

DOUBLE SKULL CONFRONTATION

QUICK REFERENCE SHEET

CARD FLIPS

- **Jokers:** Roll once on the Complications Table, if The Infected are present add 1 to the Mayhem level. Remove any Unconscious models.
- **Aces:** Roll once on the Battlefield Events table, if The Infected are present add 1 to the Mayhem level. Remove any Unconscious models.
- **Kings:** The entire enemy crew activates. Roll on the Event Table if The Infected are present.
- **Queens & Jacks :** Activate an additional enemy model and keep activating models until a model fails an Action or a successful Reaction is made by a player Model. Models activating will always be models closest to the initial model which moved. Roll on the Event Table if The Infected are on the table.
- **Any Club:** a single friendly Synthetic may *Activate* without *Flipping* another card
- **Any Spade:** all Synthetic enemy *Activate*.
- **Any Diamond:** If an ICE program is present it will activate. If an enemy Combat Hacker is present they will cancel any *Dominated* conditions (even if not jacked in to a CAT Terminal), if no friendly (to the hacker) model is *Dominated* they will cancel any friendly Immobilised states, if no models are Immobilised they will cancel any Targeted States and if no Targeting States are present, they will put a random friendly model in the Supported State.
- **Any Heart:** If an ICE program is present it will activate. if an enemy Combat Hacker is present they will *Immobilise* a player crew member, if all Synthetics are already Immobilised they will attempt to *Dominate* them.
- **2 of Hearts:** Roll a d10 if you roll less than the number of Trace points the system deploys an ICE program within 12" of the crews Hacker Virtual Avatar (if not present it simply deploys to the centre of the board and waits for an Avatar to appear). If the Crew doesn't have a Combat Hacker on the table and will not have one all game, then it will simply drift off. Simultaneously a security force will deploy using the clock face method and focus on taking out the player crew. Once the ICE program and Security forces are deployed any Trace points are lost.

If playing a Bug Hunt and you draw a number card lower than the Mission Priority place another Contact Marker.

SHOOTING MODIFIERS

- (+/-) Weapon Range Accuracy Modifier
- (+6) Target is Unaware (Sentry or Suppressed and not in cover from the firer or attacker is Camouflaged)
- (+3) Target is in Targeted Condition
- (+3) For every +2 SIL the target is more than the Attacker
- (+3) Firer is prone
- (-3) For every -2 SIL the target is less than the Attacker (Prone models count as SIL 1*)
- (-3 per 10" moved by Target) Fast Moving Target: for every 10" the target moved in its last movement
- (-3) Per piece of Intervening Terrain
- (-3) Target Moved Tactically
- (-3 per 10" moved by attacker) only applicable if Firing from a moving surface, ie a vehicle, horseback etc
- (-3/-6) Twin Guns Blazing

CLOSE COMBAT MODIFIERS

- (+/-) Weapon PB Accuracy
- (+6) Target was **Unaware** when attacked (Silent Takedown, attacker was Camouflaged at the start of their Activation)
- (+6) Target was **Prone** at the start of the current Action/Reaction (ie. when Engaging a Prone Model)
- (+3) On higher ground
- (+6) Model is out of the Vision Arc of the Target
- (+/-) Models Weight Penalty
- (+2 WoF) For every friendly, Standing and Active model also in SIL contact with the enemy.
- (-3) Model turned to face in Step 1
- (-1 WoF*) Equipped with a 2 Handed non Melee Weapon
- (-2 WoF*) Equipped with an Unwieldy non Melee Weapon, never counts as an ally in combat.
- (Ws 12) Engaged in Levelling Terrain

SAVING THROW

Subtract the targets Armour from the weapons Damage and add the following modifiers:

- (-13) Target is in Full Defensive Cover
- (-11) Target is in Full Hard Cover
- (-9) Target is in Partial Defensive Cover
- (-7) Target is in Partial Hard Cover
- (-5) Target has Gone to Ground (Shooting Attacks only)
- (-1) For each point of Suppression the Target has
- (+d6) hit was a Critical Success
- (+3) Target is Unaware
- (Armoured(2)) Target in Levelling Terrain
- (Ar x 2) Target was hit by an improvised weapon

DETECT TEST MODIFIERS

PB +6, S +3, M 0, L -3

The same modifiers are applied to the Detecting model as if they were making a Shooting Attack in addition to the modifier below. These modifiers are applied at the exact point the model would have been spotted.

- +6 Equipped with a Bio Scanner/Motion Tracker
- +3 Camouflaged model made a Shoot Action which triggered this test
- -6 Camouflaged model is more than 50% of the height of their SIL in cover
- -3 Camouflaged model is less than 50% of the height of their SIL in cover

Designers Note

The dice of choice in this game is the D20. This is for several reasons. We are all very used to working in base 10 thus when calculating probabilities this is a very easy way to go. It also gives us enough room within a characters stat line for meaning full differences and development over the course of a campaign, without being too swingy.

This is a game where modifiers matter...a lot. For that reason being able to calculate the difference between taking a shot at one range and another is important. I wanted to make the game more about the movement and tactics on the battlefield rather than an individual characters skill or weapon and the way I have done that is by awarding modifiers for what I consider to be tactical play (ie getting round the back of enemy etc) for this reason d20 fulfils all requirements.

ROLLS

Rolls are made against a Target Number (TN), which will be the numeric value formed by taking the characteristic being tested against or a number given by the game and applying any relevant Modifiers (both negative and positive). To find out if an Action has succeeded, a d20 is rolled and the result is compared to the TN. Any result that is equal to or less than the TN means the test is a success.

MODIFIERS

In most cases, the circumstances of an action apply Modifiers (MODs) to the relevant TN before a roll is made. MODs, increase or decrease the numeric value of the TN, denote the difficulty of the Action at hand. A positive MOD applies when the Action performed is easier than usual, and a negative MOD makes the Action harder than usual.

CRITICAL SUCCESSES

When the result on the die matches the Target Number the action is a Critical success.

OPPOSED ROLLS

When two or more Models act at the same time to try to thwart each other's progress, Opposed Rolls are used to determine which side acts faster and more effectively.

To do so, both players roll for their Models involved in the face-off and compare each result to the relevant Target Number, as they would in an Unopposed Roll. Failures are simply discarded and Successes are counted but then unlike in an Unopposed Roll, each side's successes are compared to the opponent's.

When comparing, The Reactive players successes cancel enemy successes with a lower result than them. Then if the Active player has any successes left these are resolved in descending order until as long as they are still able (because they haven't been put into a State or Condition which doesn't allow them to react, the Reactive models dice roll is resolved.

So for example. A Model is shooting at another model who attempts to shot back. The Active model has a Bs of 13 and rolls a 15, 11 and 4. The 11 and the 4 are successes. The Reactive model also has a Bs of 13 and rolls an 8. The 8 is a success and is higher than the Active models 4 and so cancels it. The 11 is then resolved, if this does not cause the enemy model to enter the Unconscious State then the enemy success of 8 is resolved. So while the Actions/Reactions are assumed to be happening simultaneously the dice making up those Actions are resolved in a sequential manner.

In Opposed Rolls, Critical's always win, regardless of the rival's results. If both players get one or more Critical's, the Roll is a tie and both Models are considered to have failed.

BREAKING TIES

Opposed Rolls can result in a tie. In the event of a tie (Critical's or not), both rolls cancel each other, no effects are applied and the Action is spent. A Critical Success (see below) will cancel any non critical successes. In the case both players rolls Critical's the attacker wins but does not count the result as a critical success.

UNOPPOSED ROLLS

This roll is used when a Model is not facing off against an enemy, because no enemy has the possibility to react to them.

To make an unopposed Roll and find out if a Model is successful when performing an Action, simply roll one d20 and compare the result against the Target Number. If the result on the die is equal to or lower than the Target Number, the Action is successful, and the Model achieves its goal.

OPPOSED OR UNOPPOSED

For actions to be resolved with a Opposed Roll, both Models must be attempting an Action at the same time. If the Action is being taken in isolation or when Reacting against Actions which never require rolls to be made (ie Move, Crawl, Sprint), use Unopposed Rolls instead.

SUCCESS VALUES BELOW 1

Negative MODs can sometimes cause the Success Value to drop below 1 for an action. In these cases, the player does not roll the dice, the Roll is an automatic failure.

SUCCESS VALUES ABOVE 20

In other cases, a high Attribute or positive MODs to an Attribute can cause the Success Value to be higher than 20. In this case, consider the Success Value to be 20, but with the peculiarity that the player adds the amount by which the Success Value exceeded 20 to his result on the die (a Success Value of 23 would add 3 to the result).

In these cases, any result of 20 or more on the roll is a Critical, if applicable. Success Values above 20 (either from positive MODs or plainly stated in the Troop Profile) increase the chance of obtaining a Critical result.

RE-ROLLING

A re-roll always stands, even if the previous roll was preferable. If multiple dice were rolled together because this was stated in the rules they had to be (for example WoF dice), all of them must be re-rolled if a re-roll is made. However, if multiple dice may be rolled separately, the player can choose to only re-roll some of them. Each applicable re roll allows 1 re roll but a result may be re rolled multiple times (for example multiple DATA points may be spent to re roll the same dice several times).

ADDING DICE

When adding dice to a dice pool a player will roll an extra dice for each dice added.

NATURAL ROLLS

A 'natural' roll is the actual number rolled on the Dice, regardless of any modifiers applied.

DEGREE OF SUCCESS

The amount the player scores over 0 whilst still rolling under the characteristic they are testing against. So a player with an WP of 7 gets a 3 they have passed by a degrees of success of 3.

DEGREE OF FAILURE

The amount the player scores over the characteristic they are testing against. So a player with an WP of 3 gets a 6 they have failed by a degree of failure of 3.

SCATTER DICE

This dice is used to determine random directions and how much to move an object by in that direction. Roll a D20, whichever way the upward facing point of the triangle of the dice is facing is the direction to scatter in. If a 1 or 2 is rolled on the Scatter Dice the result is actually a hit and the scatter is not applied. To determine how far the object scatters divide the result by 5 and add 3 for the distance in inches.

If the object scatters into a terrain feature which is higher than the targets SIL it will hit that terrain feature and not scatter any further. In the case of a Blast Marker treat the 'object' as the focal point of the attack.

TAKE-BACKS AND CHANGING ONE'S MIND

As a general rule, players should be tolerant of opponents changing their minds. However, once dice have been rolled for any reason, players must abide by their decision. They can no longer go back and change anything that came before the dice roll!

When it comes to things like reactions where your opponent has to interrupt your turn, you should really ask them if they would like to interrupt before you start rolling the dice for the next action.

ROUNDING

Whenever the rules require you to halve a number and require that number to be a whole number, the result is always rounded as in Maths class, so 0.5 and over become 1, less than 0.5 becomes zero.

SOLO PLAY DICE ROLLS

The player rolls as many dice as they have skill points rolling against the stat linked to that skill.

Apply modifiers to the stat to give the target number

A roll of equal to or under the TN is a pass.

If the player rolls equal to the TN they have scored a critical.

Count up the number of successes.

No Successes = Miss flip 2 cards this turn

1 Success = Success but

2 Successes = Success

3 Successes = Success and may activate again for free

4 Successes = Success and wither they or another crew may activate for free

Roll a dice for the enemy or to represent the game getting in the way. The type of dice rolled is determined by the difficulty of the test or the ability of the opponent. If the enemy rolls higher than any of the characters dice they cancel the success and inflict damage of some sort either wound or suppression on the model.

Enemy dice used is simply determined by What you reckon their base level would be..ie an ork in CC might Roll a d20 whereas a singling would roll a d4.

Then instead of burning endurance to re roll results you can burn it to add dice to the pool.

MODEL CHARACTERISTICS

Each model and weapon has a Combat Profile, which details their capabilities in battle.

CHARACTERISTIC PROFILE													
M	Sp	CC	BS	Phy	End	Per	Ld	Int	Wp	Rfx	Lk	Ar	Mor
4	3	4	4	3	3	4	1	1	5	5	5	1	2

CHARACTERISTICS

Move (M)

The distance the model moves when making a basic Move Action

Sprint (Sp)

Add this to the models Move when making a Sprint Action

Close Combat (CC)

Used when fighting in close combat.

Ballistic Skill (BS)

Used with Shooting attacks.

Physical (Phy)

The models strength and general physical prowess, used to determine the models carrying capacity and damage with many melee weapons

Endurance (End)

A combination of the models physical fitness and mental grit. Adds towards crew Readiness

Perception (Per)

The models awareness and general ability to react to a changing battle field. Used to detect other models avoid being surprised.

Leadership (Ld)

The models ability to inspire and get others to do things they generally don't want to do. Also a models ability to overcome battlefield stress. Used to prevent the model running away.

Intelligence (Int)

Important for Medics and models who want to accomplish more technical tasks. Also used for a lot of skills.

Willpower (Wp)

The models mental drive and resilience, useful for those who want to wield or avoid force powers

Reflex (Rfx)

The models general body coordination, speed of reaction and mastery of the their own limbs in space. Used when dodging attacks.

Luck(L)

Particular characters may have (or may develop) an unusual degree of Luck, as destiny smiles on them. On the battlefield, this works to avoid a potentially lethal injury.

Armour(Ar)

The amount of armour the model has or how thick their hide is!

Morale(Mor)

The models current mental state and enthusiasm. Will raise and lower as events happen and has an effect of crew readiness.

SPENDING LUCK

You may spend a point of Luck when taken OOA instead the model is either moved 2" until in Cover or placed prone. Any current suppression is removed and they receive 1 suppression token.

SKILLS

Skills sit on top of the models characteristics and allow for a greater flexibility in character creation and layer on-top of the base stats in battlefield situations but are often be used in campaign play as well.

Business(Int)

How good the model is at making money.

Combat Trained(Ld)

How savvy the model is to the developing situation on the battlefield.

Hack(Wp)

The models ability to hack Terminals and use programs from Consoles.

Lore(Int)

The models general knowledge and mastery of more specialist subjects.

Crafting(Int)

The models ability to build something out of nothing.

Operate Drone(Rfx)

Peripherals, drones, TAGs, some are autonomous others require manual control. This skill determines that.

Tech(Int)

Fiddling around with machines, working nano tech or rebuilding computers from the ground up.

Armourer(Int)

Guns, armour, bullets, this model loves playing around with them.

Medical(Int)

How effective at patching up others.

Driving(Rfx)

Driving land based vehicles.

Pilot(Rfx)

Piloting aircraft.

Stealth(Rfx)

The ability to fade into the shadows.

Detect(Per)

The ability to spot those who have faded into the shadows.

Survival(Int)

Ability to survive in the wild and extreme situations.

Swim(Phy)

Ability to swim.

Expertise(Int)

The characters ability to gain knowledge and apply existing knowledge to novel situations.

Pathwise(Int)

Navigation, sense of direction, map reading skills etc.

DESIGNERS NOTE

I have included an obscene amount of skill and characteristic options for players to mould their characters with, as this is designed to be playable as a campaign which lasts a long time and thus must allow for a lot of character development. This does of course add a level of complexity to the game but in my mind at least this is more than made up for by the richness it adds to character creation and possibilities for the story line to carry you away.

INTERACTION OF SKILLS AND CHARACTERISTICS

Each skill is based on a characteristic, given on the character sheet. In game terms most tests will be made against a skill. The skill gives the number of dice to be rolled when making the test, the characteristic gives the Target Number of the test which must be ruled equal to or under. Where a test is made directly against a characteristic (ie a BS test, something else will give the number of dice to be rolled...in the case of BS this is the WoF of the weapon being fired) and n case no WoF is given roll 1 dice.

If a Model is called upon to make a Skill test and they do not have the corresponding skill (ie skill level equals 0) they may still attempt the test, but count as having a WoF of 1 and suffer -6 to the test.

WEAPONS

WEAPON PROFILE

	Accuracy									
Weapon	PB	S	M	L	WoF	D	Up	Jm	Wt	Traits
Las Blaster	+3	+3	-3	-6	3	12	-	2	5	Plentiful, 2 Handed
Sniper Rifle	-6	-3	+6	+3	2	15	-	3	6	2 Handed, Sniper

Accuracy - Weapon Ranges

Each weapon has 4 range bands:

Accuracy			
Point Blank (PB)	Short (S)	Medium (M)	Long (L)
Firers BS x 2	>PB - 50"	>50+100"	>100"

Weapons with the Melee Trait are only given a PB range and may only be used against targets that are Engaged with the wielder. If a weapon has the Template Trait, it uses the Flame template with the accuracy given at the PB range band and has no other range bands.

Pistols and Shotguns may only be Fired at PB Range.

The modifier under each range band gives the weapons Accuracy at that range.

Weight of Fire (WoF)

Roll this many dice when firing.

Damage (D)

The weapons power and amount of damage it is likely to do to a target.

Upkeep (Up)

Some weapons cost credits to keep them working properly. Any cost noted here is added to the crews upkeep.

Jam (Jm)

If this characteristic is a numerical value, on a to hit roll of 0 the weapon has jammed and an ammo test must be made as there is a chance of it running Out of Ammo.

Weight (Wt)

How heavy the weapon is, if a piece of equipment is too heavy to be carried by one model it may be carried by several dividing the weight between them and applying any remaining modifiers to all.

Traits

Some weapons have one or more traits, each of which gives the weapon a unique bonus or changes the way it attacks.

VISIBILITY

SILHOUETTES

Each model has a Silhouette. This is an abstraction that roughly describes the space they are occupying and its dimensions vary depending on the nature of the character and his or her equipment. The Silhouette is a vertical shape with a circular horizontal cross section the size of the models base forming a cylinder. A character's default Silhouette is 28mm in diameter and 30mm tall.

Note that the pose of the particular miniature makes no difference to the size or shape of its Silhouette. Our miniatures can't leap around, gesticulate or hug cover the way real soldiers can, so don't assume you can see a target just because you can see a rifle barrel or radio antenna. Similarly, don't assume you can't see one, just because the miniature is concealed by terrain. Some miniatures will have larger or smaller Silhouette depending upon the nature of the character in question.

If two Silhouettes are touching at any point, then they are said to be *engaged*.

VISION ARC

Active models have a vision arc of 180° to their front, Reactive models have a 90° vision arc to their front. Vision Arcs are measured from the centre of the Models base and determined by their facing. Models have a facing represented by the way the models face is looking (or other similar agreed convention between the players).

LINE OF SIGHT (LoS)

While a model's vision arc is determined by their facing, their line of sight (what they can see) is determined by the presence of terrain and other models. A model's line of sight can be checked at any time, when firing through models use their SIL markers to see if there is LoS.

To check a model's line of sight, stoop down to look from the first model's silhouette point of view. If an area on the other models silhouette, an area roughly equivalent to 3mm x 3mm, normal model head size, (but you should read this really as that area in square mm and so could be rearranged to form an area of 1mm x 9mm for example if needed) is not entirely obscured by terrain or other models, the first model has line of sight to them. Reciprocal LoS applies in any case as long as vision arcs allow. If the models silhouette is entirely obscured the first model does not have line of sight to them.

ZONE OF CONTROL (ZoC)

All models have a Zone of Control equal to their Perception divided by 2 in inches measured from the edge of their base in any direction. This has various effects mentioned in the rules.

MEASURING DISTANCES

All distances are measured in inches ("). Distances can be measured at any time, unless explicitly stated in the rules.

Distances between models and any other battlefield objects are measured from the closest point of one base to the closest point of the other. If an object does not have a base, measure to or from the closest point of the Silhouette.

When measuring to or from a prone model whom you have laid on their back, assume that their base occupies the same space as it would if they were Standing.

Measuring Silhouettes and Obstacles

For the purposes of a game played in the 28mm scale, a Silhouette(3) is 30mm tall, so an obstacle that is also 30mm tall will entirely obscure a cylinder from another 30mm cylinder on the same level. However, in the heat of battle, a millimetre can be a tricky measurement to easily establish. Arguing about whether an obstacle is 30mm or 29mm high, or whether a fractional change in elevation, such as a pavement or the base of some trees, should make an obscured character visible is very much not part of what *the game* is supposed to be about. If you find yourself in this position, the assumption should be for generosity towards the target who is, after all, usually making a concerted effort to not get shot.

