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Game: **NECROMUNDA: ASH WASTES**

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NECROMUNDA
ASH WASTES

SETUP

Players prepare their **gangs** and choose a **scenario** (or roll randomly). Set up the terrain and note special rules and objectives. Complete the pre-game battle sequence. At the end of the game complete the post-battle sequence.

BASICS

Checks: Roll D6 (WS, BS or I) or 2D6 (Ld, Cl, Wil, Int, or Hnd). Equal to or higher than the characteristic is a success. For S and T, roll D6, and equal to or *lower* than the characteristic is a success (for vehicles, a natural roll of 6 is always a fail). During campaign play, no characteristic may be modified beyond the values shown on p39 of the rules.

Changing your mind: Once dice have been rolled, or the range of a declared action measured, players must abide by their decisions.

Cover: Check for cover by looking from the model's point of view. Disregard friendly fighters in base contact with the attacker. If the target is fully visible, they are not in cover. If less than half the model is obscured by terrain or fighters, they are in **partial cover**. If at least half the model is obscured by terrain or fighters, they are in **full cover**. Ignore insignificant elements on the model.

Dividing dice results: Round up unless otherwise specified.

Light of sight (LOS): Check anytime by looking from the model's point of view. If the target is not entirely obscured by terrain or other fighters, you have LOS (insignificant elements on the target do not count). LOS is not possible through walls or solid terrain features. If players cannot agree, settle by rolling off.

Measurement: Measure between the closest points between bases (or the object if it has no base). If the figure is *prone*, measure as if the figure was standing upright. Pre-measuring is not allowed: measure only when required by the rules. Distances cannot be measured through walls or solid terrain features.

Natural rolls: The actual number rolled on a dice.

Re-rolls: The re-rolled result must be accepted; dice can never be re-rolled more than once. If multiple dice were rolled and totalled, all must be re-rolled; separate dice may be re-rolled separately.

Roll offs: Each player rolls D6: the highest result wins. Re-roll ties.

Vision arc: Use the vision arc template centred on the front centre of the model's base. Determine a vehicle's vision arc by imagining 2 lines through the corners of the vehicle.

FIGHTER STATUS

STANDING

Upright fighter.

Active: Standing and not *engaged* with any enemies.

Engaged: Standing and in base contact with an enemy. If within 1" of any part of an enemy vehicle they may choose to engage it. A vehicle cannot engage an enemy fighter.

PRONE

Laid down. No facing or vision arc. Do not block LOS.

Pinned: Prone and faceup. If the model comes into base contact with an enemy, it automatically stands up and becomes *engaged* with that enemy at no cost in actions.

Seriously injured: Prone and facedown. Cannot attack or defend.

VEHICLE STATUS

MOBILE

May move around the battlefield and perform actions.

STATIONARY

Laid down. No facing or vision arc. Do not block LOS.

Stalled: Forced to stop moving by an enemy attack, damage, or effect. The vehicle must **restart** to move again.

Wrecked: Cannot perform actions. Treat the wreck like a piece of terrain (or remove it from the battlefield).

GAME STRUCTURE
PRIORITY PHASE

1. ROLL FOR PRIORITY

Players roll off and the winner takes the **priority marker**. On a tie during the first round, re-roll. On a tie after the first round, the player who last had priority passes the marker to their opponent.

With multiple players, determine play order based on priority roll results and re-roll all ties.

2. READY FIGHTERS

Give each model that is currently on the battlefield a **ready token** (next to the model or on their card).

ACTION PHASE

1. ACTIVATE GANG

Starting with the player with priority, players alternate taking a turn to activate a *ready* model. The chosen model may perform up to 2 actions; then remove its ready token. A standing fighter can face any direction before making either of their actions.

If you run out of fighters to activate, your opponent can activate all of their remaining fighters in an order of their choosing.

BASIC ACTIONS can only be performed once per activation.
SIMPLE ACTIONS may be performed multiple times per activation.
DOUBLE ACTIONS require 2 full actions to perform.

If a fighter's first action is a basic or simple action, they may fully resolve it before declaring their second action.

