easy! Taking off on or landing on slippery surfaces may end in tears! Some roofs, moss covered stones, etc. will count as Slippery ground for Jumping purposes. The characters will have to test their Quality BEFORE and AFTER making the jump.

As usual with "tricky" terrain, make sure you agree with your opponent what is what BEFORE play commences.

Going up, down and across

Jumping down uses the falling rules for determining any potential damage if the distance is more than the height of the figure. Vertical jumps are determined as for leaping except the distance jumped is the height of the figure, the character can use a run up and all the normal modifiers apply. If the Quality roll fails, the character manages to jump a base width.

Leaping linear objects/obstacles is automatic, using one less movement stick, up to the height of the character. Higher linear obstacles can be 'leapt' over using the normal leaping rule but using the head height of the character as the distance covered. It is presumed the character is 'scrambling' up and over (watch some free running videos on Youtube to gain an insight into what the above may look like in the real world!).



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