Silhouette Categories

To keep the bookkeeping simple, Silhouettes are referred to by category, with Sil(1) being the smallest and Sil(7) the largest.

The default human sized Silhouette category is Sil(3).

Note although a base size is given it is in no way obligatory. Base size has no effect in game and is for aesthetic purposes only.

SILHOUTTE	Width (mm)	Height (mm)	Example
1	28	3	Prone model, Mine
2	28	15	Child, Dog

3	28	30	Light/Medium Infantry
4	35	40	Heavy Infantry, Motor Bike
5	40	50	Superheavy Infantry
6	60	60	Defense Mech
7	80	100	Combat Mech
8	80	35	Bike
9	120	35	Car
10	150	70	Tank

THE RULES

GAME STRUCTURE

The game structure is very simple. The player chooses a model from their crew and activated them. During the activation the model May perform 1 action. Upon completion of the action a card is flipped as described below. Certain actions happen depending on which card is revealed. The enemy then get to activate one of their models. Control then passes back to the player who may choose a model to activate. This May be the same model which activated before.

Note the game has several modes Solo, Coop or Vs. When talking about **The Enemy** or **The Red Team** in the rules we are referring to the AI controlled force most often used in Solo games as the players opponent.

THE ENDURANCE DECK

Each crew starts the game with an Endurance Deck. This represents the distribution of essential supplies amongst the models and their general physical and mental condition.

To determine the size of the Endurance Deck add together all the models PHY characteristic and divide by the no of fighters in the Crew, then add the number of fighters in the Crew to this number and multiply the result by the crew morale. The result is the Crew Battle Readiness. The Endurance deck cannot ever exceed this number. If the crew have equal to or more supplies than their Battle Readiness then build the Endurance Deck of as many cards as you have Crew Readiness.

Designers Note:

This may seem a very convoluted way to determine this number and it is, however I want to avoid it just being better to have a bigger Crew as activation advantage in tabletop games is often so decisive. Any crew which can just last longer on the table has the opportunity to make for very boring battles as it just sits back on the table and outlasts the enemy.

While it may seem using the above method that big crews will still get an advantage, the thinking is that often big Crews will have inherently worse individual fighters (generally with lower PHY) and so both elite crews and horde crews should have a similar Endurance...unless they have specifically built to have more...which of course is a tactical choice you may make, normally at the expense of something else.

If you have less Supplies than Battle Readiness then the Endurance Deck should be built of as many cards as you have Supplies.

Designers Note:

If you need to simulate turns at any point work out how many models you have on your crew and when that many cards have been flipped you have completed one turn.

PRIMARY AND SECONDARY ENDURANCE

Divide the Endurance deck in half and place it in two piles in front of you. The pile to the left is the initial endurance deck the pile to the right is the secondary endurance deck. In the case of uneven numbers in the endurance deck the primary deck should hold the extra card. Leave a space to the right of the secondary deck so you have space for the Exhaust pile and the Discard pile.

When starting the game choose the Model you want to *Activate* and choose an *Action* to give it from the list of *Actions*. Each model may perform 1 *Action* per *Activation*. Each *Action* exhausts supplies or simply exhausts the person performing them and so costs *Endurance*.

After each player *Activation* is complete a card is *Flipped*. Starting from the top of the Primary Endurance Deck, take a card and place it face up in the Exhaust Pile.

Once the Primary Endurance Deck is depleted, start flipping cards from the Secondary Endurance Deck. This action of flipping a card and moving it from an Endurance deck to the Exhaust deck is called *Exhausting* a card.

BECOMING EXHAUSTED

If a gang wants to make actions but has no cards left in either Endurance Deck then the Exhaust Deck must be shuffled and placed face down. Cards are now Flipped from the top of the Exhaust Deck and placed face up in the Discard Deck. It is impossible to ReSupply cards from the Exhaust Deck back into the Endurance Deck, this is a point of no return.

When a Card is moved from the Exhaust Deck to the Discard Deck this is called *Discarding* a card.

When the rules refer to flipping a card it could be either *Exhausting* or *Discarding* a card whichever is relevant given the current game state.

Depending on which card is *Flipped* different *Enemy Effects* will happen as given below.

WHEN THE ENEMY IS PRESENT ON THE TABLE:

- **Jokers:** Roll once on the Complications Table.(if The Enemy ever has no models left on the table treat every card as a Joker until there are at least 3 models on the table), if The Infected are present add 1 to the Mayhem level. Remove any OoA models.
- **Aces:** Roll once on the Battlefield Events table, if The Infected are present add 1 to the Mayhem level. Remove any OoA models.
- **Kings:** The entire enemy crew activates. Roll on the Event Table if The Infected are present.
- **Queens & Jacks :** Activate an additional enemy model and then keep activating models until a model fails an Action or a successful Reaction is made by a player Model. Models activating will always be models closest to the starting position of the initial model which moved. Roll on the Event Table if The Infected are on the table.
- **Any Club:** a single friendly Synthetic may *Activate* without *Flipping* another card
- **Any Spade:** all Synthetic enemy *Activate*.
- **Any Diamond:** If an ICE program is present it will activate. If an enemy Combat Hacker is present they will cancel any *Dominated* conditions (even if not jacked in to a CAT Terminal), if no friendly (to the hacker) model is *Dominated* they will cancel any friendly Immobilised states, if no models are Immobilised they will cancel any Targeted States and if no Targeting States are present, they will put a random friendly model in the Supported State.
- **Any Heart:** If an ICE program is present it will activate. if an enemy Combat Hacker is present they will *Immobilise* a player crew member, if all Synthetics are already Immobilised they will attempt to *Dominate* them. (In this case they are allowed to short circuit the normal pre requisites for domination, if they succeed the immobilised Condition is replaced with dominated).
- **2 of Hearts:** If the crew has any outstanding Trace Points roll a d10 if you roll less than the number of Trace points the system deploys an ICE program within 12" of the crews Hacker Virtual Avatar (if not present it simply deploys to the centre of the board and waits for an Avatar to appear). If the Crew doesn't have a Combat Hacker on the table at the moment and will not have one all game, then it will simply drift off. Simultaneously a security force will deploy using the clock face method and focus on taking out the player crew. Once the ICE program and Security forces are deployed any Trace points are lost.

If playing a Bug Hunt and you draw a number card lower than the Mission Priority place another Contact Marker.

ENEMY ACTIVATION

Once a card has been *Flipped* and after the above results have been determined *The Enemy* will *Activate* 1 randomly chosen model (if a king was revealed, count this model as already having activated so do not activate the entire new plus an additional model). If when activated the model has no action to take as described by its AI, randomly select a different model until one has an Action to take, if no model has an Action to take, play returns to the Player.

PRIMARY vs SECONDARY ENDURANCE DECK

Whilst flipping cards from the Primary Endurance Deck your models are in good shape with plenty of supplies, ammo etc. As such the game proceeds as normal. When you start *Flipping* cards from the Secondary Endurance deck, supplies and the characters personal fitness levels are starting to be tested.

To represent this whilst *Activating* from the Secondary Deck if a model fails a Jam Test for a weapon they are considered to be Out of Ammo on that weapon. Endurance can no longer be added to an Action or Endurance used to Chain Activations (see below).

FLIPPING MORE THAN ONE CARD

If ever the rules call for more than one card to be flipped, unless specifically stated, only the last card *Flipped* is used for *Enemy Effects* and *Enemy Activation* purposes. If a face card is skipped over whilst flipping extra cards the highest face card passed over is used for the enemy's next *Activation*. Jokers or Aces flipped at any time will **always** cause all their *Enemy Effects* in addition to the actual card used to determine the enemy activation.

FORCED TO FLEE

If a gang reaches a point where it has no cards in either Endurance Pool or the Exhaust Pool, it must Flee the Battlefield.

ADDING ENDURANCE TO AN ACTION

After any action a model may choose to Exhaust extra cards (up to its **Combat Trained** skill) to gain advantages in battle. Each card *Exhausted* this way allows the model to add a dice to the dice pool.

CHAIN ACTIVATING USING ENDURANCE

An extra 2 Endurance Cards may be Flipped after a model has Activated allowing another friendly model to Activate immediately. The decision to do this must be taken BEFORE the card flip following the initial Activation is made. There is no limit to the number of times this can be done but the number of extra cards flipped is increased by 1 for each chained activation and the same Model which has already Activated as part of this Chain Activation may not be Activated again.

RESUPPLYING THE ENDURANCE DECK

If the gang has Extra Supplies in Stash and a vehicle either on the table or in the same hex in Campaign terms, it may be used as a Supply Dump. A model may top up with supplies by moving into contact with the Supply Dump (if off the table treat this as the players deployment edge) and making a **Phy** Test(WoF3). Each Success adds one Endurance Card to the Deck. This may not take the crew over the amount of Endurance Cards they started the game with.

THE COMMAND DECK

Deal out as many cards (face up so all are visible) as your Crew has Discipline. This is your Command Deck for the game.

After the first face card has been flipped Command cards may be played. Play them after flipping any card and before the enemy activates. To be effective the card played from the Command Deck must be of equal to or greater value than the card last flipped (Aces and Jokers high).

PLAYING COMMAND CARDS

Command Cards may also be used to perform *Command Actions* these are highlighted in the rules but as an example will often allow off table assets to act, including air strikes, artillery support, teleporters etc. This will be detailed in the rules where appropriate.

Any cards left in the Command Deck when the Discard Deck is Empty are lost and cannot be used.

Command Cards may have additional effects as detailed in the rules (such as constructing Fireteams).

PLAYING WITH 2 OR MORE PLAYERS

If playing with 2 players each player has an Endurance Deck but decide before the game which players Deck will control the enemy (if present). Then proceed as above.

For the rules when referring to The Enemy we are talking about the AI controlled models.

PLAYING VS ANOTHER PLAYER

Card Flips take on a different meaning when playing a vs game

- **Jokers:** Roll once on the Vs Complications Table. Remove any OoA models.
- **Aces:** Roll once on the Vs Event Table, if The Infected are present add 1 to the Mayhem level. Remove any OoA models.
- **King:** You may activate another model without control passing back to the opponent, if The Infected are present add 1 to the Mayhem level.
- **Queen/Jack:** If a hacker is jacked into a CAT Terminal deploy an ICE Program. Roll on the Event Table if The Infected are on the table.
- **Any Club:** a single friendly synthetic may activate without flipping another card
- **Any Heart:** Activate any ICE programs.
- **2 of Hearts:** If the crew has any outstanding Trace Points roll a d10 if you roll less than the number of Trace points the system deploys an ICE program within 12" of the crews Hacker Virtual Avatar (if not present it simply deploys to the centre of the board and waits for an Avatar to appear). If the Crew doesn't have a Combat Hacker on the table at the moment and will not have one all game, then it will simply drift off. Simultaneously a security force will deploy using the clock face method and focus on taking out the player crew. Once the ICE program and Security forces are deployed any Trace points are lost.

STATES & CONDITIONS

STATES

A model state dictate what they can or cannot do. This will affect what actions are available during activations. Model states generally represented by how the model is positioned (either by actually lying the model down or placing a marker to represent this position) on the table, but may also depend upon other factors.

ACTIVE/NULL

A model which is not in a Null State is automatically in the Active State. Several States/Conditions will leave the model in a Null state these are noted in parenthesis and have various other effects as noted in the rules. Models in the Null state are unable to act as they would choose and so have their Actions they may take limited often very severely. These will be detailed in the rules.

STANDING

A model that is upright is said to be Standing. A Standing model may turn to face any direction when activated, before making actions. A Standing model always has a Secondary Status as either Ready, Engaged or Not Ready.

STANDING: Ready

A standing model is Ready they are not currently Engaged with any enemy models and are not subject to any Conditions which render them incapable of acting in any way (ie Broken, Suppressed, On Fire). This is the default status for a model, and Ready models have very few restrictions on how they can act.

STANDING: Engaged

If a standing model is in Silhouette contact with an enemy (remember the silhouette is a cylinder shape and extends vertically as well so you may Engage models above you), they are Engaged with that enemy.

Models that are standing and Engaged with an enemy model in their Vision Arc may make Close Combat Attacks against them. Although both models will actually fight the model who is currently Activating is referred to as the attacker and any other models as the defender(s).

The only Actions/Reactions which may be taken when Engaged are Close Combat Attack, Counter Attack, Reset, Dodge and Defend, or any Actions which specifically state they may be used when Engaged.

PRONE

A Prone model is assumed to be voluntarily taking up a prone position or crouching behind cover. Place a prone marker next to the model or lay the model on its back. A prone model retains their facing (given by the way the model is placed head pointing towards its facing) and can perform actions as usual. A Prone model is said to have SIL(1) the same as its base height, for purposes of LoS. (roughly 1/8th Inch)

PRONE: READY

Prone models may not take Move, Sprint or Charge Actions but may Crawl. If engaged in close combat they will automatically stand up and face the attacker but suffer penalties during the first round of combat. Models prone at the edge of a roof are assumed to be able to see out but models targeting them from below will often have a much harder time seeing them and so the prone model will often be assumed to be in Cover.

STANDING/PRONE: NOT READY

Not Ready models may be either Standing or Prone. Not Ready models are subject to a Condition which prevents them from acting in a way they would choose, ie. on fire etc.

UNCONSCIOUS (Null)

Unconscious Models immediately gain the Unconscious and Prone State. An Unconscious model cannot Activate. When a model goes Unconscious remove all Suppression from that model. A model removing the Unconscious Condition immediately gains Suppression(2).

OUT OF ACTION (Null)

The model is incapacitated whether dead, seriously injured, catatonic or just terrified. The model should be removed from the battlefield and a token left in their place. In some situations OoA models may be revived by medics so we need to mark where they fell.

REMOVED FROM PLAY (Null)

Remove the Model from play and they will play no further part in the battle. They can no longer be revived, have suffered a spectacular failure of morale or have simply left the table.

MARKER

Some Conditions require the Model to be replaced with a Marker. Markers do not block LoS and count as having a 360 degree Vision Arc.

CONDITIONS

A model may be subject to several Conditions at the same time. Some conditions, in particular Jammed, may apply specifically to a weapon or equipment the model carries rather than the model themselves. Generally any in-game effect which results in a token being placed on a model or the model replaced with a Marker should be considered a Condition.

UNAWARE

Unaware Models have a 90 degree field of view to the front and are easier to Target with attacks. Broken, on Fire, Webbed or Seriously Injured models always count as Unaware. A target attacked in the back 180 degree arc or a target attacked by a camouflaged Model or a Sentry counts as Unaware. An Unaware Model always counts as acting last in any Reaction Rolls.

They may suffer additional effects detailed in the rules.

BROKEN (NULL)

Place a broken marker next to the model, remove their Wp in Suppression Tokens and immediately make an out of sequence Withdraw Action.

Each further time they activate they must make a (WP) test, with a +3 for each friendly model within 3" (and adding a -1 for any remaining Suppression Tokens), if they fail they must Withdraw again, if they pass they must make a Rally Action, (even if they have no Suppression Tokens). If they leave the board as a result of this they are removed from play and considered OoA for the purposes of the scenario but will not roll for injuries.

When a model breaks, any friendly model within 3" of that model gain Suppression(1).

If a Broken model suffers further suppression or have a charge declared against them they may **Rout**. Make a further Wp test (players may choose to deliberately fail this test), if failed, immediately **Discard** 5 Endurance Cards as the model ditches equipment in their haste to get away (place a Scavenge Token to represent this) and the model Sprints directly away from the enemy towards the nearest table edge paying no heed to Cover. If the model leaves the table in this way it should be Removed from Play but does not have to roll on the Lasting Injury Chart, If surrounded and so unable to move away from enemy models they will surrender.

If the model is being charged when it routs the charging enemy has the option to pursue.

If they choose to pursue. Roll a D6 and add their I and move then that far after the fleeing model. If they catch the model then the fleeing model is automatically killed, the pursuing models move ends at the point the fleeing model died. If this brings them into contact with another enemy model they must immediately fight another round of close combat.

If the models being charged pass their WP test they hold firm and take the charge but suffer the normal modifier for being broken. If however they Roll a 10 (ie 10 successes on the test) they go berserk. Count their WS and PHY as 2 higher for the first round of Combat.

CAMOUFLAGED (AKA: CAMO)

Any model can make an Hide Action to gain the Camouflaged Condition replace the Model with a Camo Marker, Camo Markers may not be targeted by Ranged fire, Hack or Charge actions at all.

The Camo Condition is cancelled if an Enemy model makes a successful Detect test vs a model in the Camo Condition, is hit by a Blast Marker or template weapon, Speculative Fire or sneaky tactics, becomes Engaged within a models Vision Arc, makes a Saving throw or wherever mentioned in the rules.

If a Camouflaged model makes Noise any models within 12" of that model may immediately make an out of turn free (ie. no card is flipped after the test) Detect test

If a Camouflaged model makes Mayhem, any models within 24" of that model may immediately make an out of turn free (ie. no card is flipped after the test) detect test.

If the Camouflaged model ends up in SIL contact with an enemy as a result of an enemy charge action (because a target behind them was designated as the target of a charge and they were in the path of the charge) resolve the combat as normal but the charging model receives none of the usual charge bonuses and the surprise attack of the Camouflaged model is doubled. The model is now counted as detected.

Camouflaged models cannot be targeted directly by a blast or template weapon, if however they find themselves under a blast or template they are instantly revealed.

Models may start the game Camouflaged. If a model wishes to enter into the Camouflaged state during the game they must take the Camouflage Action.

Camouflage does not work against Zombies or Genestealers who hunt by scent and noise.

Camouflaged may be upgraded each upgrade adds +3 to any Stealth checks the model makes and is displayed as Camo(2).

Any models who are in the Camouflaged state at the beginning of a Shooting or Close Combat attack treat the Target of the Attack as Unaware. This means they will always count as winning any Reaction test.

When a model in the Camouflaged Condition makes a Shoot Action any Enemy model with LoS to the firing models position may make a free and out of sequence Detect test against the firing model.

Models In the Camouflaged State may make Out Of Combat Move Actions.

DOMINATED

To be eligible to be dominated, a target must be all of the following:

- Synthetic/Hackable
- *Targeted*
- Not be Supported

If the Combat Hacker is successful the target becomes *Dominated*. A *Dominated* target counts as a member of the Combat Hackers Crew and may be controlled by that's Crews player for as long as the Combat Hacker remains *Active* and the state is not cancelled. If the Combat Hacker goes OOA, the *Dominated Condition is cancelled and the target is immediately Suppressed(2)*.

HEAD DOWN

This model is doing everything it can to avoid incoming fire or is exhausted to the point where it must hide and catch its breath. The model does not get a free Detect action when Camouflaged models within LoS make a shoot action, may not make Reactions and unless Engaged in Close Combat MUST immediately upon becoming subject to the Head Down condition make a Take Cover Action.

IMMOBILISED (Null)

When subject to the Immobilised Condition the Target may not take any Actions or Reactions (unless the action specifically states it may be used ie Reset) until the Condition is Removed.

JAMMED

The models weapon has jammed (note this state applies to the weapon not the model) one or more weapons and must make an Unjam Action before they can fire it again.

OUT OF AMMO

A weapon which is Out of Ammo may not be fired. Note this state applies to the weapon not the model.

SUPPORTED

The model may re roll 1 dice roll after which the Condition is removed. Support may be granted several time with each extra instance giving an extra re roll expressed as Supported(2) and so on.

SUPPRESSED

Whenever a model suffers Suppression place a suppression token next to the model.

For each point of Suppression suffered the model subtracts -1 to Ws, Bs, Sp, Wp, Rfx and Per, but gains Armoured(+1) vs Shoot Attacks.

A Reactive model that gains Suppression who is not Broken as a result of gaining that Suppression and is not Engaged may immediately make a Take Cover Reaction.