GROUP ACTIVATION: When fighters with the *Group Activation (X)* trait are activated, you may choose to also activate up to X additional *ready* fighters within 3".

Nominate all fighters to be activated first, then activate each in your chosen order. Fighters activated in this way cannot then perform group activations themselves.

Actions available to a FIGHTER depend on their current status:

STANDING & ACTIVE

MOVE SIMPLE
Move up to the fighter's M in inches. Climb vertically up or down, cross a gap between platforms that is no wider than their base, attempt to leap across a larger gap or jump down to a lower level.

CHARGE DOUBLE
Make a normal **MOVE** plus D3". The fighter can move within 1" of one or more enemies, but if they do so, they must be able to move into base contact with at least 1 enemy and become *engaged*. If they cannot, they must stop 1" away.

If they are *engaged* at the end of this move they must make a free **FIGHT** action. They may make a **COUP DE GRACE** action instead if they end their move within 1" of a prone and *seriously injured* fighter and they are not *engaged* by enemies.

STANDING & ENGAGED

FIGHT BASIC
Make close combat attacks against one or more enemies the fighter is *engaged* with.

RETREAT BASIC
If the *engaged* fighter passes a D6 I check, they can make a **MOVE** action of up to D6". Each *engaged* enemy may make a D6 I check: if they pass, they may make reaction attacks.

CRAWL THROUGH DUCTWAY DOUBLE
If within 1" of a ductway, place the fighter within 1" of its other side, as long as they are not within 1" of any enemies or with their base overlapping an obstacle or friendly fighter.

TAKE COVER BASIC
Move up to half fighter's M and then become prone and *pinned*.

SHOOT BASIC
Make an attack with a ranged weapon.

AIM BASIC
If the fighter makes a subsequent **SHOOT** action, apply +1 to their hit rolls.

FIRE THROUGH DUCTWAY BASIC
If within 1" of a ductway, make a ranged attack against an enemy within 1" of its other side. This only hits on a 5+, regardless of BS or modifiers.

If the weapon uses a flame template, it automatically hits all fighters within 2" of the other side of the ductway.

RELOAD SIMPLE
Pick one of the fighter's weapons that is *out of ammo* and make a D6 **ammo check**. If passed, the weapon is reloaded.

RELOAD VEHICLE WEAPON SIMPLE
Pick a weapon with the *Passenger Operated* trait that is *out of ammo* on a vehicle within 1" and make a D6 **ammo check**. If passed, the weapon is reloaded.

COUP DE GRACE SIMPLE
If this fighter is not *engaged*, pick 1 *seriously injured* enemy within 1" and vision arc to go *out of action*.

OPERATE DOOR SIMPLE
Open a closed door (or close an open door) within 1".

ACCESS TERMINAL BASIC
If within 1" of a door terminal, make a 2D6 Int check with a -2 modifier. If passed, the fighter makes a free **OPERATE DOOR** action on the terminal's door (regardless of their distance from it).

FORCE DOOR BASIC
If within 1" of a locked door, roll D6 and add the fighter's S, with +2 for each other friendly fighter also in base contact with the door. On 9+, the door opens.

SMASH OPEN LOOT CASKET BASIC
If within 1" of a loot casket, roll D6 and add the fighter's S. On 6+, the casket is opened, but subtract -1 (min 1) when rolling to determine its contents.

BYPASS LOOT CASKET LOCK BASIC
If within 1" of a loot casket, make a 2D6 Int check. If passed, the casket is opened.

CARRY LOOT CASKET BASIC
If within 1" of a loot casket, make a **MOVE** action, carrying it with the fighter. When the action ends, place the object in base contact with them.

PRONE & PINNED (FACEUP)

STAND UP BASIC
Stand up and become *active*, facing any direction.

CRAWL DOUBLE
Move up to half the fighter's M in inches.

BLIND FIRE DOUBLE
Make a ranged attack, treating the fighter's vision arc as 360°. Subtract -2 from the result of any hit rolls.

RELOAD SIMPLE
Pick one of the fighter's weapons that is *out of ammo* and make a D6 **ammo check**. If passed, the weapon is reloaded.

PRONE & SERIOUSLY INJURED (FACEDOWN)

CRAWL DOUBLE
Move up to half the fighter's M in inches.

BROKEN

RUNNING FOR COVER DOUBLE
A broken fighter must perform this action when activated. If standing and *active*, they move D6". If prone and *pinned/seriously injured*, they can only move half their M. The fighter must move as follows, in order of priority:

1. So they are more than 3" from enemies.
2. So they are out of LOS of enemies.
3. In partial or full cover.
4. As far away from enemies as possible.

If a *broken* fighter is standing and *engaged* when activated, they must make a D6 I test. If failed, they remain *engaged* and can take no further actions. If passed, they must move as above, and each enemy *engaged* with them makes a D6 I check: if they pass, they may make reaction attacks before the broken fighter moves.

Actions available to a VEHICLE depend on their current status:

MOBILE

MOVE SIMPLE
The vehicle may do each of the following: move in a straight line directly forwards up to its M in inches; make a single pivot around its centre of up to 90º at any point before, during, or after its move; and cross any gap that is no wider than the length of the vehicle as long as the first platform isn't lower than the second.

MANOEUVRE SIMPLE
The vehicle may do each of the following: move in a straight line directly forwards or backwards up to half its M; or make any number of pivots around its centre of up to 90º at any point before, during, or after its move.

MOVE & SHOOT BASIC
Make a normal **MOVE**, having its M. At any point before, during, or after its move, the vehicle makes a ranged attack with either 1 weapon with the *Crew Weapon* trait, or a sidearm. **A vehicle cannot perform this action and the FIRE ALL action in the same activation.**

FIRE ALL BASIC
The vehicle may make a ranged attack with each weapon with the *Crew Weapon* trait. **A vehicle cannot perform this action and the MOVE & SHOOT action in the same activation.**

AIM BASIC
If the vehicle makes a subsequent **FIRE ALL** action, apply +1 to their hit rolls.

DRIFT BASIC

The vehicle may move up to half its M in a straight line anywhere in its side arc. Then make a **loss of control** test with a +1 modifier.

RAM DOUBLE

Make a normal **MOVE**, but add D6". If the vehicle has a head-on collision with another vehicle or a terrain feature during this move, it halves its M when working out the S, AP, and damage of the hit it suffers. The impacted vehicle suffers a hit as normal. The vehicle's activation then ends.

SPIN BASIC

Make a normal **MOVE**, but turn up to 180º instead of 90º. Then make a **loss of control** test.

FULL THROTTLE DOUBLE

Make a normal **MOVE**, but up to 3 times the vehicle's M. If it makes a turn at any point, make a **loss of control** test with a -1 modifier.

STATIONARY & STALLED

JUMP START SIMPLE

Make a Hnd check, applying a +1 modifier unless the vehicle only has 1 HP remaining. If passed, the vehicle restarts, changing its status to mobile. If failed, the vehicle remains *stalled*.

TURN OVER BASIC

Make a normal **MOVE**, but only D3". Apply a +1 modifier to the next test to restart the vehicle.

FREE WHEEL BASIC

Make a normal **MOVE**, but only D6". Then roll D6: on 1-3, it moves forwards, on 4-6, backwards. Work out collisions as normal.

FIRE ALL BASIC

The vehicle may make a ranged attack with each weapon with the *Crew Weapon* trait. **A vehicle cannot perform this action and the MOVE & SHOOT action in the same activation.**

STATIONARY & WRECKED

The vehicle no longer participates in the battle and is not given a ready token or activated.

BROKEN

BREAK FOR AIR DOUBLE

A broken mobile vehicle must perform this action when activated. Make a normal **MOVE**, but move 3D6" with no limit to the number of pivots. The vehicle must move, in order of priority:

1. So they are more than 3" from enemies.
2. So they are out of LOS of enemies.
3. In partial or full cover.
4. As far away from enemies as possible.