A model Engaged in Close Combat will still gain Suppression for each hit. A model which wins a round of Close Combat immediately loses all Suppression. A Suppressed Engaged model whose opponent suffers a hit loses all suppression. Of engaged with several enemy models and only one is hit rather than removing all Suppression remove the % of suppression rounding down which equal yes to that model. So for example if in a model with Suppression(3) is engaged in combat with 3 opponents., one of whom suffers a hit from a ranger weapon the models suppression is reduced by (1).

Designers Note:

This is to reflect the initial disorder of being charged whilst Suppressed but reflect the Model actually forgetting about everything else to focus on the attacker once over their initial confusion. However we still need to track Suppression to allow the model to break if necessary. One of the chief tenants of this game is that while gunfire is very effective at keeping models head down it's not always great at getting heavily dug in troops out of entrenched positions and often the only way to do that is by getting up close and kicking the doors in whilst storming the barricades with bayonets fixed.

A model which is making a Move Action when it is Suppressed will always finish the Move action unless it is forced to immediately make a Take Cover Action or becomes Broken at which point this will happen at the point the model suffers Suppression. Note even if the model completes the move Action it loses the ability to make a Free Close Combat Attack Action if it is now Engaged.

If a character gains more suppression when already *suppressed*, the results will stack. So a character who is *suppressed*(1) and suffers a further Suppression becomes *suppressed*(2).

A Model which reaches Suppression equal to half their Ld immediately gains the Head Down condition upon receiving the Suppression Token which leads to it becoming Head Down.

If a model gains its amount of Ld in Suppression it will immediately become Broken upon receiving the Suppression Token which leads to it breaking.

A *Suppressed* model who is not engaged and because of Suppression has any characteristic equivalent to zero may only take the Rally action.

A model automatically loses Suppression(1) at the end of its activation unless they take an action which causes further Suppression in which case do not remove the Suppression token and add another token.

When a model is forced to take a test as a direct consequence of becoming suppressed ie falling from a high building, the suppression is applied before the test is made.

A Suppressed model is often reacting without much thought to what else is going on around them, they have their head down and are just trying to stay alive. To represent this if a model shoots at a Suppressed model and the Suppressed model is not in Cover from the shooting model the Suppressed model counts as Unaware.

TARGETED

Models making a Shooting or Electronic Warfare attack against a *Targeted* model may re roll a single WoF dice. Hackers count all (friendly and enemy) *Targeted* models as being within their Hacking Area for EW actions.

The *Targeted* state is removed after the first Shooting or Electronic Warfare Attack on the *targeted* target is resolved, regardless of the result.

ACTIONS AND REACTIONS

ACTIVE VS REACTIVE MODEL

The model whose is Activating is said to be the Active model. Every other Enemy Model is Reactive. Likewise the player who is currently Activating is called the Active player all other players are Reactive.

TAKING ACTIONS

When activated a model may change facing for free upon activation and perform any Action allowed by its current Status and Condition. The characteristic shown in parenthesis after the Action is the characteristic tested against for that Action or Reaction. Some Actions (ie Shout, Take Cover) are considered automatic, these actions require no test to perform the Action and happen automatically.

A model may remove 1 point of Suppression for free at the start of their first activation. If a model is Chaining Activations they may only remove 1 point of Suppression for the first Action they take in the chain.

REACTIONS

Reactions may only be performed by a Reactive model in the Active players turn providing certain pre requisites are met. A model may only react once to each enemy activation but several models may react to the same activation.

Reactions may be made at any point in the Active models Activation, but count as being simultaneous for the whole Activation. So if the Reacting model wants to Reactive Shoot at the beginning of an Assault and the Active Assaulting model wishes to fire at the end of its Action (so both get the best possible shot) they may do so but for game purposes both are considered to happen at the same time with the Active model always finishing their Action. Reactions may only be made against the models which are currently Activating. If the target declared any Move Action the Reactive Player may make the Reaction at any point along the Active Trooper's movement.

Models may not React to Reactions.

Some Actions have a characteristic in parenthesis, where this is the case if the action triggers a Reaction an opposed test must be made with the Active Model using the Stat given in Parenthesis. If this stat is a Skill then the model can get additional WoF dice dependent on their level in the skill in question, remember Reactions only ever have a WOF of 1.

So for example a model is attempting to Rally and this triggers an enemy Shoot Reaction. The Active model rolls as many WoF as it's Combat Training against it's Rfx. If it both beats the enemy Reaction and succeeds in the Rfx test it completes the action.

Some opposed rolls made when making Reactions may not make much narrative sense, ie a Patch Up(Medical) Action vs a Reactive Fire Reaction. Think of this as the Active Model attempting to concentrate on what they are doing while the Reactive Model is trying to shoot them mid process to stop the Action.

WEIGHT OF FIRE (WoF)

When a Model performs an Attack during their Active Turn they may roll as many dice as indicated by the WoF of their Skill, Weapon or piece of Equipment.

When declaring the Attack, the player must specify:

- The Weapon, Equipment, or Special Skill that they will use.
- How will they divide the WoF of the Weapon, Equipment, or Action between one or more targets. In this situation, all the Attacks must be declared from the same point.
- Additionally, if the Weapon, Equipment, or Special Skill has different types of ammunition or options, the player must declare at that moment which one will they use.

If, during the Resolution of the Order, it is verified that some of the dice of the WoF assigned to a target do not meet the necessary Requirements, then those dice will be lost. The rest of the dice of the WoF that do meet the Requirements will be resolved normally.

WoF DURING REACTIONS

In Reactions, the WoF value is always reduced to 1; however some rules or Traits can modify this value. If a Reaction is given a WoF of more than 1 these may not be split amongst several targets.

COMMAND ACTIONS

To perform Command Actions the crew must play a Command Card. Once played they must have Command Assets available to act. Command Assets include, airstrikes, space bombardments, teleports, artillery support etc. Command Assets will be detailed on the asset itself (usually a Trait which the crew has purchased with the Command Asset Keyword).

Once played the Command Action takes place as described in its description.

ACTIONS

ASSAULT(Bs/Hack)

Models may not Assault if their movement would force them to Climb, Jump, Leap or cross an Obstacle or Difficult Terrain.

The model may make a Move and Shoot/Hack Action if armed with a 2 Handed Weapon or a Sprint and Shoot Action if armed **ONLY** with a Sidearm(s) and/or Grenades. This action only count as 1 action and so may only be reacted to once.

All attacks made suffer a -3 modifier. The attack may be taken at any point in the models movement, not just the beginning or end, with cover and range being calculated from the chosen spot. But all attacks must take place from the same location.

Assaults may not be made by models carrying Unwieldy weapons, weapons with the Sniper Trait or by models making Called Shots.

After completing an Assault Action the model gains Suppression(1).

COUP DE GRACE (Combat Training)

Requires the model to not be Engaged with any other models. Pick an Unconscious enemy model within 1" and within the vision arc of the model making the action. That model immediately goes Out of Action.

If at the end of a Close Combat Attack Action a model is in SIL contact with a Unconscious enemy model they may make a free Coup de Gras Action instead of making a consolidation move.

CHARGE

Make a Move Action taking the shortest route towards an Enemy Model with the intention and ability to become Engaged with that enemy. If the Enemy could not be Engaged under any circumstances at the start of the charging models activation it may not Charge and must instead take a different Action.

If the model which made the Charge ends the Charge Engaged with an Enemy Model it may immediately make a free Close Combat Attack Action.

The Target may choose to React against the Charge Action which brings the Model into Engagement or the Close Combat Attack Action, so despite this in effect being only 1 action the Target may treat it as 2 for these purposes only but may only React to one of the Actions. This means that if the Target makes a Reaction against the model moving into Engagement (for example with a Shoot or Run Away Action) it may not then React to the the Fight Action (ie by Counter Attacking).

CRAWL

The model must be Prone to perform this action may move up to their Move value, they count as Prone for the entire movement. At the end of the Action the Model gains Suppression(1).

GO TO GROUND

Lay the model face up or place a Prone marker next to them, the model counts as Prone. This Action may be taken for free at the start of an activation in which a model wishes to take a Crawl action or at the end of a Move or Sprint action.

BYPASS(Hack)

Perform a Bypass action on a CAT terminal. This Action will always be Opposed by the Native Firewall of the Terminal,

HIDE

A model may only make a Hide Action if it is out of LoS and ZoC of all Enemy Models. Make a Stealth test for the Model. If they pass they enter the Camouflaged Condition. Models may be deployed Camouflaged if they pass a Hide Test when being deployed.

INTERACT (Combat Training)

This is a catch all for general actions which will be detailed in the description of the equipment or the scenario. If this action can be performed when Gone to ground its description in the text will be followed by a (G).

MOVE

Make a Standard move.

- All models Move their standard M characteristic.
- Climb vertically up or down. (by one floor, how high exactly this is will depend on your terrain but is generally between 2 and 5")
- Cross any gap no wider than their base.
- Attempt to leap across a bigger gap provided they have enough movement left to do so.
- Attempt to jump down to a level below.
- Move into Engagement with an enemy Model

A model which moves vertically by more than its SIL height will gain Suppression(1) at the end of its Action.

MOVE TACTICALLY

The model moves at half rate but gains -3 to be hit by shooting Attacks.

MOVE OUT OF COMBAT

When a model or Idea or whenever specified in the rules a model may may an Out of Combat Move. This allows the player to **continue to Activate until they either fail a test or the enemy successfully interrupts them with a Reaction** (ie a reaction which causes the active model to gain a condition ie suppression..)

PICK UP

Requires the model to be in SIL contact with the object they are picking up. Add the weight of the object to the models carried weight value and apply any modifiers. In the case of picking up a model they are assumed to have a base weight of half their starting PHY, equipment may or may not be carried by the model dependent on their state.

If the model is still conscious the controlling player may decide if they hold on to any equipment while being picked up with the exception of worn armour which is always worn unless removed by performing a compete action. Equipment adds it's normal weight value to the total weight of the model.

PATCH UP(Medical)

Make a Medical test on an Unconscious model in SIL contact. If you pass, troll on the First Aid Table, if you fail the model is OOA.

REST AND RESUPPLY (Combat Training)

Before flipping a card at the end of this Action take 2 cards from the Supply Dump and place them on the top of the Endurance Pool.

RALLY (Combat Training)

Remove 1 Suppression Token. If the model is in cover they may remove additional suppression points. In Partial Hard Cover an additional 1, in Full Hard Cover or Partial Defensive Cover an additional 3, in Full Defensive Cover an additional 5.

REDUCE THREAT (Combat Training)

If the model passes an Ld test reduce the Threat Tracker by 1.

RELOAD (Combat Training)

Reload an Out of Ammo weapon by taking this action and expending 1 Extra Ammo, the Extra Ammo must be carried by the model or another friendly model within 3". A weapon with the Scarce trait may only be reloaded if the model or a model within 3" carries Scarce Extra Ammo.

SILENT TAKEDOWN (Combat Training)

A model which starts in the rear arc of an Unaware enemy model and within M distance may attempt a silent takedown. The model moves into SIL contact with the rear of the enemy and makes an unopposed Fight Action. No Reaction is possible against a Silent Takedown by the Target of the Silent Takedown.

If the Target does not end in the Unconscious or OoA state the Target immediately becomes Aware and if playing a Sentry game the Alarm is Raised.

SHOUT

May be combined with any other action, the model shouts which counts as causing Mayhem. The model loses the Camouflaged Condition if relevant.

SPRINT

The Model makes a basic move action adding its Sprint value. It may do all the things listed under the Move Action. The model must end the Sprint facing in its last direction of travel. At the end of the Action the model gains Suppression(1).

A model which Sprints and ends the Sprint Engaged does not gain Suppression (unless it's Sprint means it moves vertically up by more than its SIL height in which case it gains Suppression(1)) and instead gains a free Close Combat Attack Action upon completion of its Sprint Action. It must move in as straight a line as possible towards its target and may not loop around a model to get around the back of it unless that model is already engaged.

Designers note:

The model gains Suppression here to represent that sprinting tires a model out and cannot be done indefinitely. It also means it isn't just flat out a better Action than walking!

STAND UP

A Prone Model may Crawl 1/2 their allowed Crawl distance and then Stand Up.

UNJAM (Combat Training)

Pick a weapon that is Jammed, the jam is cleared.

WITHDRAW

The model must move d6 + Sprint" (this is referred to as the Withdrawal range) away from the enemy towards the nearest cover, if there is no cover within the Withdrawal range, and there are enemy within 3" the model will remain where they are and surrender (of you're not using the rules for surrender then simply remove the model from play). If a model is in cover it will **not** leave that cover to take up position in cover further away from the enemy unless the cover it would move to is better than the cover it is currently in and it can get there without taking fire along the way, ie it will not leave defensive cover to go to defensive cover, but would leave hard cover to go into defensive cover if it could get there without attracting fire. If a Model can leave the cover it is currently in and take up cover, even if equal or worse to the cover it is currently in, in a location out of LoS of the attacking enemy model and without attracting enemy fire on the way, it will.

If the model is not currently in cover and there is no cover within Withdrawal range and there are no enemy within 3" then the model will move its withdrawal range away from the enemy and Go to Ground at the end of it. If a model cannot withdraw due to terrain etc, it will simply Go to Ground in place.

For the purposes of Withdrawing the Table Edge counts as Defensive Cover.

REACTIONS

Several events trigger Reactions from Reactive Models:

- Enemy trooper with whom the Reactive Model is not Engaged activates in (or moves through) a Models Vision Arc - **All except Take Cover**
- Enemy trooper with whom the Reactive Model is not Engaged activates in (or moves through) it's ZoC without the Reactive Model having LoS to the Activating Model - **Dodge, Reset, Electronic Warfare (all with a -3 modifier)**
- Model has a special skill, equipment or weapon which allows it to react to enemy actions without LoS - **Reactions available and the triggering events will be detailed in the skill, equipment or weapon description**
- Model affected by a template weapon or the target of an Electronic Warfare attack - **Dodge, Reset, Electronic Warfare**
- Model is Engaged - **Close Combat Attack, Counter Attack Fight, Defend, Dodge**
- Model takes Suppression - **Take Cover**

A model may always turn in place AFTER it has made any Reaction it is able to make even if the Reaction failed.

To React to an Enemy Action models must make Reaction Tests. This is an Opposed Reflex Test between the Active and Passive model. Whoever wins will take their Action or Reaction first.

A model gains Suppression(1) each time they react. Note a model does not have to react if they choose not to.

ENGAGED

Models which are Engaged may only React to Actions made by the model they are Engaged with, so for example if 2 models are Engaged and a model moves within their their ZoC normally this would trigger a reaction, however because the models are Engaged and the model which triggered the Reaction is not Engaged, the Engaged models they may not React.

DODGE AND RESET

In an Opposed Roll, success in the Actions or Reactions Dodge and Reset does not affect the ability of the attacker to execute their action, only their ability to affect the dodging/resetting Model. For example, dodging an Attack with several targets only cancels the attack against the Model who dodged, and does not cancel the attack against the rest of the targets.

REACTIONS

RUN AWAY(Rfx)

When charged by a visible enemy a model may opt to run away. If they win the Opposed Roll they move d3 + Rfx inches in a direction of the controlling players choice way from the charging unit. The charging unit may at this point redirect their charge to another unit if they wish.

If they run away and the charging model still has enough movement to reach them with the rest of the Charge Move they are instantly taken OOA. If they successfully Run Away they gain Suppression(2) the charging unit moves their full charge distance towards the model which has Run Away and stops.

If they fail the opposed roll they may not React.

COUNTER ATTACK(WS)

If a model is Engaged and the enemy declares a Fight Action against it, it may (assuming all the normal conditions are met) make a Counter Attack Fight action against the attacking model, turning the unopposed WS roll into an opposed roll. If the Counter Attacking wins the Combat they gain a success and score a hit. Models may not Counter Attack against models which are not in its LoS.

LOOK OUT(Rfx)

As long as one model has LoS to an activating enemy model they may use this reaction to warn other troops to the enemy activation. Often because they are facing the wrong way ask so do not have LoS to the Activating trooper. The Look Out Action is automatic and allows all other friendly models to attempt a Dodge Reaction but rather than moving 2"

they may only turn in place so changing their facing. This Dodge action does count as a Reaction to that models Activation so they may not also Reaction Shoot for example. This automatically causes Noise.

TAKE COVER(N/A Automatic)

This Reaction may not be chosen by the Reactive model in normal play but instead can be triggered when a Model takes Suppression and is always triggered if a Model suffers a Wound which does not result in them becoming Unconscious. Make an out of sequence 2" move towards the closest Cover or deeper into any existing Cover. This move may not take the character closer to the source of the action which caused the Suppression or Wound (such as a shooting character) unless it is the only Cover available to the model. If the model is not *in cover* at the end of the bonus move it Goes to Ground. If the model is already in cover when it receives the Suppression or Wound it may Go to Ground or move up to 2" away from the firing model whilst remaining in Cover.

ACTIONS/REACTIONS

The following may be either an Action or Reaction:

DEFEND(WS)

in CC the model rolls their full WoF dice, if they win they may not strike the enemy and may not push them back or change positions with them.

DETECT(Detect)

Models may attempt to Detect any Camouflaged models if they have LoS to the camouflaged model. A model may choose to take this as its Action/Reaction.

Whenever a Camouflaged model enters the ZoC and LoS of an enemy model the enemy model may make an immediate Detect Reaction.

Make a Detect test for the Detecting model. The model being detected may React as normal, but note if it does any Reactions which cancel the Camo state it will automatically be revealed.

The following modifiers are applied to the Detecting models roll based on how far away they are from the camouflaged model, we use the same range bands as weapons:

PB +6, S +3, M 0, L -3

The same modifiers are applied to the Detecting model as if they were making a Shooting Attack in addition to the modifier below. Note these modifiers are applied at the exact point the model would have been spotted.

- **+6** Equipped with a Bio Scanner/Motion Tracker
- **+3** Camouflaged model made a Shoot Action which triggered this test
- **-6** Camouflaged model is in Full Cover
- **-3** Camouflaged model is in Partial Cover

If the detect test is passed the Camouflaged model is immediately revealed (place the model on the table and remove the Blip) and the model may be targeted as normal by all models in the detecting models crew.

There will be some cases where multiple models are in a position to make a Detect test as a Reaction, this is an exception to the 'Reactions taking place simultaneously' rule. In this case the controlling player must state which models are taking Detect Reactions and which models are taking other actions (ie Shoot, hoping the model has been revealed). The Detect Reactions are always taken first and if they fail then no other models may make their Reactions.

DODGE(Rfx)

Models with the Dodge skill may use it to move a minimum of 1" up to M/2 or Go to Ground. Dodges may be used to become Engaged. If a Dodge is a reaction to an enemy attempt to Engage the Dodging model, then if the Dodge takes the model out of Move range of the attacking model the models will not become Engaged. If Dodging a Template you must have enough movement to actually leave the Template to avoid suffering the effects. If attempting to Dodge out of Engagement then if the models fails the dodge they must make a Ld test, if they fail they immediately make a Withdrawal Action and the attacker may give chase.

If a model elects to Dodge in a direction away from the model which caused them to take the Dodge Reaction, travel their full M allowance and end up in cover from or out of LoS of the model which caused them to Dodge, they may count this as Falling Back and remove Suppression(1).

ELECTRONIC WARFARE ATTACK (Hack)

The Electronic Warfare (EW) Action allows the user to to use any Program they currently have installed. See the section on **Electronic Warfare**.

CLOSE COMBAT ATTACK(WS)

Make close combat attacks against one or more Engaged enemies.

RESET(BTS)

When a model is the target of a Hack it may make a Reset Reaction to make an opposed roll against the Hack. If successful the attack is stopped. A successful Active turn Reset will remove the Immobilised Condition and so may be taken when subject to the Immobilised condition.

SHOOT ATTACK(BS)

Make one attack with a ranged weapon. Models may not shoot when Engaged. Weapons with a WoF over 1 may divide their shots between as many Targets as they have WoF.

SUPPRESSIVE FIRE (BS)

Roll to hit as normal but double the weapons WoF, this is applied before any other WoF modifiers (for example those for being in a Fireteam or for Burst) Dice may be allocated across several models as normal.

Each dice which scores a hit causes Suppression as normal.

The attacker will only Damage to the target if they roll a Critical Success on the to hit roll (treating the hit as a normal hit rather than a Critical Success).

Suppressive fire may be used against Camouflaged models with no Detect test needed but the firing model suffers a -5 modifier to their to hit roll. Every hit from the suppressing model causes the hidden model to pass an Wp test or suffer Suppression(1) every Critical hit forces a Wp check or the target loses the Camouflaged Condition, but may never cause any Damage.

COVER & TERRAIN

Any piece of terrain may also provide cover if it conforms to the following:

COVER

If a Model is in Silhouette contact with a piece of terrain which partially obscures a full view of the model being targeted by an Attack Action they are said to be in Cover. Note a building and any barricades or walls of that building will all count as the same terrain piece.

When determining if a model is in cover, disregard cover in Silhouette contact with the attacker which is lower than its SIL height.

If the cover with which the attacking model is in contact with is lower than its SIL height and it is also in Silhouette contact with the target and a line drawn **between** the models crosses the Cover, it is also a Barricade, rules for Barricades can be found in the close combat section.

If an attacking model is within (see Being in Terrain) the same piece of cover as their target, the target counts as in partial cover, ie. 2 models in a wood, unless the terrain itself has a rule which over rides this ie Levelling Terrain.

TYPES OF COVER

Defensive Cover: Fixed defensive structures such as bunkers and fortifications or pre prepared defensive positions, such as sandbagged positions, trenches etc.

Hard Cover: Stone walls, buildings, woods, other Models and other features which not only block line of sight but also provide real protection of some sort count as hard cover. Hard cover offers a defensive bonus to models behind it, and may also serve to disrupt LoS

Soft Cover: Light wooden fences, light vegetation or sparse patches of trees, washing lines with clothes hanging on them, tents and similar features which while they may block LoS offer no real protection. Soft cover offers no defensive bonus but may still block LoS and count as Intervening Terrain if applicable.

The cover type of Terrain pieces should be decided upon by the players before play begins.

FULL AND PARTIAL COVER

In addition a model can be said to be in Full or Partial Cover. Full cover is cover **of any type** which is at least half the height of the models SIL. Partial Cover is cover **of any type** which is less than half the height of the models SIL.

BARRICADE

Will provide Cover following the rules above in Close Combat to the model which started the Engagement behind it as long as they remain in SIL contact with it.

TERRAIN

Terrain plays a vitally important role. During setup, any terrain may have one or more of the following designations.

BEING IN TERRAIN

If a models base overlaps with any Terrain type it counts as being in that Terrain. If 2 or more models are Engaged and one of the models is in a Terrain piece then all Engaged models count as being in that Terrain. Some Terrain also provides Cover. If 2 or more models are in the same piece of Terrain which provides Cover both models may claim the Cover advantage vs Ranged attacks but not against Close Combat Attacks unless explicitly stated in the Terrain/Cover type.

INTERVENING TERRAIN

To see if a target is behind Intervening Terrain from the attacker's point of view, trace a straight line from the centre of the attacker's base to the entirety of the target. Ignore friendly models in Sil contact with the attacker and any obstacles within 1" of the attacker.

Any terrain or models of any type between the attacker and defender which blocks any part of the target model Silhouette but with which the target model is not in Silhouette contact with, counts as **Intervening Terrain**.

Intervening Terrain gives modifiers to ranged fire. Any modifiers for **Intervening Terrain** are cumulative. So if there are 2 piece of **Intervening Terrain** between attacker and defender, the modifier is applied twice.

IMPASSABLE TERRAIN

Impassable terrain cannot be moved across.

SOLID TERRAIN

Solid terrain features completely block line of sight and cannot be measured across but must always be measured around unless specifically stated in the rules.

OBSCURING TERRAIN

Woods, briar patches, tall grass, banks of fog or smoke and patches of reeds all provide a great place for a model to hide and shoot out without being seen whilst also making it for the enemy to determine their exact position, but the model moving through it can also become disorientated if they're not careful.

Due to the obscuring nature of this type of terrain it is impossible for the enemy to really know where troops are within a wood so upon entering Obscuring Terrain the player may replace their model with 3 Camo markers (making note of which is the real model the other 2 being blinds). On the Models next Activation the controlling player may place these camo markers anywhere within the Obscuring terrain which counts as a Move Action. They may repeat this every time they activate the model if they choose until it is detected or attempts to leave the terrain.

If several models from the same crew are in the same Obscuring terrain this will very quickly become unmanageable. In such situations rather than placing 2 extra camo markers for each model just place the one which represents the model but the player may reorganise all the existing camo markers when the new camo marker is placed.

A model attempting to leave Obscuring Terrain must pass a Perception test or be unable to leave this Activation adding +3 to future tests for each failed attempt. If successful simply replace the Camo marker representing the Model with the actual model and Activate the Model as normal, the Model must leave the obscuring Terrain as part of this Action.

A camouflaged model within Obscuring Terrain may be Detected as normal counting in **Full Hard Cover** for the purposes of the test. Models not Camouflaged inside the terrain may be Targeted by models outside the terrain applying any bonuses for whatever Cover the Terrain represents (if any) counting as above 50% obscured. Likewise models in Obscuring Terrain may fire out of it as if it did not exist. Of a model within Obscuring Terrain successfully enters the camouflaged condition (ie after being detected or making a shoot attack) the controlling player may place 3 camo markers exactly as if the model had just entered the obscuring terrain.

Obscuring Terrain blocks LoS through it, so models on either side of the terrain cannot draw LoS to each other.

Models which deploy in Obscuring terrain may deploy as camo markers but the camo markers must follow the restrictions of deployment. Ie if deploying in obscuring terrain which covers some of the models deployment zone the camo markers must still be placed within the deployment zone. They may be moved to anywhere within the obscuring terrain on the models first activation.

OPEN TERRAIN

This may include roads, well tarmacked paths or areas which are really easy to cross. Models add 25% to their Movement rate. Wheeled vehicles double their movement rate.

DIFFICULT TERRAIN

Pools of toxic sludge, deep forests, very steep hills, areas of fallen rubble and broken or missing walkways sections, basically terrain which is difficult to move through.

Models may move through Difficult Terrain as normal but will gain Suppression(d5) when they enter it and on any activation which they start the activation inside of it. If a model attempts to Sprint into or within Difficult Terrain they will gain Suppression(d10) instead.

A Model in Difficult Terrain which Goes to Ground counts as Armoured(+2).

DANGEROUS TERRAIN

Vats of molten metal, spinning turbines set into the floor and more - any terrain feature designated as dangerous when setting up the battlefield can pose a huge risk to models crossing it.

A Reflex check must be passed when entering into or Activating within Dangerous Terrain to avoid immediately taking a Damage 14 hit.

LEVELLING TERRAIN

This descriptor could describe a lot of different terrain types, piles of rubble, ruins, dark forests, narrow passage ways, tight buildings. Basically terrain which levels the field between elite and regular troops at close quarters by taking away the advantages and disadvantages suffered by either. In Levelling Terrain all Engaged Models count as having CC of 12 and having the Armoured(2) Trait regardless of their original armour or CC.

Designers Note:

This is designed to reflect terrain where the normal advantages of combat are lost as the terrain itself simply makes elan, technique and skill obsolete as grenades can be wedged into heavy armour, knives used on soft joints, enemies can spring out of nowhere and fade back into the shadows or where there simply isn't enough room to swing a hand weapon effectively. Basically terrain which allows people to fight dirty.

TIGHT TERRAIN(X)

This is terrain which can only be entered by models with a SIL of X or less. So for example most normal sized windows and doors will be Tight Terrain 3 (or at a push 4), dense forests might be Tight Terrain(5).

WALLS

Walls are impassable terrain and solid terrain.

DOORS

By default, all doors are closed at the start of a battle. Closed doors are considered impassable terrain and solid terrain.

Any model may open or close a door by taking a Move Action to move into SIL contact with the door and giving up 1" of movement. Doors may be closed again by making the same action.

Closed doors, locked or otherwise, can be targeted by attacks and are automatically hit. All doors (if not specified in the scenario) have a Armour Value of 3 and 3 Wounds. If a door is reduced to 0 Wounds, it is removed from the battlefield.

LOCKED DOORS

At set up doors may be designated as locked (either decide with your opponent or follow the rules given in the scenario)

To open a locked door, a model must perform an Interact action testing against either Hack, Crafting, Tech or Phy (to hack, access or break the lock, a specific test may be specified in the scenario which over rides this rule). Once a locked door has been opened in this way, it remains unlocked for the remainder of the battle.

In scenarios with an attacker and defender, the defending crew is assumed to have the access codes for any locked doors, and can open doors as if they are Unlocked.

LADDERS

If a ladder is present a model may climb at half normal Movement speed but may take a Sprint action as part of the climb.

OBSTACLES

An Obstacle is any piece of Terrain greater than 1/4 Inch in height but less than half the height of the models Silhouette in height and are normally linear in nature. An Infantry Model may move over any Obstacle as if it were not there, Vehicles may not cross obstacles. Note in the case that one side of the obstacle is higher than the models SIL and the other side lower the model must climb the entire obstacle.

A Model which triggers a Reaction whilst moving over the top of an Obstacle may not claim any cover from the Obstacle.

If models are fighting in Close Combat over an Obstacle it counts as a Barricade.

BUILDINGS

As many models as may actually fit may shoot from windows and doors. If a model wants to get cover from a window they have a firing arc of 90 degrees in the direction the window is facing. They may have a full 180 degree fire arc but this entails them leaning out the window which thus only counts as being in less than 50% cover, you may want to dangle the model over the window itself to represent this.

Models defending a building from a door or window always count as behind a barricade for CC purposes. Entering a building through a window costs 2" of movement.

Buildings muffle sounds so Noise made inside a building only travel 6" Mayhem travels 12".

Building walls are normally considered Impassable Terrain and may not be climbed without special Skills or Equipment.

MOVEMENT

There are several different actions which can cause a character to move. For example, a model might make a Move action to advance cautiously, or make a Sprint action to run forward. A model might Dodge round a corner to get into combat, or Crawl to get out of the firing line.

A model is not obliged to move their full movement allowance, they can move any distance up to their movement allowance, but they cannot move further. Movement need not be in a straight line, a model can turn and zig-zag around terrain as appropriate. Though note that a Charge action should take the shortest route possible. After moving, a model can turn to face any direction.

Any surface moved over must be at least 1/2 a models size in width however a model may not end its movement on any surface which is less than its base width in width.

THE 1/2" RULE

Each Model not subject to the NULL Condition projects a half an inch zone starting from the edge of its base and measured outwards. Any enemy models entering into this zone must intend to enter into an Engaged state with that model. If an enemy model enters this zone but does not have enough movement to reach SIL contact they are left 1/2" away.

It may occur that a model is moved involuntarily to within 1/2" of an enemy model. For example, a model falls off a high building and lands next to another one, which may result in that model coming into contact with other models, friendly or enemy. Should this happen, the normal rules described previously are temporarily suspended until the movement and any other effects it causes have been fully resolved. Once they have been and if neither model is subject to a NULL condition, the controlling player must move the model that was involuntarily moved by the shortest route possible until they are 1/2" away from the enemy model.

DIRECTLY TOWARDS AND DIRECTLY AWAY FROM

Trace an imaginary straight line that crosses the centre of each model's base - the moving model then moves towards or away from the other model along this line the required distance. As always, this cannot make a model move through a wall, impassable terrain or a closed door. Should they contact one of these features, they stop and do not move further or follow the instructions provided in the rules for that specific situation.

MOVING THROUGH MODELS

Models can move through friendly models which are less than their **SIL** as if they were not there but may not end their movement overlapping bases with any model.

MOUNTING/DISMOUNTING

Mounting or dismounting a mount costs a Move action.

CLIMBING

Models must climb over any terrain which is higher than their **SIL** in height.

Any vertical surface with handholds (this should be determined before the game) can be climbed at half normal movement, but may never combine a Sprint Action with climbing. A model starts climbing from the top of its Silhouette. A model may end the Activation mid-climb; simply record how high they are with a dice. If a model receives Suppression whilst in between levels like this they must pass a **Rfx** test or Fall.

Most building walls should be considered impassable terrain.

Climbing models may not perform any other action other than Move.

STEPPING UP AND DOWN

A model may freely 'step up or down' onto another level or platform of a structure, provided it is no more than half their silhouette height higher or lower than the level they are currently on. If the difference in height is more, they must climb or jump down instead.

LEAPING GAPS & JUMPING DOWN

A model may leap across a gap or down a vertical distance that is no bigger than their Sprint statistic * their shorter SIL length size without penalty, provided there is enough Movement in the current action to do so. To attempt to cross a larger gap the model stops at the edge and must pass an Initiative check to leap the gap and continue moving, add an additional -1 modifier for each SIL short length distance after the first...ie a model with an Initiative of +3 with a 1" SIL shortest length attempting to cross a 5" gap would do so at -2.

If failed, fall straight down by the shortest possible route to the next level down and may suffer a hit for falling.

FALLING

A model is at risk of falling if they suffer Suppression whilst within 1/2" of an edge. Pass a Rfx test to avoid falling.

FALLING DAMAGE

A falling model automatically suffers a D1 hit with no armour save possible. For every 1" fallen over a Models Rfx stat they suffer +1 D. A falling model is immediately Suppressed(2) and their activation ends. If they land on top of another model, the model fallen upon is also Suppressed(2) and suffer a hit identical to that taken by the falling model.

Move the falling model the shortest possible distance so that they are not overlapping. Once the hits have been resolved, move the model that fell by the shortest route possible until they are 1" away from the other model.

If a falling model lands within ½" of a platform edge, they must pass an Initiative test or fall again.

RAILINGS

If the nearest edge of a level or platform is bounded by a railing or similar barrier at least ½ the models silhouette tall, the chance of falling is reduced add +1 to the roll when determining if the model falls. If it is bounded by a barrier over the models Sil in height they cannot fall.

WEIGHT AND MOVEMENT

Add together the weight of all items being carried by a model and subtract the models Strength. The result is the models Weight Modifier.

If a model has a negative weight modifier they suffer -1 Sprint, Perception and Reflex. If any of these characteristics is reduced to less than 1 as a result of being encumbered the model must drop equipment until they have at least 1 I.

Weight can be shared across several models whereby the total weight is divided between the models and the Weight Modifier applied the total number of models carrying the weight. Carrying models must remain within 1" of the object being carried or of each other to be able to achieve this.

SHOOTING

1. DECLARE THE SHOT

Declare the target you wish to shoot with the weapon you choose following the target priority rules:

- Engaged and Pinned models do not count
- May target a different model if they are easier to hit/wound (ie in less cover)

An attacker may divide their WoF dice amongst as many enemy models as they have WoF however all Shots must be made from the same location.

2. DETERMINE TARGET NUMBER & MAKE THE HIT ROLL

The attacker tests against Bs rolling as many dice as the WoF stat of the weapon being used adding the following cumulative modifiers:

- (+/-) Weapon Range Accuracy Modifier
- (+6) Target is Unaware (Sentry or Suppressed and not in cover from the firer or attacker is Camouflaged)
- (+3) Target is in Targeted Condition
- (+3) For every +2 SIL the target is more than the Attacker
- (+3) Firer is prone
- (-3) For every -2 SIL the target is less than the Attacker (Prone models count as SIL 1*)
- (-3 per 10" moved by Target) Fast Moving Target: for every 10" the target moved in its last movement
- (-3) Per piece of Intervening Terrain
- (-3) Target Moved Tactically
- (-3 per 10" moved by attacker) only applicable if Firing from a moving surface, ie a vehicle, horseback etc
- (-3/-6) Twin Guns Blazing

* a model within 6" of a Prone model and on the same level or above will effectively be able to see the entire prone model, so this only applies to prone models more than 6" away from the firer.

All successes score a hit.

ADDITIONAL HITS

Any additional hits above 1 caused by the attacker place an extra dice into the Damage pool when rolling for Damage.

IMPOSSIBLE & UNAVOIDABLE SHOTS

Some shots will give the attacker no chance to hit, that is life, additionally some shots may hit automatically, that again is life.

SHOOTING INTO CLOSE COMBAT

When firing in to CC if any hits are rolled randomly to work out which combatant has been hit. Template or blast markers hitting one combatant are assumed to hit all. In a combat where models are different sizes each combatant has an equal chance of being hit, based on their SIL. Hence add all the SIL of the combatants together and roll a dice with that many sides assigning the target appropriately. So if a SIL 3 and SIL 4 model are engaged roll a d7 (use your imagination here!) with a 1-3 hitting the SIL 3 model. When shooting a RF weapon into CC every hit is rolled separately to see which combatant it hits.

3. RESOLVE HITS

If the attacker hits then move to the RESOLVE HITS section.

OTHER RULES

THE JAM DICE

When a shot is fired 1 of the dice in the dice pool should be a different colour, this is the Jam Dice. If a 20 is rolled on this dice the weapon has jammed. A gun is always considered to have jammed on it's last shot of the action so a weapon with the Burst trait will still fire all its shots. Roll a d20, if the result is less than the weapons Jam characteristic the weapon has suffered a malfunction.

Depending on if you are discarding cards from the Primary or Secondary Endurance Deck different effects will now happen if discarding from the Primary deck the weapon becomes subject to the Jammed condition after resolving the attack and may not be fired at all until the jam is cleared by taking an Unjam Action.

If you are flipping from the Secondary Endurance Deck or the Exhaust Deck the weapon is Out of Ammo must be Reloaded with Extra Ammo before it can fired again.

CALLED SHOTS

The firer may declare a Called Shot before rolling the to hit dice. This has an effect at the apply damage stage.

TWIN GUNS BLAZING

A model with 2 sidearms may attack with both as part of a single Shoot action/reaction adding +1 to the WoF (even when riding Reactively) and -3 to one attack and -6 to the other weapon accuracy.

- Attacks are made simultaneously.
- Must be made against the same target.
- Player must choose which weapon they are firing with before rolling any dice

FIRING THROUGH FRIENDLY MODELS

If, when Shooting, a friendly model obscures the target in any way the shot may not be taken..

SHOOTING WHEN GONE TO GROUND

When a model Goes to Ground if they want to shoot they may do so as long as they can see their target (count as SIL 1),

AREA EFFECT WEAPONS

Weapons with the Blast or Template Trait are referred to as Area Effect Weapons.

When firing an Area Effect weapon Each model (friend or foe) whose base is within the Area Effect is a target. Roll to hit as normal for each model. Resolve the hits in an order of the attacking player's choice. Area Effect weapons always count as being at Point Blank range.

Targets suffering suppression in this way may not make the normal move to cover action when gaining suppression and will automatically go to ground in place.

Any models affected by the Area Effect can declare Dodge even if they cannot see the firer of the Area Effect weapon. but suffers -3 to the roll. Targets which successfully Dodge an Area Effect attack will be automatically moved so they are outside of the Area of Effect.

When reacting to an Area Effect weapon all models affected by the template may make a Reaction.

BLAST MARKERS

When attacking with any weapon with the Blast (X) trait (using the 3" or 5" Blast) place the Blast Marker so the centre of the marker is in range and vision arc of the attacker and at least part of the marker is touching the nearest target.

TEARDROP TEMPLATES

Weapons with the Template trait use the Teardrop template to determine which models are hit by the attack. Place the template so that the narrow end is touching the front of the attacker's base and the entire template is within their vision arc.

AREA EFFECT WEAPONS AND COVER

Models hit by Blasts and Flame templates gain the same benefits from cover as normal outside the exceptions noted in their special rules.

Whether the target hit is in cover or not depends on the **Focal Point** of the attack:

- **Blasts:** relative to the central hole of the Blast.
- **Flame template:** relative to the attacking model.

If a models total SIL is obscured by Terrain or a Model with a larger SIL from the **Focal Point** of the attack then it cannot be hit by that attack.

AREA EFFECT WEAPONS IN ENCLOSED SPACES

Blast and Template weapons are particularly dangerous in enclosed spaces for that reason if the template is touching at least 2 walls, (ie walls running in different directions) of at least the targets SIL height, or in woods then increase the weapons Damage by +3. If the template is touching 3 walls increase Damage by +6.