BURN OUT DOUBLE

A broken stationary vehicle must perform this action when activated. Place D3 markers anywhere within 1" of the vehicle; each has the *Smoke* weapon trait. In the end phase, the vehicle suffers a -1 to its restart test for each smoke marker placed.

This begins when all fighters have been activated (even if they took no actions) or neither player wishes to activate any more.

1. BOTTLE TESTS

Starting with the player with priority, players must make **bottle tests** if one or more of their fighters is *seriously injured* or *out of action*, or if any of their vehicles is currently *wrecked*. Roll D6 and add the number of your fighters that are *seriously injured* or *out of action*

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of action* and the number of your vehicles that are *wrecked*. If the result is higher than the total models in your starting crew, the gang **bottles out**.

You may choose to voluntarily fail a bottle test, after which you may declare the gang will flee the battlefield at the start of any action phase. *Engaged* fighters must try to break away from combat: make a D6 I test. If passed, they flee; if failed, they are *seriously injured*. Once the gang only has *seriously injured* fighters left, the battle ends.

2. FLEEING THE BATTLEFIELD

Starting with the player with priority, if your gang has bottled out, make CL checks for each of your models on the battlefield.

Each model that fails **flees** and is removed from play. A *fleeing* vehicle's crew leaves the battlefield; the vehicle becomes stationary and *wrecked*, but do not roll on the **lasting damage** table.

GANG HIERARCHY (X): After this gang has failed a bottle test, during any end phase in which this model passes its CI check and does not flee, any friendly models within 12" (if this model is a leader) or 6" (if this model is a champion) automatically pass their CI check and do not flee.

3. RECOVERY & RESTART

Starting with the player with priority, each player makes **recovery tests** for each *seriously injured* fighter on the battlefield, and **restart tests** for any *stalled* vehicles, in their gang.

Recovery tests: Roll an **injury die**:

Out of action: Remove the fighter from play.

Serious injury: The fighter remains prone and *seriously injured*.

Flesh wound: The fighter suffers a flesh wound, reducing their T by 1, and becomes prone and *pinned*. If a fighter's T is reduced to 0, they go *out of action*.

When making the test, one standing and *active* friendly fighter within 1" can *assist*: roll 2 injury dice and pick the result you prefer. A fighter may only assist 1 recover test per end phase.

If multiple injury dice are rolled for any reason, always pick one result and discard the rest.

Restart tests: Make a 2D6 Hnd check with +1 (unless the vehicle has only 1 HP remaining). If passed, the vehicle restarts, changing its status to mobile. If failed, it remains *stalled*.

If any vehicles have suffered a **driver wounded** damage result, roll a D6 for that driver.

4. RALLY TESTS

Starting with the player with priority, each player makes a **rally test** for each of their *broken* models. Make a 2D6 CL check, adding +1 for each friendly fighter within 3" that is not *broken* and is not prone and *seriously injured*. If passed, the fighter is no longer *broken*. If failed, the fighter remains *broken* until the next end phase.

Declare all **MOVE** actions before measuring. A fighter does not have to move in a straight line, though a **CHARGE** move should take the shortest route. Fighters can move through friendly fighters, but cannot end their movement with bases overlapping. A fighter can turn to face any direction after their move.

A fighter cannot move within 1" of an enemy that isn't prone and *seriously injured*. Vehicles are not restricted in this way. A fighter making a **CHARGE** move may ignore this restriction if they come into base contact with an enemy, but if they don't have enough movement to do so, they stop 1" away.

If a fighter moves involuntarily within 1" of an enemy model, resolve the movement and its effects then, if neither fighter is prone and *seriously injured*, move the fighter that moved involuntarily until they are 1" apart (by the shortest route).

If a fighter needs to move directly towards or away from another fighter, move them along a straight line between the centres of each fighter's base. If they contact solid terrain feature, they stop.

Fighters treat vehicles like terrain for movement. However, when a vehicle moves, any fighters on it not on designated transport spaces must pass a D6 I check or fall, landing 1" away in a direction determined by scatter dice after the vehicle has finished moving. If they land within ½" of a platform edge, they must test again to avoid falling. If they land on impassable terrain, move them the shortest distance so they can be placed. They only need to test once during the vehicle's activation, but will have to test again if the vehicle they are on is moved as part of a collision.

Objects not placed in a designated transport area will fall off moving the vehicle, unless in base contact with a fighter which passes its I check.

VEHICLE IMPACTS

If a moving vehicle comes into contact with a fighter's base, move the fighter the smallest amount possible to allow the vehicle to pass and end up more than 1"away. Once the vehicle's movement is over, make a D6 I check for each standing or prone and *pinned* fighter moved this way, with a +1 if it was standing. If the fighter was *seriously injured*, they will only pass this check on a natural 6.

If failed, the fighter becomes prone and *pinned* and suffers an automatic hit (se the vehicle collision table).

When a vehicle suffers a collision, use its M to find the power of the impact. If it was stationary *stalled* but moved as part of a **JUMP START**, **TURNOVER**, or **FREE WHEEL** action or it suffered a vehicle collision, it has a M of 3.

MOVEMENT	S	AP	Damage
3-5	3	-	1
6-7	5	-1	1
8-9	7	-2	2
10+	9	-3	3

Head-on collisions: If a vehicle's front arc contacts another vehicle during movement, compare the T of the impact arcs. If they are the same, or the T of the active vehicle is greater, the impacted vehicle is pushed until the active vehicle reaches the end of its movement. If the T of the active vehicle is lower, it stops moving.

Side-on collisions: If a vehicle's side arc contacts another vehicle during movement, make a 2D6 Hnd check for the active vehicle, applying +1 if its T in the impact arc is greater that the other vehicle's. If passed, the other vehicle is moved by the smallest amount possible to allow the active vehicle to pass. If failed, the active vehicle is turned by the smallest amount possible to allow it to continue moving.

Colliding with terrain: If a vehicle collides with a solid terrain structure, it is treated as if it collided with a vehicle with a higher T (the terrain suffers no damage). If it collides with an obstacle or flimsy structure, that feature is destroyed and removed from the battlefield, Any fighters on it fall. The vehicle is treated as if it collided with a vehicle with a lower T.

Chain collisions: If a chain reaction of collisions occurs, full resolve the damage from each in the order they occur. If a collision occurs due to a vehicle being pushed, use the initial vehicle's M when determining the power of the impact. If a vehicle stops due to impacting impassable terrain or a vehicle with a higher T, then all the vehicles involved in the collision stop.

TERRAIN & MOVEMENT

Difficult: Each 1" a fighter moves through difficult terrain counts as 2".

Wheeled: For every 1" a wheeled vehicle moves through difficult terrain, it counts as having moved 2".

Tracked: A tracked vehicle is unaffected by difficult terrain.

Skimmers: Skimmers ignore all difficult and dangerous terrain. If they ends their activation on such terrain, they must make a 2D6 H check. If this fails, they suffer an immediate catastrophic hit to their drive.

Dangerous: This terrain counts as difficult terrain for movement, but a fighter must also pass a D6 I check and a vehicle must pass a 2D6 Hand check. If they fail, a fighter will go *out of action* and a vehicle will suffer an immediate catastrophic hit to its drive.

Impassable: Fighters cannot move across impassable terrain.

Obstacles: Fighters may cross obstacles as they move, reducing their movement by a number of inches equal to the height of the obstacle. A fighter cannot stop on top of an obstacle. Vehicles may cross obstacles as they move, causing the obstacle to be removed from the battlefield, though they may take collision damage.

Structures: Fighters may climb structures and end their move on any level if there is enough room for their base. Vehicles may not. Vehicles may suffer damage when colliding with a structure, and flimsy structures will be destroyed.

Ductways: *Zone Mortalis battles only.* Ductways allow fighters to crawl through impassable terrain by using the **CRAWL THROUGH DUCTWAY** action.

CLIMBING

For every 1" a fighter moves vertically by climbing, they count as having moved 2". A fighter cannot end their entire activation mid-climb; if they cannot reach a flat surface they stay where they were when the action was declared.

Stepping up: During a move, a fighter may step up another level if it is no more than ½" higher (otherwise they must climb).