However it's important to note a Blast marker must have LoS to the position it wants to hit, so if firing from outside a building with a blast marker it must be fired through a window or SIL 3 sized door or smaller this counts as a small target. If firing into a wood it may only penetrate 1" into the wood. Blast weapons with the bombardment special rule ignore this as they are assumed to be coming through the roof or through the canopy of the woods. If using multiple floors or bunkers which would be reinforced against such attacks feel free to introduce special rules to accommodate this.

CLOSE COMBAT

1. TURN TO FACE

The Active Model may turn to face any direction.

2. PICK WEAPONS

Choose 1 Melee weapon to be used in the attack. Alternatively, if the model does not have any melee weapon an Improvised attack can be made instead.

3. DECLARE TARGETS

Declare a target enemy model which is currently Engaged with the attacker. The Attacker may spread their WoF dice across as many enemy models as they are in SIL contact with up to their number of WoF dice.

4. ROLL TO HIT

Make an WS test for the attacking model rolling as many dice as their Rfx/5 (rounding down) + the WoF of the weapon being used adding the following cumulative modifiers:

- (+/-) Weapon PB Accuracy
- (+6) Target was **Unaware** when attacked (Silent Takedown, attacker was Camouflaged at the start of their Activation)
- (+6) Target was **Prone** at the start of the current Action/Reaction (ie. when Engaging a Prone Model)
- (+3) On higher ground
- (+6) Model is out of the Vision Arc of the Target
- (+/-) Models Weight Penalty
- (+2 WoF) For every friendly, Standing and Active model also in SIL contact with the enemy.
- (-3) Model turned to face in Step 1
- (-1 WoF*) Equipped with a 2 Handed non Melee Weapon
- (-2 WoF*) Equipped with an Unwieldy non Melee Weapon, never counts as an ally in combat.
- (Ws 12) Engaged in Levelling Terrain

* to a minimum of 1

For each success result the model scores a hit.

Designers Note:

Whilst I give an advantage to attacking from the side/rear I don't over emphasize this as the chief bonus to attacking the Target from out of its LoS is that Reactions are not generally possible, so the attacker can both get into combat and make a Close Combat Attack with Dodge as the only Reaction possible.

5. RESOLVE COMBAT

The model which scored the most hits won the combat and may turn to face in any direction they choose.

If all enemy models the Active model was Engaged with are now Unconscious, they may make a free Coup De Grace action against one of them. Alternatively, if all enemy models the Active model was Engaged with are Unconscious or Out of Action, they may make a Consolidation Move up to M/2" in any direction, they may use this movement to engage enemy models.

If the winning model failed to take the other model OOA they may choose to push the opposing model back 1" this may push them over edges into pitfalls etc, in which case the model being pushed must pass a Rfx test as usual to avoid falling. The winner may they choose to follow up moving back in to SIL contact with the enemy model or moving in to the space vacated any the enemy model. Alternatively as long as the losing model is not behind a barricade, the winning model may choose to trade place with the losing model. The models remain Engaged but simply swap positions.

If the losing model is behind a Barricade the winner may push them back 1 attackers base width from the Barricade and immediately follow up to be in SIL contact again. This represents them forcing the model out of a defensive position.

6. RESOLVE HITS

See the **Resolve Hits** Section.

OTHER RULES

RANGED WEAPONS AT CLOSE QUARTERS

A model fighting with a Ranged Weapon in CC counts as using an improvised weapon, they may not fire the weapon in Close Combat. (Firing is done during any reaction attack they have vs the charging model)

MULTIPLE OPPONENTS

Models fight one at a time so if you are engaging 1 enemy with 2 or more models each model makes Actions and Reactions as normal with each Model adding the bonus for every friendly, Standing and Active model also in SIL contact. If fighting 2 or more models you may distribute WoF dice as you choose amongst all enemy models.

FIGHTING OVER BARRICADES

Models can engage models within 1/2 inch away over Barricades(or if armed with a versatile weapon 1/2" + the versatile range of the weapon).

Models cannot be Coup de Gras'ed over an Obstacle or Barricade.

ENGAGED MODELS, DO I HAVE TO FIGHT?

Models may Move into Engagement but not attack, likewise models already Engaged may choose not to attack on their activation.

IMPROVISED ATTACKS

If the model isn't armed with a dedicated Melee weapon they may still use a rifle butt or pistol whip the enemy. This counts as an Attack with an Improvised Weapon. Improvised attacks are resolved as usual but all armour counts as double.

Example: A model armed only with a rifle (even if that rifle was damaged) would count as having an improvised weapon.

RESOLVE HITS

When a model is hit by an attack, follow these steps:

1. APPLY SUPPRESSION

Models gain Suppression(1) for each hit regardless of whether it causes damage or not.

Designers Note:

It may seem strange that cover effects are applied at the damage roll. This is to focus gameplay much more on suppressing the enemy rather than outright killing them. Bullets ping off the cover in front of you still cause you to get your head down and certain weapons may be so powerful as to punch straight through cover.

2. SAVING THROW

The player whose model is being targeted rolls a d20 attempting to roll over the weapons D stat, any extra hits made during the to hit roll add an extra dice to the pool, unless the firer declared a Called Shot before rolling the to hit dice in which case they add any extra hits to the Damage of the weapon. In this way if 2 Critical hits were rolled the player would add 2d6 to the Damage.

Subtract the targets Armour from the weapons Damage and add the following modifiers:

- **(-13)** Target is in Full Defensive Cover
- **(-11)** Target is in Full Hard Cover
- **(-9)** Target is in Partial Defensive Cover
- **(-7)** Target is in Partial Hard Cover
- **(-5)** Target has Gone to Ground (Shooting Attacks only)
- **(-1)** For each point of Suppression the Target has
- **(+d6)** hit was a Critical Success
- **(+3)** Target is Unaware
- **(Armoured(2))** Target in Levelling Terrain
- **(Ar x 2)** Target was hit by an improvised weapon

In Restrictive Terrain all Models count as Armoured(2)

Note: Barricades will give cover when Engaged only to the Model which **started** the combat behind it. Make a note of this as this bonus will apply until the model is pushed away or otherwise moved from behind the barricade.

A successful roll after modifiers succeeds the Saving Throw and no Damage is applied. If rolling multiple dice all dice have to save to succeed.

Designers Note

This will result in situations where certain targets cannot be damaged by certain weapons...attacking a Tank with a pea shooter is not an effective tactic. It also means that targets in the open, hit by powerful weapons, with no armour get a very poor save...guns are lethal.

3. INFLICT DAMAGE

For each hit which is not saved damage is inflicted, place a hit marker next to the model and mark the model as Prone. The model is counted as Unconscious. Its true state will be revealed when treated by a medic.

1. The model goes into the Unconscious State.
2. If extra damage is caused when a model is already in an Unconscious State, the model is taken OoA

MODELS CLOSE TO MODELS WHO GO UNCONSCIOUS OR OOA

If a player controlled model goes Unconscious or OOA within 3" of a friendly model, make an Wp test for the surviving model with the following modifiers.

+3 for every active friendly model within 3"

+3 if the friendly model taken OOA or Unconscious has a lower Ld than them.

-1 if the model taken OOA or Unconscious had a higher Ld than them (-1 for each point of difference)

If they fail they receive **Suppression(1)**. They may now turn to face any direction they choose.

FIRST AID

An active model moving within 1" of an Unconscious model may make a Patch Up Test to diagnose and treat the Unconscious model. Roll on the following table to see what is wrong with the Model.

1: OoA

2-3: Serious injury

4-5: Light Wound

6: Flesh Wound

BOTTLING OUT

The Enemy crew may lose their nerve and start to bottle out. Every time an Enemy model is taken OOA roll a d20 if you roll equal to or under the Crews Panic number the model nearest to the OOA model flees the battlefield. Remove that model from play. The enemy leader will never Bottle Out unless there is no other model available to Bottle Out.

Player controlled crews do not take Bottle Tests.

FIRETEAMS

The rules work exactly the same for Fireteams as they do for individual Models, simply count each Fireteam as a single model with a number of wounds equal to the number of models in the Fireteam and apply the following rules:

FORMING A FIRETEAM

During the Deployment Phase place a Fireteam Leader Token (or mark in some way), beside one model. In that moment, the player must declare which models are in the Fireteam and make a coherency check relative to the chosen Fireteam Leader ensuring all models are within 4" of at least one other member of the Fireteam.

During the game, spend a Command Point and place a Fireteam Leader Token beside a Trooper who will now be the Fireteam Leader. As soon as the Fireteam is declared the player must state which models are part of the Fireteam. Models declared as part of the Fireteam must be within coherency.

A fireteam may comprise of between 2 and 20 models.

FIRETEAM INTEGRITY

If the Fireteam leader is killed then the Fireteam is broken and all members of the Fireteam must activate individually all Fireteam bonuses are lost.

Models in a Fireteam must remain within Coherency of each other at all times. Coherency means the Model must be within 6" of another Model in the Fireteam.

If a model find itself out of coherency at the end of its move it leaves the Fireteam and must now activate individually. This does not break the Fireteam. Models may leave a Fireteam whenever they like simply by Activating separately from the Fireteam, this does not break the Fireteam unless it reduces it to less than 2 Models.

If the model which left the Fireteam is back in Coherency at the end of the Fireteams next activation it may automatically rejoin the Fireteam.

DISBANDING THE FIRETEAM

In the Active and Reactive Turn, a Fireteam is automatically Disbanded in the following cases:

- The Fireteam Leader enters a Null State
- The Fireteam Leader declares a Reaction different from the Fireteams Reaction
- The Fireteam is reduced to one member.
- The Fireteam becomes subject to the Broken Condition
- The Fireteam can be cancelled voluntarily by the player both during the Active and the Reactive Turn, with no additional expenditure of Orders or Command Tokens. To do so, the player must indicate so before the Action is spent by any of the Models.

In the Active Turn and Reactive Turn, a Model automatically stops being part of a Fireteam in the following cases:

- The Model enters a Null State.
- The Model breaks Coherency with the Fireteam.
- The Model enters or is in a State that allows it to be substituted by a Marker (Camouflaged etc), unless a Special Skill, piece of Equipment or Scenario Special Rule indicates otherwise.
- In the Reactive Turn, if the Model declares a Reaction which is different to the Fireteams Reaction

In any of the above cases, the Model stops being part of the Fireteam the moment the Action or Reaction is declared.

FIRETEAM BONUSES

All models in the Fireteam may use the Fireteams Leaders Ld in place of their Ld for any test they are required to make.

For every 5 full models in a Fireteam they gain a +1 bonus (cumulative every 5 models) to their Ld, Perception and Bs, but a -1 to their Rfx.

A Fireteam will add 1 to its WoF (including its Reactive WoF) for any Shoot Action, for every full 3 models in the Unit, so a Unit of 7 models would add 2 to its WoF. Only models which are eligible to actually Shoot (ie they have LoS to the target and are in range) count for adding WoF dice.

ACTIVATING FIRETEAMS

Fireteams use 1 Action to activate the entire Fireteam. The whole Fireteam must take the same Action or may choose to do nothing (so if one member of the Fireteam Sprints all models gains Suppression regardless of how far they move). If the unit wants to use any Traits (ie camouflage) then all member of the Fireteam must possess that Trait.

FIRETEAM LoS

Models in a Fireteam block other models in the same Fireteams line of sight and count for astray Shot purposes.

SHOOTING WITH FIRETEAMS

Only 1 model in the Fireteam may Shoot when the Fireteam makes a Shoot Action, the controlling player must decide which model this is before dice are rolled. When a Fireteam fires add the critical success of their best to hit roll to the amount of damage dice rolled. If the enemy makes the to hit roll an opposed roll, simply calculate the difference between the results, this is the amount of damage caused.

When removing shooting casualties from a Fireteam remove models closest to the firing model first. Only models in LoS of the firing model may be removed.

Fireteam weapons never jam, but if a jam is rolled and the resulting roll would result in any hits being scored discard the hit with the lowest Critical Success.

FIRETEAMS IN CLOSE COMBAT

When a Fireteam takes a Charge Action all models which reach SIL contact may fight.

When removing close combat casualties from a Unit remove any models in SIL contact first and then remove models closest to these models.

REACTING WITH FIRETEAMS

When a Fireteam makes a Reaction, all the Fireteam members gain their own separate Reactions. However, any Reactions must be the same for all of the reactive members. Only models in the Fireteam which can see the model which triggered the reaction may react and in the case of opposed rolls only those same models count when determining they WoF.

FIRING AT FIRETEAMS

Only models which may be seen by the attacking Model may be affected by a shooting attack.

If two or more Fireteams are intermingled when taking damage, damage is applied against all Fireteams (effectively doubling, tripling etc any damage).

FIRETEAMS OF DIFFERENT CHARACTERISTICS

When a Fireteam includes models of different characteristics you must take rolls against each model separately.

Commanders and Fireteams:

This could be where we add in Chain of Command type abilities for commanders

VEHICLE RULES

Tanks should be totally unaffected by small arms fire unless unbuttoned. In which case the commander may be killed.

CHARACTERISTICS

Gear(G)

Throttle(Th)

Stealth(St)

Armour(F,S,R)

Handling(H)

Hull Points(HP)

Transport Capacity(T)

Upgrade Slots(U)

Upkeep(Up)

Value(V)

Debt(D)

			Armour									
G	Th	St	F	S	R	H	HP	T	U	Uk	V	D
4	1	3	9	8	8	11	5	7	4	23	230	0

ACTIVATING

When a vehicle Activates it is actually the driver and any gunners (ie other models which cannot be removed from the vehicles or other weapons the vehicle has on its model) activating so all weapons may fire.

The only Actions a Vehicle may take are Move, Assault (both following the Vehicle Movement rules below), Reset and Shoot. Vehicles may not React. Though passengers on the vehicle may.

Any passengers (ie models which can be removed from the vehicle and have a base to move around on the battlefield) activate separately.

MOVEMENT

At the start of the game decide what gear the vehicle is in place a token next to the vehicle to represent this.

A vehicle must move 4" per Gear it has, and must travel no less than 3" below, the Gear it is currently in. So for example a vehicle in Gear 3 must travel a minimum of 9" and a maximum of 12".

At the end of its Activation a vehicle may change gears up or down by its Throttle value.

If at the start of your activation you are in gear 0 you may move up to 4" but if you move at all you must now shift up to at least gear 1.

Each vehicle may make 1 less than its max gear, 45 degree turns when in Gear 1. For each additional Gear which it is moving through it gets -1 turn, So a vehicle in its top gear may not turn.

A vehicle in 1st gear may move backwards and forwards as part of its move.

ASSAULT

A Vehicle making an Assault action may fire all of its mounted weapons (including weapons with the Unwieldy Trait) as part of the assault.

PUSHING IT

The controlling player may decide to Push It. Make a Handling test at a negative modifier of the amount of times it has already been pushed this activation plus the amount of Suppression tokens the vehicle has. If the action fails, the vehicle gains Suppression(1) and may not push it again this turn. If the player succeeds the vehicle may do one of the following:

- Move an extra 4"
- Shift up or down +1 Gear
- Make an extra 45 degree turn

A driver may only push it as many times as a vehicle has Gears.

SHOOTING FROM VEHICLES

Passengers on a vehicle may not fire weapons with the Heavy Trait from a vehicle in anything but Gear 0 unless it is also Braced.

VEHICLES IN CLOSE COMBAT

Vehicles may not make close Combat Attacks and so do not have a Ws characteristic. However they are never pinned in Combat and may freely leave Close Combat whenever they choose. Infantry wishing to charge a vehicle must first pass a Cl Test as -3 per point of front armour the vehicle has. Charging a vehicle is an intimidating prospect.

SUPPRESSING VEHICLES

For each Suppression a vehicle has all push it rolls are made at -1 cumulative.

When Suppression is equal to the Vehicles Front Armour value the driver must make an Out of Control test.

You can lose Suppression by making less turns than you are eligible for in an activation. You lose the amount of Suppression equal to the unused turns. So for example if you are in gear 3 you may make 3 turns so if you only make 1 you discard 2 Suppression tokens.

DISEMBARKING/EMBARKING

May disembark or embark as Move Action on any turn the vehicle begins its Activation at 0 speed. If you want to Embark or Disembark a moving vehicle you may try. Make a Rfx test subtracting -3 for each Gear the vehicle is currently in. If you fail you count as having been run over by the vehicle. (See below)

Vehicles count as terrain for LoS and movement purposes

RESOLVING HITS ON VEHICLES

If a vehicle receives Damage roll a d20 for each point of D caused:

- 1-10:** Vehicle loses a HP
- 11-16:** Vehicle loses a HP and must make an Out of Control Test
- 17-19:** Vehicle loses a HP and immediately goes Out of Control
- 20:** Vehicle loses 2 HP and immediately goes Out of Control

VEHICLE TYPES

Tracked vehicles - May move over obstacles with no penalty

Wheeled Vehicles - Bonus driving on Roads and open Terrain

Walkers - Follow the movement rules for a normal model rather than a vehicle and may move up their Gear x 4

Flyers - ignore terrain and models when moving, halve all cover bonuses for being in cover

WRECKED VEHICLES

OoA vehicles are left in place and still function as terrain.

OUT OF CONTROL

Make a Drive test for the Driver subtracting the Gear the vehicle is in from the Rfx of the Driver. Once you have taken an Out of Control test remove all Suppression markers.

If the test is failed roll on this table:

- 1: moves d6" forward
- 2: turns 45 left and move d6" forward
- 3: turns 45 right and moves d6" forward
- 4: turns 45 right and moves 2d6" forward
- 5: turns 45 degrees left and moves 2d6" forward
- 6: moves 2d6 forward and spins 90 (equal chance of either direction) and is Wrecked

A vehicle in throttle 0 does not have to take Out of Control tests.

Vehicles and Reaction Fire

Vehicles which are in any gear except 0 may not make Reactions.

RAMMING

When 2 vehicles collide the vehicle which is being rammed May make a doge test to avoid contact. Make a drive test with a +1 for every point of handling your vehicle has more than the opposing vehicle. If you pass your vehicle is simply

moved to the closest side. If this would result in you hitting another vehicle or piece of scenery you may not make a dodge test to avoid that.

RESOLVING COLLISIONS

When 2 vehicles collide both vehicles must immediately shift down 1 Gear and may not adjust gear at the end of their activation. In the case of a head on collision both vehicles must immediately drop to Gear 0 and both suffer a hit with Damage equivalent to:

Head on collision (*both vehicles impacting in front arc*) : add the current Gear and starting HP of the 2 vehicles together.

Fender bender (*One vehicles front arc impacting with the rear Arc of another vehicle*) : subtract the lead vehicles current gear + HP from the rear vehicles current Gear + HP (to a minimum of 1)

T-bone: the current Gear (*one vehicles front arc impacting with teh side Arc of another Vehice*) + HP of the ramming vehicle

Rake (*One vehicles side ac impacting with the side arc of another vehicle*)

RUNNING OVER MODELS

Any model run over by a vehicle suffers a hit counting Damage as if it were a T-Bone.

SCENARIO SPECIAL RULES

Some scenarios are subject to additional special rules.

CAT TERMINALS

Any scenario which allows the use of CAT terminals will often give the number of Terminals to be placed. If it doesn't the number is generated as d3 -1 CAT terminals which are randomly placed by placing the Terminal in the centre of the battlefield and rolling a scatter dice and a d20. And moving the Terminal that many Inches in the shown direction.

CAT Terminals provide Hard Cover but do not block LoS.

ACCESSING CAT TERMINALS

CAT Terminal may be accessed by any model. This often allows access to fairly low level menu options such as opening or closing doors, operating machinery etc. Any extra actions able to be performed by the Terminal will be detailed in the scenario.

To access a Terminal simply move within 1" of it and spend an activation. This will give the character access to the Basic Menu and any other objectives as specified in the scenario. (Some scenarios may dictate additional measures, these will always over right the rule stated here)

HACKING CAT TERMINALS

CAT Terminals may however also be bypassed which can give much greater rewards such as access to deeper, hidden menu options and INFO.