Overhangs: When climbing, a fighter may traverse an overhang if it protrudes no more than 1" from the vertical surface.

Ladders and stairs: When climbing ladders or stairs, there are no modifiers to the fighter's movement.

LEAPING & JUMPING

A figure may try to **leap over a gap** bigger than their base if they have enough movement. Stop at the edge and make a D6 I check: if they pass they may continue moving. If they fail, they **fall**.

A fighter may **jump down** to a lower level or to disembark from a vehicle by passing a D6 I check with no modifier for the first 2" jumped, but a cumulative -1 modifier for every additional 2" (rounded up). If they fail, they **fall**.

FALLING

If a fighter within ½" of the edge of a platform goes from standing to prone, they must make a D6 I check. Add 1 to the roll if the nearest edge of the platform is bounded by a barrier at least ½" tall. If failed (or a natural 1 is rolled), the fighter **falls**.

If a fighter falls 3" or more, or fails to jump down, they take a hit (round up), become prone and *pinned*, and their activation ends.

Distance fallen	S	AP	Damage
3-5"	3	-	1
6-7"	5	-1	1
8-9"	7	-2	2
10"+	9	-3	3

If they land on another fighter, that fighter is also *pinned* and suffers a hit identical to the falling fighter. Then, if neither is prone and *seriously injured,* and if the fighter fell on an enemy, move the falling fighter by the shortest route to end up 1" from the enemy.

If a falling fighter lands within ½" of a platform edge, they must pass another I check or fall again.

If a vehicle falls off a height, it must pass a loss of control test with a cumulative -1 modifier for every 3" fallen (round up). They also take a hit, resolving damage against the rear T and drive location.

SHOOTING

1. ACCESS TARGET PRIORITY

A model making a **ranged attack** must target the closest eligible target: an enemy model within vision arc and LOS (or within vision arc and LOS of the vehicle weapon).

An enemy is eligible even if it is *engaged* by a friendly fighter, but if the target is *seriously injured*, *wrecked*, or harder to hit than one further away, the attacking model may ignore it.

Otherwise, the attacking model must pass a 2D6 CI check (for a vehicle, use the CI of the crew, or the fighter manning the weapon, as appropriate) to attack an eligible target further away.

You cannot target an enemy fighter that is both prone and in partial or full cover.

2. DECLARE THE SHOT

Choose a ranged weapon the model is armed with, and nominate the target. If a fighter has 2 weapons that both have the *Sidearm* trait, they can fire both at the same time at the same target as a single **SHOOT** action. Each weapon receives a -1 to hit modifier.

3. MEASURE RANGE

For a fighter, measure from the model to the nearest point of the target model; for a vehicle, measure from the weapon.

If the target is outside the weapon's long range, the attack automatically misses (still roll firepower dice, however).

4. MAKE THE HIT ROLL

Make a D6 BS check with modifiers. For a vehicle, use the BS of the crew, or the fighter manning the weapon, as appropriate.

Target in **partial cover**	-1
Target in **full cover**	-2
Weapon's **ACC** modifier	+/-?
Target is **standing** and **engaged**	-1
Target is **prone** and at long range	-1
Target is a point on the battlefield (and the weapon doesn't have *Smoke*)	-2

On a natural 1 the attack misses, irrespective of modifiers. If modifiers make a hit roll impossible, roll D6: on 1-5, the attack misses. On a 6, make a second hit roll as normal, using only the fighter's BS and ignoring any modifiers.

A standing and *active* (not *engaged*) fighter hit by a ranged attack is automatically placed prone and *pinned*.

5. RESOLVE HITS

Resolve each attack that scores a hit.

Stray shots: If a shot misses, it may hit another fighter engaging the target or within 1" of the line along which the range to the target was measured.

Roll D6 for each potential target, starting with the closest. On 1-3, they are hit. On 4-6, the shot misses them; move on to the next potential target. If the attack would have scored multiple hits, follow this sequence for every hit.

OTHER SHOOTING RULES

FIREPOWER DICE

When attacking with a ranged weapon (or using a *Sidearm* weapon in close combat), roll a **firepower dice**, even if no to hit roll is made or if the weapon does not have the *Rapid Fire* trait.

If the **ammo symbol** is rolled, make a D6 check **ammo check** against the weapon's **AMMO** characteristic. If this fails, mark the weapon as having the **out of ammo** condition (still resolve the current attack). The weapon cannot be used again until it is reloaded by performing a successful **RELOAD** action for it.

If a weapon with multiple profiles fails an ammo check for one of its profiles, all its profiles cannot be used until it is reloaded by performing a successful **RELOAD** action on one of its profiles (chosen by its owner). If a profile with the *Scarce* or *Limited* trait fails an ammo check, that profile may not be used again for the rest of the battle.

BLAST MARKERS

When using a weapon with the *Blast (X)* trait, a model may place the appropriate **blast marker** so the centre hole is anywhere within their LOS. Then measure the distance; if the centre hole is beyond the weapon's long range, the attack still proceeds, but move the blast marker directly back towards the attacking model until the hole is within range.

Roll to hit as normal. If the attack hits, the marker does not move. Otherwise, roll a **scatter dice** and D6. Move the marker in the direction shown on the scatter dice (use the small arrow if you roll the hit symbol) a number of inches equal to the D6 result. The marker stops if the centre hole contacts a solid or impassable feature (it may scatter beyond range or out of LOS).

If you roll the hit result on the scatter die and a 1 on the D6, roll the D6 again. On a 1, centre the blast marker on the attacker and resolve the attack. On a 2-6, the shot is a dud and the attack ends.

Once the marker is positioned, each model (friend or foe) beneath the marker (fully or partially) is hit (unless there is a solid terrain feature between them and the centre of the marker). In an order chosen by the attacker, resolve step 5 of the shooting sequence.

FLAME TEMPLATES

If a weapon's range is **T** and has the *Template* trait, it uses the flame template. Place the narrow end of the template touching the attacker's base, with the entire template within their vision arc. Each fighter (friend or foe) whose base is beneath it (fully or partially) is automatically hit (unless there is a solid terrain feature between them and the attacker). In an order chosen by the attacker, resolve step 5 of the shooting sequence.

BLASTS, FLAME, AND COVER

If a fighter hit by a blast marker is behind partial or full cover (in relation to the central hole of the marker), or if a fighter hit by a flame template is behind partial or full cover (in relation to the attacker), they benefit from a modifier to their save roll (these modifiers do not apply to **field armour**):

Target in **partial cover**	+1
Target in **full cover**	+2

CLOSE COMBAT

A proned and *pinned* fighter that is successfully charged automatically becomes standing and *engaged*, though for the purposes of reaction attacks they count as having turned to face that enemy.

1. TURN TO FACE

The attacker may turn to face any direction, but if they do, each of their hit rolls gets -1 (this is cumulative with other modifiers).

A fighter in base contact with an obstacle that is less than 1" wide counts as being *engaged* with an enemy fighter in base contact with the other side. Weapons with the *Versatile* trait may fight across wider obstacles if the enemy is in weapon range.

2. PICK WEAPONS

The attacker may use up to 2 weapons with the *Melee* or *Sidearm* trait, but only 1 if it also has the *Unwieldy* trait. Alternatively, a fighter may make **unarmed** attacks, using the fighter's S, no AP, and a D of 1.

3. DETERMINE ATTACK DICE

Take a number of attack dice equal to the attacker's A, with these extra dice:

Duel weapons with the *Melee* or *Sidearm* trait	+1
Charging	+1

If you have more than 1 weapon, slit the attack dice as evenly as possible between the two, however **a weapon with the *Sidearm* trait may only have 1 dice assigned to it** (if using only 1 *Sidearm*, any other dice must be unarmed attacks).

4. DECLARE TARGETS

Declare a target enemy *engaged* with the attacker and within their vision arc. Attacks may be split among multiple eligible targets.

A fighter within 1" of a vehicle is *engaged* with it and may make close combats attacks against it, but can still freely move around on it or away from it without having to disengage.