CAT terminals may only be bypassed by characters with the Hack Skill and do not require a Hacking Console. If bypassed by someone with a Hacking Console they do allow that character greater use of certain programs however.

To bypass the terminal the character must move into SIL contact with the terminal and take a Bypass action. Each Terminal has a WoF determined the first time a Bypass action is made against it, by rolling a 1D3, roll this just once for each terminal and make a note of it. This is the WoF of the CAT Terminal Opposed roll (think of this as a Reset action taken by the CAT Terminal to avoid penetration attempts), roll a d20 this is the CAT terminals BTS value.

At the same time the hacker must determine what level of system penetration is required to successfully bypass the Terminal.

This is determined by rolling a D6. This provides the number of security levels which must be hacked to unlock the terminal. Again make a note of this number once determined.

For each level they must successfully hack the terminal. So if they come up against a lvl 5 Terminal they must take 5 hack tests or pass a single test with 5 success'. Each success knocks one of the Security Level and will be maintained from turn to turn.

If they successfully crack all the levels of security they have unlocked the terminal. If the terminal is unlocked they gain +1 XP and D3 Points of INFO per level cracked plus an additional point of each for any BTS above 1 (So a BTS of 3 would give an extra 2XP and INFO)

A hacker gains no XP or INFO until the entire Terminal is bypassed...ie they would get no rewards for unlocking 3 of the 5 security on the Terminal

If a hacker suffers Suppression mid bypass (ie after breaking 3 levels of security t on a lvl 5 terminal) they do not lose any successful cracks. So in the case our hacker has successfully cracked 3 levels of a lvl 5 terminal and then gets Suppressed. Next turn he starts again having cracked 3 levels of security on the terminal.

If the hacker physically moves (or is moved) 1" away from the terminal, they will lose their connection and will have to start again at level 1.

If a terminal is bypassed but the gang bottles out of the scenario, there is a chance the opposing gang will recover the INFO from the terminal.

Roll a D10 on a 6+ the remaining gang steals all the INFO the crew stole from the terminal. The gang which bottles still gets the XP rewards for cracking the terminal but loses any INFO which passes to the opposing gang.

Any un-bypassed Terminals remaining at the end of the battle automatically go into security lockdown and so remain un-bypassed and no gang receives the INFO from them.

While a hacker is bypassed into a Terminal they count any other CAT Terminals on the Table as Repeaters and all enemy BTS count as -1.

SCAVENGE TOKENS

Any scenarios which uses scavenge tokens the player randomly places d6 tokens around the battlefield.

To Interact with a Scavenge Token the Model must move into contact with it and make an Interact Action. As soon as the Interact Action is taken roll on the Scavenge Token Chart below to determine its contents, the player may then choose to pick up the Token or leave it. Picking up the token in this case is a free Action as we assume its' part of the Interact Action they have already made.

Each token weighs D3 EP (determined when picked up) and is picked up or pass to another model by ending a models move next to the token or the model you wish to pass it to.

Any model who leaves the board with or is in possession of a token and not SI or OOA at the end of the game gains a Scavenge Token for the gang.

Alternatively the character may choose to distribute the contents of the Scavenge Token now. Rather than rolling on the table below simply roll a d5 this is the amount of Endurance cards which may be added to the Deck immediately. The Scavenge Token is then discarded and may not be claimed at the end of the game.

If an AI model moves into contact with a Scavenge Token remove the token and immediately roll on the Complications Table.

Any Scavenge Tokens left on the battlefield at the end of the game remain unclaimed even if you Hold the Field.

When an Interact Action is taken when in SIL contact with a Scavenge token roll on the following table.

1: Worthless Junk

2-5: Hmmm...there might be something good in here - no effect in game, weighs 2 WP but if a model is in possession of this at the end of the game or leaves the table holding it they gain d20 Supplies or Resources (50% chance of either)

6-7: Roll once on the Danger Table if the character is still standing and active in SIL contact with the scavenge token once the danger is resolved roll on the Item Table. Note the danger table must be resolved before taking the item. If the Danger table requires a test to be made it must be taken for the model to gain the item. If the test is failed the model suffers the **If Failed** consequences, if passed there is no effect and the model gains the Item. The Model may choose not to take the test in which case it does not gain the item but does not suffer any effects from the danger and the Scavenge Token is left in place.

8-9: Roll once on the Interact table

10: Roll once on the Item Table

DANGER TABLE

Roll	Name	Test	If Failed	If Passed
1	Containment Leak	Tech	Model takes an Unopposed D13 WoF3 hit	
2	Creature	-	Deploy a random Creature	-
3	Gas Cloud	Traps	Model Takes a Unopposed D14 WoF 4 Toxic Test	If would normally result in a roll on the Item Table instead roll on the Loot Table
4	Booby Trap	Traps	Blast(5) D13 WoF2 Centred on the Model	
5	Malfunctioning Synth	Armourer	D13 WoF(3) Attack and add a hostile Synth Model with the Psycho Behaviour	
6	Bad Wiring	Crafting	D13 WoF(3) Electric Attack	
7	Taunting	Expertise	If an enemy is within 12" of you gain Suppression(2)	
8	Hidden Enemy	-	Instantly deploy one random enemy model in the tokens location.	

INTERACT

Interact events represent points of interest or objects which can be interacted with on the battlefield.

To reveal an Interact Token the Model must move into SIL contact with it and spend an Interact Action. Once they do roll on the Interact Token Table:

1-2 Nothing

3-4: Computer Terminal - Pass a hack test to gain +1 XP

5-6: Person of Interest - pass a Ld test and then get them off the table to gain +2XP per Model in the scenario

7-8: Map data: pass a navigation test to gain +2 DATA

9.10: Data Slate. Pass a Tech test to gain +1 to a random skill (if you already have 4 in that skill treat this as a result of 1-2)

11-12: Locked: Pass a Crafting Test to open it and gain access to whatever is inside. Roll on the Loot Table.

ITEM TABLE

The Wastes	Settlement	Derelict/Vault	ITEM
1-5	1-10	1-5	Smoke Grenades
6-20	11-20	6-15	Documentation: Gain +1 DATA
21	21-30	16	Medi Kit
22	31-40	17	Silencer
23-40	41	18-30	Shiny bits: Gain 10 credits.
41	42-45	31	C-Spike
42-50	46	32-50	Personal Journal: Gain +D3 Rumours
51-60	47	51-70	Peculiar item: Gain +2 XP for one character in the crew.
61-70	48-70	71-95	Curious item: Roll 1D6. On a 1-4, it can be sold for 10 credits. On a 5-6, roll on the Loot Table.
71-75	81	96	Respirator
76-78	82-85	97	Communicator
79	86-90	98	Jammer
80-100	91-100	99-100	Parts Next time you want to repair something use up the parts to add +1 to the roll.

Includes Resources for buildings settlement.

SNEAK ATTACKS

In some scenarios, the defender may not initially be aware of the attacker's presence. In these scenarios, the following rules are used.

Two new mechanics are used in Sneak Attacks:

MAYHEM

Mayhem is caused by Shooting any weapon which does not have the Silent trait and will immediately alert all enemy and sound the alarm. Blast weapons cause Mayhem centred on the Blast marker not the firing model.

NOISE

A model makes Noise every time it:

- Makes a Sprint or Assault action,
- Engages in Close Combat with an Aware enemy (Silent Takedowns do not make Noise)
- Interacts with a piece of scenery which has been designated as causing noise.

SENTRIES

Until the alarm is raised all sentries count as Unaware.

The defenders sentries are deployed first unless specified in the scenario the defender may place the sentries as they like. If The Enemy is being deployed as Sentries they will scatter d10 from the objective and be placed facing away from the objective, in the case of several objectives randomly determine which one.

The attacker then deploys as per scenario rules but may not place any models within 6 inches of a sentry. All attacking models start in the **Camo** state. Any models which have the Camo Trait get Camo(+3).

If at any point in the game a Sentry has LoS to an Attacking model or an Attacking model moves within their ZoC they may make an immediate, free and out of sequence Detect Action/Reaction.

For any Detect test made during the players Activation the Attacking players models count as the Active model for WoF purposes.

For any test made during the Sentries activation the Sentry counts as the Active model.

After each attackers activation if there is an enemy Sentry within 12" plus any distance they moved of the activating model which has no way of Detecting the model normally, make a opposed Detect/Stealth test for the nearest sentry to the activated model. The winner may move the sentry 2" for each success, up to the sentries max move value, if playing solo and the sentry wins the sentry will move towards the nearest enemy model. Sentries are left facing in the direction of travel.

In the case of a draw the sentry turns to face a random direction.

When it is the sentries turn to activate, randomly determine which sentry will activate and make a Perception test for them. If they pass they move 2" towards the nearest Attacking model (or the controlling player may move them 2"). If they fail they will move d4" in a random direction.

When sentries are taken OOA, leave a marker to represent their body. Body Markers may be moved by attacking models at half movement rate.

DETECTING THE ATTACKERS

A sentry may make a **Detect** test to raise the alarm when an event which changes the board state has happened within its ZoC or its LoS, such as a door being left open or opening, a model making Noise, a smoke grenade marker, a body on the floor etc. Each additional state change like this adds +1 to the roll. So if there was a body on the floor and a model had made noise within the Sentries ZoC, they would get +2 to the Detect test.

If a sentry has Los to an attacker at ANY point they immediately make a (potentially out of sequence) Detect test to spot the attacker. (if during their own Activation a Sentry starts facing towards an attacking model and then turn away due to losing the Detect Test, they do not get to make another test as they are assumed to have turned away before they have a chance to Detect)

If an attacker moves within a Sentries ZoC whilst being in LoS they are automatically detected.

Close Combat vs an Aware Model causes Noise.

RAISING THE ALARM

Once an attacking model is detected if the Sentry which Detected them is not OOA by the start of the next Sentry activation, the alarm is raised.

If a sentry suffers a hit and does not die and is still alive when the Sentries next activate, the alarm is automatically raised.

If the attackers cause Mayhem or use a Noisy weapon the alarm is automatically raised.

Once the alarm is raised, the Sentry rules are no longer used and the defender's models follow all the normal rules. Immediately stop the turn sequence and the Sentries immediately Activate as if a King had been flipped.

Un-Detected Attackers retain their Camo markers.

Panic tests are not made until the alarm is sounded.

REINFORCEMENTS

- Any rules given for Reinforcements in a scenario will override the rules given here.
- When a deployment method is not given explicitly the reinforcements will deploy in the same manner as the crew originally deployed
- Any equipment or effects a model has which must usually be played during Deployment; can instead be played when that model arrives as Reinforcements

FIGHTING IN SPACE SHIPS

If fighting in Space ships each shot which misses has a chance of penetrating the hull. To see if the Hull is penetrated make an Armour Save for the Hull giving an Armour Value of 5, if the save is failed the the weapon has penetrated the hull.

Add 1 Hull point of damage to the ship.

If in Space the area will start to vent. A model in the same room/corridor as the effect happened (trace a line from the shooter past the target to see where the shot penetrated.) can spend an Activation to make a Repair test to see if they seal the breach.

Any model without Sealed Armour or breathing apparatus will suffocate in END/2 total Activations (player and enemy) unless they evacuate the area and seal the area off by closing doors.

VISIBILITY

Missions will often have a visibility level that gives an indication of how dark the immediate vicinity is supposed to be, on a scale of 0 to 6. The table below gives a sense of what these levels mean:

0-1	Good-to-Poor Visibility Somewhere between full daylight and twilight, these conditions may include rain, mist,
2-3	Darkness Full night under normal condions, depending upon the moon state and level of cloud cover.
4-5	Deep Darkness Interior areas without arficial light during hours of darkness, possibly exacerbated by ash,
6	Total Darkness Subterranean areas, where the only light is reflected from far away and human eyes struggle

The effect of visibility is to subtract the visibility level from the firers BS for all shooting and their Perception for Detect tests.

Models subject to the On Fire Condition, who make a save with Armour with the Energy Field Trait, model illuminated by flares are all classes as Visibility 0.

LEGALITY

Every weapon is classed as either Legal or Illegal. Legal weapons whilst not condoned are not actually clamped down upon. These weapons can be used in any location without repercussion.

Illegal weapons are frowned upon and repeated use of such weapons in sensitive locations may see Security Forces deployed to take control of matters.

LOCATIONS AND TOLERANCE

Certain battle locations are given a tolerance level. Affluent or sensitive locations have a low tolerance, run down areas and the favelas or out of town locations have a higher tolerance.

The tolerance level represents how much illegal weapons fire will be tolerated before the Security Forces step in. To determine this in each game fought in a location where tolerance is used players need to keep track of the level of Havoc caused.

Havoc starts at zero and every time a weapon is used add its D value to the Havoc level. Once the Havoc level is greater than the districts tolerance level the local authorities will start to show up.

If the Crews are forced to withdraw this way calculate the difference in the Havoc caused by each Crew. Add this number in Trace points to the gang with the most Havoc.

ELECTRONIC WARFARE

DESIGN NOTES

Change Hacking, so it's principally a battle to maintain control of the Grid. Which is the virtual space overlaid the physical battlefield. Controls of this allows the units advanced C&C abilities (this could where the Chain of Command style abilities for leaders gain greater range, greater accuracy on fire missions and air strikes, beyond LoS fire, synchronise fire, . And allows that side to us Out of Combat Moves and denies their use to the enemy as we always wjknow where they are whilst granting bonuses to detect tests etc.

The idea being you can lean into the Grid very heavily and be very powerful when it is up and you have control, but if an enemy can bring it down you are effectively blind and very vulnerable.

I still like the idea of Avatars however so find a way to make this more relevant. The ability to use programs can also be influenced buy control of the grid but maybe not essential so it is possible for insurgent armies with very powerful hackers to find sub channels through the Grid and use it against more powerful foes (who will generally have more bots, power armour etc and so can be devastating),

COMBAT HACKING

Anyone with the Combat Hacker Trait may perform an Electronic Warfare (EW) attack.

Enemies may React to a EW attack they are the target of in any of the normal ways, the most common will be to Reset. Note an enemy with LoS to the Combat Hacker when they perform an EW attack may still choose to react with a Shoot reaction for example with a success cancelling the EW attack.

The sequence for performing an Electronic Warfare attack is:

1. DECLARE TARGET

The target must be within the attackers Hacking Area. EW attacks may target camouflaged Models as if they were not Camouflaged.

2. CHOOSE PROGRAM

Choose the program the attacker wants to use for the attack.

3. ROLL TO HIT

The attacker rolls the number of WoF dice given by the Program being used and testing against Wp. Apply the following modifiers to the roll:

- (-x) target has a firewall
- (+3) target is subject to the Targeted Condition

The target may choose to React to this attack, deal with this in the normal way.

4. RESOLVE HITS

Every success by the attacker counts as a hit.

5. SAVING THROWS (IF APPLICABLE)

If the Program has a Damage value then the defender may make a Save using their BTS value. This is resolved exactly as with a shooting or Close Combat attack but instead applying the following modifiers to the roll:

- (+/-?) Trait which grants bonus/neg to the roll.

If the save is successful the attack is cancelled.

6. APPLY EFFECT

Apply the effects of the Program to the Target.

HACKING AREA

Every Combat Hacker and Repeater has an Hacking Area equal to the Combat hackers ZoC.

Enemies entering or acting inside the Hacking Area of a Combat Hacker even if remaining outside that Hacker's LoS and ZoC can be reacted to with Hacking Programs or with a Reset Action. Measurements must always be made from the Active Model and their Repeaters, checking a maximum of 8 inches from any point along their path. If the Active Model is within the Hacking Area of the Reactive Model, they can declare a Reaction.

TRACE TOKENS

If a EW Attack test is ever failed and a natural 20 is rolled as part of that failure the crew the combat hacker belongs to gains a Trace token.

AVATARS

An Avatar is a digital representation of the user in the Virtual World. As a result it has no ability to interact with the Real World but is still placed on the board as it does have a presence in the Virtual Overlay (think enhanced Reality) that is layered over the top of the Real World.

Avatars who suffer damage are removed from play.

NATIVE FIREWALLS

Most systems are built to resist the intrusion attempts of Hackers and so will often be fitted with a Native Firewall. This is sometimes used when the Program does not have a target or some systems are fitted with them inherently. Firewalls are expressed in the form NF (x) where x is a value to be applied to the attackers Wp for the purposes of Electronic Warfare attacks. Some Native Firewalls (for example that on CAT Terminals) allow an Opposed roll against intrusion attempts. In this case this will be expressed by additionally giving the NF a Wp and a WoF stat. So for example NF(-3)(Wp13 WoF1).

BTS

If the hacking Program has a Damage value then the target is granted a saving throw against it. This will be using the Targets BTS value rather than their Armour.

PROGRAMS

Each Program has an Install Cost, this is how many slots the Program uses up when it is Installed. Programs may be changed freely between games, but not in battle. Unless stated otherwise all Programs require the Target to be within the Combat Hackers Hacking Area or that of one of their Repeaters.

Programs may also have a WoF value, which tells you how many dice to roll as the Active Model when using the Program. Programs with no WoF value automatically succeed with no need to roll. Some Programs are usable by Models without the Combat Hacker Trait but who are Bypassed into a CAT Terminal, these will be denoted with a CAT in the Program title. Programs continue to run until cancelled. Several programs May be running at the same time.

CANCELLING PROGRAMS

A program is cancelled whenever the combat hacker chooses or of the combat hacker suffers a hit of any kind.

GATECRASHER: Install Cost 1

Can only be used when hacking a CAT Terminal. Reduce the security level or the BTS of the CAT Terminal being hacked by d3.

PROJECT: Install Cost 1 WoF:3 NF(3) CAT

The hacker enters the data stream in avatar form. *Deploy* a model to represent the hackers Avatar it has the **Deployable** and **Perimeter** Traits. The Hackers Avatar has a Move equivalent to the Hackers Int and activates with the Hacker.

The Avatar may not interact with the real world in any way existing only in the virtual overlay of the combat zone but may now act as a focal point for the hackers abilities, acting like a Repeater.

DEPLOY ICE: Install Cost:1 CAT

This Program automatically succeeds. Deploy an ICE Program with the **Deployable** and **Perimeter** Traits. This program cannot be cancelled.

SMUDGE Install Cost: 1

Only Friendly Models may be the Targets. Choose one of the following:

- The Target gains the **Support State**.
- Remove the **Targeted** state.

SPOTLIGHT Install Cost: 1 WOF: 3 Damage 13

Only Enemy Models may be the Targets. Choose one of the following:

- Remove 1 **Support Token** from the target.
- Add the **Targeted** Condition to the target.

BUFF: Install Cost 2 Target must be hackable

Only Friendly Models may be the Targets of the Buff App.

Each success on a Buff test can do any one of the following:

- Remove the Immobilised Condition
- Remove the **Dominated** Condition from the target.

NURF: Install Cost 2 WoF 2 Damage 13 Target must be hackable

Only enemy models can be the target of a Nerf Program.

Each success can do one of the following:

- Add Suppression(1) to the target.
- Target gains the **Dominated** Condition, target must already be in the Targeted Condition.

CARBONITE: Install Cost 1 WoF 2 Damage 13 Target must be hackable

If successful the target gains the Immobilised Condition.

TRINITY: Install Cost 2 WoF 2 Damage 14 Target must be hackable
Causes damage as if it were a normal attack

ICE PROGRAMS

Ice Programs exist within the system and so have no ability to impact on the Real World. They are designed for one purpose, to hunt down and kill Avatars.

Ice Programs will only ever attack Avatars in Close Combat and are considered to have the Beast AI.

They have a Move of 10" and a CC of 17(WoF3) when fighting in Close Combat with an Ice Program a Combat Hackers Virtual Avatar will use the Combat Hackers BTS as its CC.

MOre Rules

Insurgents/Asymmetric Warfare

Air Strikes

Off Board Artillery/Fire Missions

IED's

Sticky Bombs

Drones

Bots (Smart/Dumb)

THE TRADING POST

These weapons are provided only as starting points. Feel free to add Traits to them and re name them however you choose

WEAPON	PB	S	M	L	WoF	D	U	J	W	TRAITS	Cr
Pistol	+9	-	-3	n/a	2	17	-	3	1	Sidearm	10
Rifle	+3	+6	+3	-	1	18	-	3	5	2 Handed	20
Assault Rifle	+3	+3	-	-3	3	18	-	4	5	2 Handed, Burst(PB,+3)	45
Sniper Rifle	-3	-	+6	+3	2	20	-	2	5	2 Handed, Sniper, Unwieldy	50
Shotgun	+9	+6	-6	n/a	3	19	-	3	5	Two Handed, Template	25
Bow/Xbow	+6	+6	+3	-	1	17	-	-	3	2 Handed, Unlimited, Silent, Lobotomise, Indirect Fire	15
Missile Launcher	-	-	-	-3	2	19	1	4	8	Two Handed, Blast(5), Unwieldy, Heavy, Armour Piercing(5) Bunker Buster(3), Limited(X)	75
Machine Gun (MG)	+3	+3	-3	-6	4	19	1	4	10	2 Handed, Unwieldy, Burst(PB S +4)	95
Mortar	n/a	n/a	-3	-	2	18	1	4	8	2 Handed, Unwieldy, Heavy, Indirect Fire, Blast(5)	125
Lascannon	-	-	-	-	1	25	4	3	20	2 Handed, Unwieldy, Used Physically, Laser, Heavy, Flash Bang, Bunker Buster(4), Armour penetration(5)	180
Flamer	+9	n/a	n/a	n/a	3	10	1	4	7	Two Handed, Template, Blaze, Unstable	70
Flash Grenade	-	-	n/a	n/a	-	-	-	-	-	Grenade, Blast(5), Flash Bang, Limited(X), Indirect, Noisy, Blind, Used Physically	5*
Frag Grenade	-	-	n/a	n/a	2	12	-	-	-	Grenade, Blast(5), Limited(X), Indirect Fire, Noisy, Used Physically, Concussion, Only Dodge.	5*
Smoke Grenade	-	-	n/a	n/a	-	-	-	-	-	Grenade, Blast(5), Limited(X), Indirect Fire, Used Physically	5*
Gas Grenades	-	-	n/a	n/a	3	-	-	-	-	Blast(3), Gas, Toxin, Limited(X), Grenade, Indirect Fire, Used Physically	10*
Hand Weapon	+3	n/a	n/a	n/a	-	PHY+6	-	-	3	Melee	10
Improvised	-3	n/a	n/a	n/a	-	PHY	-	-	3		-
Spear	+1	n/a	n/a	n/a	-	PHY+6	-	-	5	2 Handed, Spear, Versatile(2), Defensive	20
Throwing Knives	+3	-3	n/a	n/a	2	Rfx+3	-	-	1	Silent, Envenom, Thrown	20
Melta Bombs	-	n/a	n/a	n/a	1	24	-	-	-	Armour Penetration(6), Bunker Buster(5), Demolitions, Limited(X),	
Brutal Melee Weapon	-	n/a	n/a	n/a	-	PHY+9	-	-	-	2 Handed, Melee	10
Knife	-	n/a	n/a	n/a	1	PHY+3	-	-	-	Silent, Melee	10

TRAITS

Traits may be purchased with Credits or bought with XP.

If a trait is purchased with Credits the Trait must be assigned to a piece of equipment and so can be damaged. In certain cases the Trait may represent the item being bought in which case just give the item a name and add the Trait to it, the item costs the price of the Trait. In other cases you may wish to add the Trait to an item (ie a weapon to represent larger calibre, sights or special ammo) in which case simply add the cost of the trait to the Item and wrote the strait name next to the Item.

If it is bought with XP it must be assigned to a model and so must stay with that model.

Traits are deliberately kept loose to allow you to tell the story how you want, some Traits could easily be applied to a weapon or piece of equipment, for example Powered could represent a hulking warrior who simply doesn't notice armour as he is so strong or a full suit of Powered armour...let the narrative drive the story.

But as an example if you wanted to create a remotely controlled drone which could be used to Hack CAT Terminals you would first name the item and equip the Model with it (this item at the moment does nothing in game terms) you could then purchase the: **Deployable, Is an Item, Remote, Drone(Hack)** Traits. If you wanted to create a Claymore Booby Trap which could be deployed anywhere on the board combine the: **Is a Model, Sensor, Infiltrate Traits with a Shotgun**. Or a Dumb Sentry Drone which follows a set patrol path: **Is a Model, Remote, Programmable, Sensor(8") (Small) (Shout) (No LOS) (Dis)**.

DESIGNERS NOTE

The potential for abuse here is HUGE as this is not a balanced system, needs a lot of play testing and I'm sure many bits will need FAQing...have fun and see what you can come up with.

Cost: The number before the slash gives you the base cost the first time this item is bought (in Cr and XP) some Traits can be bought multiple times, where this is the case the number after the slash gives you the price for subsequent purchases of this Trait. The effects of the upgrade and its notation will be listed in the description.

Weight: The weight of the item (only applicable if buying the item with Credits) this is by definition difficult to get right, again play fair!

Rarity: The rarity of the item when rolling on the Trading Post, again the number before the slash is the rarity the first time this rain is purchased, the number after the slash is what to add to this starting rarity each time the Trait is bought again.

WEAPON SPECIFIC TRAITS

The following Traits may only be applied to the above weapons. They may all be bought negatively as well in which case simply modify the weapons cost by the Cr cost of the Trait and apply the inverse effects. Any weapon must have a base cost of 10 Credits.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Accurate(R, +3)	60Cr/60Cr - 20Xp/20Xp	-	11
	+3 to hit at Range band R. R is chosen when the Trait is bought.			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Tracker Sights	60Cr - 20Xp	-	11
	+1 WoF when firing Reactively			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Long Barrel(+2)	15Cr/15Cr - 5Xp/5Xp	-	11
	+2" to all Range Bands. Displayed as Long Barrel(+4) when bought twice.			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Blast	90Cr/90Cr - 30Xp/30Xp	-	15
	The weapon gains the Blast(3") Trait an additional upgrade gives it the Blast(5") Trait			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Template	90Cr/90Cr - 30Xp/30Xp	-	15
	The weapon gains the Template Trait using the small teardrop Template, additional upgrade gives it the large teardrop template			

ROLL	ITEM	COST	WEIGHT	RARITY
1	High Calibre	30Cr/30Cr - 10Xp/10Xp	-	11
	+1 to the Weapon Damage			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Automatic(x)	60Cr/60Cr - 20Xp/20Xp	-	14
	+1 to the WoF (to a max of 4) X signifies the amount of times the upgrade is bought with a +1 bonus each upgrade.			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Reliable	15Cr/15Cr - 5Xp/5Xp	-	11
	-1 to the weapons Jam stat to a minimum of 2			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Light	30Cr/30Cr : 10Xp/10Xp	-	11
	-1 to the Items weight			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Exotic	-30Cr/-30Cr - -10Xp/-10Xp	-	11
	+1 to the weapons Upkeep			

MODEL TRAITS

The following may be given to weapons, items or Models as you deem appropriate, but are often applied to the model itself.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Anti-Flak	10Cr - 3XP	2	Common
	Gives an extra point of Armour vs Blast and Template weapons			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Armoured	30Cr/+30cr - 10Xp/+10Xp	3	7/+2
	Adds +1 point of armour to the model, each upgrade add an extra point of Armour so Armoured goes to Armoured(2) and so on. Each point of armour weights 3.			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Up Close & Personal	30Cr : 10Xp	-	12
	Ignores the normal penalties when Fighting in Close Combat in Levelling Terrain			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Bio Tech Shield (BTS)	30Cr/+30Cr* - 10Xp/+10Xp*	-	15

Gains an additional BTS point this acts like Armour vs Electronic Warfare attacks with a Damage characteristic.

*Each additional update cost an extra +30Cr or +10Xp more than the last upgrade. So to go from 0-1 costs 30 Cr, to go from 1 - 2 costs 60Cr, to go from 2-3 costs 90Cr, level 3 to 4 costs 120Cr etc...

ROLL	ITEM	COST	WEIGHT	RARITY
1	Bypass	30Cr/30Cr - 10Xp/10Xp	-	10

Adds +3 to Hack tests vs CAT Terminals

ROLL	ITEM	COST	WEIGHT	RARITY
1	Clamber	30Cr/30Cr - 10Xp/10Xp	-	10

When climbing vertical distances, the move is halved. May move over obstacles up to their SIL high with no penalty to M. May reroll failed tests for leaping

ROLL	ITEM	COST	WEIGHT	RARITY
1	Combat Awareness	60Cr/60Cr - 20Xp/20Xp	-	13

Gains (+3) to their Perception when making Detect tests. Gains an additional +3 for each purchase

ROLL	ITEM	COST	WEIGHT	RARITY
1	Combat Drop	+90Cr +30XP	-	15

This Trooper is not required to deploy during Deployment remaining off-table until their player decides to deploy them during their Activation. When the model activates the player may deploy the model on any surface of the game table, as long as the size of the surface is equal to or larger than their base. After placing the Trooper on their landing spot, with any Deployable Weapons or Equipment that they can deploy, By using this Special Skill, the player **cannot** place the Trooper in Prone State, or in SIL contact with enemy and neutral Models, Markers, or Tokens, or in contact with any scenario objective, or in SIL contact with a scenery element to get Cover

The player performs a pay **Roll**. If the Roll is passed, the Trooper lands successfully and remains where the player has placed them. Then, the Reactive Player declares all their Reactions.. **If the user fails the Roll**, they must be placed within their player's Deployment Zone always in contact with the edge of the game table. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside him are removed from the game

ROLL	ITEM	COST	WEIGHT	RARITY
1	Combat Hacker	60Cr/30Cr 20Xp/10XP	-	11

The model becomes a Combat Hacker following the rules in the Electronic Warfare Section. The model now has 4 Install Slots for Programs. Each additional Upgrade of the Combat Hacker Trait gives the Hacker an extra Install Slot up to a maximum of +3. The Model gains the Hackable Trait.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Combat Jump	60Cr - 20Xp	1	14

The character may make a normal Move, Charge or Assault Action using their Rfx + 5 " as their M, but must travel in a straight line. They may pass over any terrain or models which are half their total move in height and may land on a different level to the one they started from.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Communicator	15Cr - 5Xp	-	Common

If every model in the Crew has the Communicator Trait the Crew gains +1 Discipline additionally Look Out Reactions do not cause Noise unless the player wants it to.

ROLL	ITEM		WEIGHT	RARITY
1	Decoy(X)	90Cr/60Cr 30XP/20Xp	-	15

When deploying, the user may deploy up to two Decoy Markers (DECOY-1 / DECOY-2) in addition to the Trooper, observing the Coherency rule in regards to the user's Model and respecting the Deployment Rules. The number of additional Decoys that the Trooper may place during their Deployment is indicated between brackets: Decoy (1) or Decoy (2).

A model may gain Decoy(2) by upgrading the Trait.

If the user is Deployed in Marker form instead of as a Model, for example in Camouflaged or Impersonation States, the player will place (CAMO) and (IMP) Markers on the table instead of the Decoy Markers.

The Trooper with this Special Skill is represented by up to three Decoys: the Decoy 1 Marker, the Decoy 2 Marker and the actual Model, or Marker if the user has that choice. The player must note in secret which of these Decoys represents the real user of this Special Skill, with the others being mere replicas. The replicas do not hide a Trooper, Weapon or piece of Equipment and **they remain static on the gaming table.**

DECOY-1 and DECOY-2 Markers are placed on the gaming table when a Trooper is replicated in Model form, so they must be considered as Models for LoS purposes and may be targeted.

A replica Decoy must be automatically removed from the gaming table as soon as it is Detected by the adversary, makes a Saving Roll, or when the Trooper with this Special Skill reveals themselves or is Discovered. The real Decoy user is revealed, removing all the replicas and placing the Trooper in its real position, whenever:

- The Decoy user **declares** an Attack, Look Out! or any Skill that requires a Roll.
- The Decoy user fails the Infiltration Roll, the Combat Jump Roll, or declares an **Order** of any kind, other than Cautious Movement.
- An enemy model enters Silhouette contact with the Decoy user.
- The Decoy user is **Discovered**.
- The Decoy user makes a Saving Roll.

If the user was hidden as a Decoy Marker, replace it with the user's Model, facing whatever direction the owning player chooses.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Defensive	0Cr - 0Xp	-	11

May use the WoF dice they would normally use as the Active model when they are Passive but may use only 1 WoF Dice when Active

ROLL	ITEM	COST	WEIGHT	RARITY
1	Devastating Charge	30Cr - 10Xp	-	11

On any Activation where they Move into Engagement range of an Enemy Model the model may double the WoF of any Close Combat Attacks they make.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Ensnare	15Cr - 5Xp	-	9

The model may ensnare any Unconscious models. Models which end the game Ensnared are automatically captured if the Ensnared models crew did not Hold the Field

ROLL	ITEM	COST	WEIGHT	RARITY
1	ExoSkeleton	60Cr/ - 20Xp	-	11

Unwieldy weapons count as 2 handed weapons, 2 Handed Weapons count as Sidearms. Reduce the Weight of all weapons by half.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Field Armour(X)	30Cr/30Cr - 10Xp/10Xp	-	15

Subtract 1 from the D of any incoming shots, This can result in a negative D modifier on the Armour Save. If the Armour Save is successful the wearer is classed as Visibility 0 until their next Activation. This may be upgraded which reduces an additional point of D for each upgrade.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Fire Support	90Cr - 30Xp	-	13
---	--------------	-------------	---	----

The model may call in Fire Support from off the battlefield. The crew must have assets which allow this to be possible, either a vehicle with an indirect weapon, a spaceship with a space to surface weapon or similar. This allows the model to make an interact action and the off table weapon May be fired as if it were fired by this model...ie it counts as having its LoS and counts as being at M range.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Frenzy	-30Cr - -10Xp	-	15
---	--------	---------------	---	----

The model must attempt to become Engaged with any enemy models within it's Sprint Range unless this would lead to them taking them selves OoA. (For example by flinging themselves off a cliff or running into a lava pit)

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Gunslinger	60Cr 20Xp	-	13
---	------------	-----------	---	----

Only suffer a -3 modifier when attacking with 2 Sidearms (Twin Guns Blazing).

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Hackable	Free	-	Common
---	----------	------	---	--------

May be the target of Electronic Warfare attacks. Is Subject to the Immobilised Condition. If is Hackable(SIL) then the Hacker must be in SIL contact to Hack or perform EW attacks against this model.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Heat Map	60Cr - 20Xp	-	14
---	----------	-------------	---	----

The model may Target Models on the other side of Obscuring Terrain

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Impetuous	-30Cr -10Xp	-	10
---	-----------	-------------	---	----

The model **must** move an additional distance each turn of its move distance, this movement must always finish its Move its Move distance closer to the nearest an enemy model. It must take a move action until it is able to make an attack against an enemy model.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Infiltrate	60Cr 20Xp	-	13
---	------------	-----------	---	----

The model may be Deployed up to half way up the table. On Deployment make a Stealth Test for the model, if they pass they may be Deployed anywhere outside of the enemies Deployment zone. If they fail then all Deployable Traits may not be used upon Deployment.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Inspiring	30Cr 10Xp	-	11
---	-----------	-----------	---	----

If Standing and Active at the end of their Activation, all friendly models within 8" automatically remove 1 Suppression Token.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Jammer	15Cr/15Cr - 5Xp/5Xp	-	14
---	--------	---------------------	---	----

Every Hacking Console within 8" goes into the OFF state and will not turn on again until out of 8"

ROLL	ITEM	COST	WEIGHT	RARITY
1	Jedi	30Cr 10XP	-	13

Any trait or weapon the user has which would normally use BS, WS, Rfx or Phy to activate may instead use Wp. If an opposed roll and the target would normally use their Bs, WS, Phy or Rfx the target must also use their Wp.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Large/Small	-	-	Common

Increase/Decrease the Models SIL by 1. May be taken multiple times.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Lone Wolf	-30Cr/ -10Xp	-	Common

This model may never be a part of a Fireteam

ROLL	ITEM	COST	WEIGHT	RARITY
1	Lumbering	-90Cr : -30Xp	-	Common

All Activations made by this model cause 2 Cards to be flipped

ROLL	ITEM	COST	WEIGHT	RARITY
1	Paramedic	30Cr : 10Xp	1	9

May Re roll 1 failed Medic Test per game

ROLL	ITEM	COST	WEIGHT	RARITY
1	Mimetism(-3)	60Cr/60Cr - 20Xp/20Xp	-	14

Incoming ranged attacks suffer a -3 to hit modifier. May be upgraded to give additional -3 to hit penalty

ROLL	ITEM	COST	WEIGHT	RARITY
1	Night Vision(+1)	30Cr/30Cr - 10Xp/10Xp	-	11

Increase visibility by **+1 for this model**. Each additional purchase adds an extra +1.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Mule	15Cr/15Cr - 5Xp/5Xp	-	Common

Counts their Phy as +2 for the purposes of Encumbrance

ROLL	ITEM	COST	WEIGHT	RARITY
1	Multi Spectral Vison	30Cr - 10Xp	-	Common

Ignores the effect of Mimetism

ROLL	ITEM	COST	WEIGHT	RARITY
1	Parachute	60Cr/60Cr 20XP/20Xp	-	14
	The model is not deployed at the start of the game. Instead on its Activation the model may walk on from any table edge which is outside the enemies Deployment Zone following normal movement rules. If this skill is Upgraded it becomes Parachute(2) and the model may walk on within the enemies Deployment Zone,			
ROLL	ITEM	COST	WEIGHT	RARITY
1	Plasma Proofed	30Cr : 10Xp	-	14
	Immune to the Blaze Trait			
ROLL	ITEM	COST	WEIGHT	RARITY
1	Ponderous	-90Cr -30Xp	-	Common
	May never be activated twice in a row			
ROLL	ITEM	COST	WEIGHT	RARITY
1	Powered	150Cr - 50Xp	-	17
	All Armour counts as Weight 0			
ROLL	ITEM	COST	WEIGHT	RARITY
1	Prey Slight(-3)	30Cr/30Cr - 10Xp/10Xp	-	12
	Reduces the Targets Cover modifier by -3. Each additional purchase adds a further -3.			
ROLL	ITEM	COST	WEIGHT	RARITY
1	Ranger	30Cr : 10Xp	-	14
	Does not suffer Suppression for entering or Activating within Difficult Terrain.			
ROLL	ITEM	COST	WEIGHT	RARITY
1	Scout	+60Cr/- : 20Xp/-	-	14
	Do not Deploy the model at the start of the game, instead the model may be deployed at any time by passing a Scout test. If passed the model may then be placed within any piece of Obscuring Terrain on the table. If failed the model just be deployed following the players initial deployment rules.			
ROLL	ITEM	COST	WEIGHT	RARITY
1	Slow	-90Cr : -30Xp	-	Common
	Costs 1" of movement to turn 90". May not Dodge.			
ROLL	ITEM	COST	WEIGHT	RARITY
1	Sniper	30Cr :10Xp	-	12
	May choose which model is removed when causing Damage to a Fireteam. A weapon with the sniper trait may not Assault.			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Stealth(1)	15Cr/ - 5Xp/	-	13

Tier 1: Combat Awareness does not give any bonus to Detect tests vs a model with Stealth.
Tier 2: The model does not trigger a Reaction when Activating within an enemy ZoC

ROLL	ITEM	COST	WEIGHT	RARITY
	Sealed	30Cr : 10Xp	-	13

Immune to gas attacks

ROLL	ITEM	COST	WEIGHT	RARITY
	Sense of Direction	15Cr : 5Xp	-	11

Gains a +3 to Perception tests when attempting to leave Obscuring Terrain

ROLL	ITEM	COST	WEIGHT	RARITY
1	Sixth Sense	30Cr - 10Xp	-	13

Gives the model a 360 degree vision arc at all times

ROLL	ITEM	COST	WEIGHT	RARITY
1	Shield Wall	30Cr : 10Xp	3	9

The model gains +2 Armour and halves all Suppression suffered (rounding down) vs attacks made from their front 180 degree arc as long as they'd not move further than their M Distance this turn. May not be equipped with a 2 handed weapon.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Silent Move	30Cr : 10XP	-	13

When making a Sprint Action does not generate Noise

ROLL	ITEM	COST	WEIGHT	RARITY
1	Step Aside	30Cr 10Xp	-	13

If hit in close combat, pass an Rfx test to automatically avoid 1 hit. Can only be used once per enemy in each round of close combat (if an enemy makes more than 1 attack, only 1 attempt can be made to step aside).

ROLL	ITEM	COST	WEIGHT	RARITY
1	True Grit	60Cr : 20Xp	-	11

The model does not suffer the effects of being Unconscious and may fight as normal. Still record the character is Unconscious and the next Wound they suffer with render them OoA.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Total Awareness	90Cr : 30Xp	-	13

The model may use their full WoF value when making the Reaction Shoot Action

ROLL	ITEM	COST	WEIGHT	RARITY
1	Ungainly	-60Cr - 20Xp	-	Common

The model may not Sprint

ROLL	ITEM	COST	WEIGHT	RARITY
1	Walking Tank(12+X)	60Cr/+30cr* - 20Xp/+10Xp*	-	15
	Does not take suppression from weapons with D less than X. *Extra cost is per point of X 1 point of X for every purchase.			

ROLL	ITEM	COST	WEIGHT	RARITY
1	Wounded State(+X)	60Cr /60Cr - 20Xp/20Xp	-	15
	When this Model would go Unconscious instead roll a d20. On a 1, 2, 3, 4 or 5 they go Unconscious as normal, on a 6 - 17 they suffer -3 to all characteristics. If it's PHY characteristic ever reaches zero the model goes Unconscious but if restored from being Unconscious is restored to full PHY. On an 18+ the model does not suffer any injuries. For each extra upgrade (up to a max of +3) add +1 to the dice roll			

Natural Jedi

May permanently lose a point of Endurance to immediately learn and successfully cast any Force power.

SYNTHETIC TRAITS

These traits may be taken by anyone given sufficient narrative reason but are most often applied to Synthetics.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Wheeled	-30Cr : -10XP	-	13

The Model may not climb and gains an extra d5 Suppression when entering or Activating in Difficult Terrain but gains an extra +50% to their Sprint Characteristic when in Open Terrain.

ITEM TRAITS

These traits are more likely to be given to a weapon or piece of equipment but could in some cases be given to a model as well. Note you do not necessarily need an item to use these traits...the trait can become the item. SO for example purchasing the Trait Drone is enough to give you the bit of kit which comprises the Drone, other Traits may now be added to this to make the Drone of your choosing. They are divided only for ease of access rather than any rules based reason.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Airstrike	30Cr : 10XP	-	13

Command Asset: This trait will often be given to a flyer or a Space ship, it allows the new to play a Command Card to call in an airstrike. Place the 5" Blast marker anywhere on teh table. If a friendly model has LoS to the impact point roll to hit as normal on a miss the template will scatter, if the new does not have LoS to the impact point no roll to hit is made the template automatically scatters.

Any model under the Blast is hit by a D17 hit with the Concussion trait.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Armour Penetration(X)	30Cr/30Cr : 10XP/10XP	-	13

Reduces a targets Armour value by X. Each upgrade adds -1 to X.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Assault	90Cr : 30XP	-	13

Does not receive a -3 mod to hit when making an assault action.

ROLL	ITEM	COST	WEIGHT	RARITY
2	Backstab	30Cr 10XP	-	11

+2 D in melee when outside the target's vision arc.

ROLL	ITEM	COST	WEIGHT	RARITY
3	Bayonet	30Cr 10XP	-	Common

The character does not suffer the usual penalty for having a 2 Handed weapon in melee. May not be fitted on Unwieldy weapons.

ROLL	ITEM	COST	WEIGHT	RARITY
4	Blast(X)	90Cr 30XP	-	12

The weapon utilises a Blast marker of the size given in parenthesis.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

5	Blaze	90Cr 30XP	-	12
---	-------	-----------	---	----

A target which fails its Saving throw against this weapon must keep taking saving throws, suffering damage for each failed save until it passes a Saving Throw.

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

1	Braced	0Cr 0XP	-	Common
---	--------	---------	---	--------

The user may take an Interact action to brace the weapon. This means if it fires without having moved from the position where the user took the Interact action use their BS rather than their PHY, but only has a fire arc of 90 degrees to the front. Weapons mounted as part of a defensive position or on a vehicle always count as

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

6	Breaching	30Cr 10XP	-	9
---	-----------	-----------	---	---

At Point Blank Range the weapon adds +3 to Damage, at Medium range suffers -3 Damage and -6 at Long range.

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

6	Burst(R,+WoF)	30Cr 10XP	-	9
---	---------------	-----------	---	---

At Range R add +WoF dice to the Weapons WoF, even if firing Reactively. So for example Burst(Pb,+3) adds 3 WoF dice at Point Blank range.

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

6	Bombardment(R)	30Cr 10XP	-	13
---	----------------	-----------	---	----

The weapon may be used to fire on the Campaign map up to R hexes range. Generally you'll want to put this on bigger weapons like Mortars, Artillery, Space Bourne weapons, or planetary defence systems etc. Note that unless this is combined with Indirect Fire LoS is required between Hexes. The Unit/Weapon gains the Special Rule Bombardment.

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

6	Bunker Buster(x)	30Cr/30Cr : 10XP/10Xp	-	9
---	------------------	-----------------------	---	---

Causes X Wounds every time it causes Damage

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

7	Cannot Suppress	-30Cr : -10XP	-	Common
---	-----------------	---------------	---	--------

May not be used to make the Suppressing Fire Action and never causes Suppression when fired.

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

8	Concussion	60Cr 20XP	-	12
---	------------	-----------	---	----

A target hit by this this weapon gains x 2 Suppression.

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

8	C-Spike	30Cr 10Xp	-	12
---	---------	-----------	---	----

May be inserted into a CAT Terminal using an interact Action and allows an Avatar in SIL contact with the Terminal to hack it.

ROLL	ITEM	COST	WEIGHT	RARITY
-------------	-------------	-------------	---------------	---------------

1	Demolitions	30Cr 10XP	-	Common
---	-------------	-----------	---	--------

This item is used to destroy heavily armoured targets and buildings. The user must be in SIL contact with the target and pass a successful Ws test to plant the device but may only ever use the weapons WoF (do not add additional WOF dice for the Models Rfx. A successful hit means the device has been planted and the Model may now make a free Move Action after this Move is ended, resolve any Damage against the Target.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Deployable	30Cr 10XP	-	Common

When the Model carrying this item is Deployed this item may be placed in SIL contact with the Model which deployed it. Alternatively when the model is Activated the model may make an Interact Action to Deploy the item in SIL contact.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Deploy Camouflaged	30Cr/30Cr - 10Xp/10Xp	-	8

May Deploy in the Camo State. This is ONLY for items, models with the Como skill may always deploy in the Camo Condition, but this applies to things like mines, sensors, drones, etc which if they posses this state may be delayed in the camp state..note they have no ability to reactivate the camp state once detected however.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Drone (Action)	60Cr/60Cr - 20Xp/20Xp	-	8

Activates with the controller, and may make all types of Movement Actions (Move, Sprint) and (Action), counting as M 4 Sp 4. A drone will always attempt to perform the same action as the controller. If the controller performs an Action the Drone cannot perform the Drone will perform a Move Action. A Drone may be given extra actions per upgrade. The Drone always performs any action using the Controllers Pilot Skill.

Must also have the Remote Trait.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Electric	30Cr 10XP	-	11

D + 3 against Synthetics

ROLL	ITEM	COST	WEIGHT	RARITY
1	EMP	60Cr 20XP	-	11

Disables all electrical equipment of the target. So all equipment and models subject to the Hackable state become Immobilized.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Firewall(-3)	30Cr/30Cr - 10Xp/10Xp	-	10

Firewalls adds a -3 negative modifier to the Combat Hackers WP. Additional purchases add an additional -3.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Flare	30Cr 10XP	-	11

A model who takes a hit from a weapon with the Flare Trait, or who is touched by a Blast marker fired from a weapon with the Flare Trait, counts as Visibility 0. If a weapon has both the Flare Trait and the Blast Trait after determining where the Blast marker ends up, leave it in place. In the End phase, roll a D10. On a 6 or more, the flare goes out and the marker is removed, otherwise it remains in play. While the Blast marker is on the board, all models at least touched by it count as Visibility 0. If they move out of the Blast area they lose the

ROLL	ITEM	COST	WEIGHT	RARITY
1	Flash Bang	30Cr 10XP	-	11

Rather than a D test make an Rfx test at -6 for the target. If the target fails they immediately receive Suppression(Degree of Failure)

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Gas	60Cr 20XP	-	13
---	-----	-----------	---	----

Gas will always be paired with another trait (ie toxin, fear). Armour and cover grants no protection against Gas attacks unless explicitly stated in the armour description. The target always counts as being in the open. Instead of a Saving throw a target may oppose the attack roll of the Gas weapon using their Phy - 3, if they fail they suffer the effects of any other Traits the Gas weapon has.

Synthetic targets are not affected.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Grenade	30Cr 10XP	-	11
---	---------	-----------	---	----

Grenades only suffer -3 to hit for being fired Indirectly.

Grenades have a Max range equal to the throwing Models PHY. And always count as being thrown at Short Range.

Grenades may be thrown around corners within 1" of the throwing model without exposing the model to the Reaction Shoot Action, other Reactions may be made as normal. A grenade thrown in this way follows all the normal rules Indirect Fire but only scatters once.

Grenades may be dropped as an Interact action, even if the model is engaged. If dropped the grenade must land at the front of the models base which must form the focal point of any blast marker. A dropped grenade explodes on impact so will not scatter. If a grenade is dropped from a platform it will fall straight down and explode as soon as contact is made with something.

Whilst Grenade launchers may fire grenades they themselves do not (generally) have the Grenade trait and so these rules do not apply to the grenades fired by them.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Heavy	60Cr 20Xp	-	13
---	-------	-----------	---	----

May not Reaction Fire

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Indirect Fire	60Cr 20XP	-	12
---	---------------	-----------	---	----

To make an indirect attack the target point is determined, this doesn't not have to be within the firers LoS and may be a point on the battlefield as long a trajectory can be drawn in a vertical parabola to the target point (no firing round corners). Range is then measured. The attack can be made over terrain as long as the trajectory is less than the attacks range in height.

The target does not have to be a model but may be any point on the battlefield. This also allows the target to be in an area of darkness, smoke or similar area which would normally preclude the model from being targeted. Mimetism, Visibility rules etc do not apply vs Indirect Fire.

Roll to hit as you would for normal shooting. Note this is the case even when using Area Effect weapons. Indirect Fire shots suffer -6 to hit except grenades which only suffer -3. If the attack misses and is an Area Effect Weapon then roll for scatter twice.

Called shots may not be made by Indirect Weapons

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Inpenetrable	60Cr 20Xp	-	13
---	--------------	-----------	---	----

Called Shots may not be declared against models with this Trait

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1 Is a Model 30Cr/30Cr - 10XP/10XP - Common

Deploys by itself and May be given additional deployment Traits (infiltrate etc) starts with a M value of 4 but no other stats may not be given any stats apart from M +1 per upgrade.

ROLL ITEM COST WEIGHT RARITY

1 Is an Item FREE - Common

Is equipped by a model

ROLL ITEM COST WEIGHT RARITY

1 Laser 30Cr 10XP - Common

Laser is highly visible and are designed to disperse the impact upon hitting a target. Enemies get an extra +3 when Indirect Firing at Models with Laser Weapons. Laser weapons may be used inside Spaceships with no chance of penetrating the hull.

ROLL ITEM COST WEIGHT RARITY

1 Limited 0Cr 0XP - Common

Limited weapons have a number next to them in parenthesis. For weapons of this type do not roll the Jam Dice but instead note of every shot as it is fired. When the number in parenthesis is reached the ammo is used up. It may be reloaded in between scenarios by expending 1 Extra Ammo.

ROLL ITEM COST WEIGHT RARITY

1 Lobotomise 30Cr 10XP - Common

Adds +3 to the Damage roll against The Infected

ROLL ITEM COST WEIGHT RARITY

1 Melee 30Cr 10XP - Common

Can be used during close combat attacks.

ROLL ITEM COST WEIGHT RARITY

1 Medi Kit 30Cr 10XP - Common

May be used by a model without the Medical Skill to attempt to restore an Unconscious model to an Active State as if they had Medical 1. May only be used 3 times then it is removed from the Crew Sheet.

ROLL ITEM COST WEIGHT RARITY

1 No Short Range(x) - - Common

This weapon has no effect when fired at a range equal to or under the number given in parenthesis generally because it takes time to arm and acquire a target and is thus useless.

ROLL ITEM COST WEIGHT RARITY

1 Noisy - - Common

Whenever this weapon is used in a scenario with The Infected the range of Mayhem extends to 24" (so all zombies with 24" will move towards the noise. In a Sentry scenario use of a Noisy weapon automatically raises the alarm.

ROLL ITEM COST WEIGHT RARITY

1 Only Dodge - - Common

Models targeted by this weapon may only attempt to Dodge or Reset as a Reaction.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Parry	30Cr 10XP	-	Common

In close combat, the model can force the other to re-roll one attack dice. If upgraded to Parry(2), two attack dice can be re-rolled instead. If each model have Parry each Parry cancels another one out.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Perimeter	30Cr 10XP	-	Common

When Deploying an Item, the Item may be deployed within the Models ZoC and within the model LoS.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Plentiful	30Cr 10XP	-	13

Ammo is either easy to come by or the weapon is really reliable. May re roll the Jam dice if it rolls a 1 (note this may not cause a shot to hit which previously didn't, the result as far as shooting is concerned is still a 1)

ROLL	ITEM	COST	WEIGHT	RARITY
1	Programmable(X)	30Cr/30Cr - 10Xp/10Xp	-	8

May be programmed to follow a set movement pathway or series of Actions where X gives the move value and pathway or Action Sequence.

Must be hackable.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Reload	-	-	Common

This weapon must be reloaded after each shot by making an Interact Action.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Remote(X)	30Cr : 10Xp	-	8

Must be combined with a Trait which allows an Action to be performed or to a Sensor. This allows the action to be performed or the Sensor to be Triggered at Range X (not affected by LoS). Starting Range is 8" each upgrade increases the range by 2".

Must have the Hackable Trait.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Repeater	30Cr : 10Xp	-	10

Repeaters extend the range of a Hacking Area of friendly Hackers. Hackers within the zone of control of an enemy repeater May use Hacking Apps against enemy hackers but will suffer a Firewall mod of -3. There can be no Reaction against a Repeater that is being used by an enemy Hacker, only against the Hacker, if

ROLL	ITEM	COST	WEIGHT	RARITY
1	Scarce	-30Cr : -10Xp	-	Common

Ammo is rare, heavy or expensive. After making a Shoot action with a weapon with this trait the player must flip an extra card after activating.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1 Sensor(X) (S) (Action)
(LOS/No LOS) (Dis/Indis) 30Cr :10Xp - 8

Trigger when an enemy Model or Marker declares or executes a **Skill or ARO inside their Trigger Area**, which is given by the number in parenthesis and forms an area denoted by the Flame Template of size S. If it is determined that the Model or Marker is not within the Trigger Area, the sensor will **neither activate nor be revealed**. Normal Trigger Area is 1" this can be increased by 1 inch for each upgrade.

The Trigger Area can be set to either need or not need LoS.

Can be set to be Discriminate or Indiscriminate. If Discriminate it will recognise friend from enemy and will not activate if friends are in the Trigger Area, Indiscriminate Sensors will Activate when any models enter the Trigger Area.

When the Sensor is Activated perform (Action).

Must be Hackable(SIL)

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Shock	-	-	10
---	-------	---	---	----

The weapon is designed to suppress rather than injure and is commonly used in crowd control. The weapon causes twice the normal amount of suppression any time it causes suppression. Cannot take targets OoA unless they were Unconscious before the attack was made.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Sidearm	-	-	Common
---	---------	---	---	--------

Is a one handed weapon, may be duel wielded and used to Twin Guns Blaze

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Silencer	30Cr :10Xp	-	10
---	----------	------------	---	----

Cancels the Noisy Trait or if the Item did not have the Noisy Trait it gains the Silent Trait. Silent weapons may be fired from the Como state without Revealing the model.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Single Shot		-	Common
---	-------------	--	---	--------

Can only be used once per game.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Smoke		-	Common
---	-------	--	---	--------

Does not cause hits, Pinning or Damage. Instead, place a 5" blast marker which counts as Obscuring Terrain. On a face card being flipped the smoke dissipates but lasts at least 1 activation, so if a face is flipped after the model has thrown it is ignored.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Spear	30Cr/30Cr - 10Xp/10Xp	-	11
---	-------	-----------------------	---	----

May assist/interfere from versatile range. Models charging a model with a spear from the front must stop at the spears versatile range and pass an Rfx test. Failure means the charge is halted at versatile length. If the model passes it may complete the charge as normal.

ROLL	ITEM	COST	WEIGHT	RARITY
------	------	------	--------	--------

1	Template (S,L)	60Cr/60Cr - 20Xp/20Xp	-	8
---	----------------	-----------------------	---	---

Become a Template Weapon. If it is (S) use the Small Template, if upgraded becomes (L) uses the Large Template

ROLL	ITEM	COST	WEIGHT	RARITY
1	Toxin	30Cr/30Cr - 10Xp/10Xp	-	14

A model hit any a Toxin weapon will not go Unconscious but will go directly to the OoA state.

Has no effect on Synthetics.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Two Handed	0Cr 0XP	-	Common

Two handed weapons require 2 hands to use, so a second weapon cannot be equipped with the Two Handed weapon Trait. -1 modifier to WS.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Unstable	0Cr 0XP	-	Common

If the owner of this weapon is made unconscious or the weapon becomes Damaged, there is a chance the weapon will explode. Roll a d10 on a 9-0 the weapon has exploded and is damaged (3) additionally make an additional hit (discounting any cover the model is in) against the carrying model using the characteristics of the Unstable weapon.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Unlimited	0Cr 0XP	-	Common

Has so much ammo and is so well crafted that Jam dice are not rolled when this weapon is fired unless specifically noted elsewhere. This means it can never run out of ammo and so does not need Extra Ammo.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Unwieldy	0Cr 0XP	-	Common

May not Assault, gives a -4 modifier in Close Combat

ROLL	ITEM	COST	WEIGHT	RARITY
1	Used Physically	0Cr 0XP	-	Common

The user must use their PHY in place of their BS/WS when attacking.

ROLL	ITEM	COST	WEIGHT	RARITY
1	Venom	30Cr/30Cr - 10Xp/10Xp	-	8

Any weapon the model carries with the Envenom Trait Also gains the Toxin Trait

ROLL	ITEM	COST	WEIGHT	RARITY
1	Virus	30Cr/30Cr - 10Xp/10Xp	-	8

If an attack with this Trait targets a Hackable model, that model must use their BTS to save rather than their Armour value. This attack has no effect on non hackable targets.

VEHICLE TRAITS

ROLL	ITEM	COST	UPGRADE SLOTS	RARITY
1	Facing	30Cr	-	Common

Give any Weapon on the Vehicle an additional 90 degree Vision Arc

ROLL	ITEM	COST	UPGRADE SLOTS	RARITY
1	Ram	30Cr	1	Common

+3 Damage on collisions involving the Front of the vehicle

ROLL	ITEM	COST	UPGRADE SLOTS	RARITY
1	Scythes	30Cr	1	Common

Enemies get -3 to tests to avoid being Run Over and suffer +3 Damage when Run Over.

ROLL	ITEM	COST	UPGRADE SLOTS	RARITY
1	Weapons Bench	30Cr	1 Transport Slot	Common

Allows the Crew to repair weapons and upgrade Synthetics when in Camp by taking a Repair Pre Battle Action.