A vehicle never counts as being *engaged*, but when moving out of engagement range, those *engaged* fighters may make a D6 I check, performing reaction attacks against the vehicle on a pass.

5. MAKE HIT ROLL(S)

Make a D6 WS check with each attack dice. Roll separately for different weapons and/or targets. On a natural 1 the attack misses, irrespective of modifiers.

ACC modifiers do not apply to *Sidearms* used in close combat.

A fighter engaging a vehicle in close combat gets a +1 to the hit roll, and may roll an additional location dice, choosing 1 result to apply and discarding the other.

If a fighter charged an enemy fighter they could not draw LOS to, apply -1 to their hits when they make their free fight action.

For *each* friendly fighter *engaged* with the attacker's target (but not also *engaged* with any other enemies from the target's gang), gain a +**1 assist** to the hit roll result.

For *each* other enemy fighter *engaged* with the attacker who is not *engaged* with another fighter in the attacker's gang, suffer a -**1 interference** to the hit roll result.

A fighter attacking a vehicle does not gain the benefits of assists, and vehicles never grant assists to friendly fighters.

6. RESOLVE HITS

Resolve each attack that scores a hit.

Any hits scored against a vehicle use the T of the facing they are in contact with. If a fighter is on the vehicle, use the lowest T.

7. REACTION ATTACKS

If any enemies remain standing and *engaged* with the attacker, they may make **reaction attacks**. Vehicles cannot make reaction attacks.

8. CONSOLIDATE OR COUP DE GRACE

If all enemies the attacker was *engaged* with are now *prone* and *seriously injured* or *wrecked*, the attacker may make a free **COUP DE GRACE** action against one. Alternatively, if all the enemies are now *prone* and *seriously injured*, have gone *out of action*, or are *wrecked*, the attacker may move up to 2" in any direction.

If a fighter wrecks a vehicle, they may consolidate.

NERVE TESTS

Fighters must take a **nerve test** when a friendly fighter is *seriously injured* or taken *out of action* within 3", or a vehicle is *wrecked* within 6" of them.

Make a 2D6 CI check (+1 for *each* friendly fighter within 3" that is not *broken* and is not prone or *seriously injured*). If failed, the fighter becomes *broken*.

Broken fighters activate (even if they have already activated this round) and make a **RUNNING FOR COVER** action. If they are *ready*, they lose their ready marker.

Vehicles must take a nerve test when a vehicle is *wrecked* within 6" of them. Make a 2D6 CI check (+1 for *each* friendly vehicle within 6" that is not *broken* and is not stationary and *wrecked*). If failed, the vehicle becomes *broken*.

Broken vehicles activate (even if they have already activated this round) and if mobile make a **BREAK FOR AIR** action or if stationary and *stalled* make a **BURN OUT** action. If they are *ready*, they lose their ready marker.

TERRAIN

Impassable terrain and solid terrain features cannot be moved through or over and block LOS and measurement.

Walls are usually impassable terrain, however ladders, staircases, and lifts may permit fighters to scale walls.

Doors are considered closed and impassable at the start of the game, but are opened and closed with an **OPERATE DOOR** action. Doors have a T of 5 and 4 W and if attacked, are automatically hit.

When a door is setup, you may place 2 **door terminals**, one on either side, touching the wall within 1" of it. A fighter cannot perform an **OPERATE DOOR** action against a locked door unless they are the defending gang. Instead, perform an **ACCESS DOOR TERMINAL** action or a **FORCE DOOR** action to unlock the door. Once opened, the door remains unlocked for the rest of the battle.

In a scenario where there is an attacker and defender, the defender has the access codes and can make an **OPERATE DOOR** action on them as normal.

Obstacles are free-standing features up to 2" tall and 2" wide.

Structures are features more than 2" high or more than 2" across and may be **sturdy** (cannot be knocked down by vehicles) or **flimsy**.

Ductways: Zone Mortalis battles only. Ductways can be up to 2" long and can be placed across any 2" wide wall or any other impassable terrain feature.

BATTLEFIELD FEATURES

LOOT CASKETS

There is always at least 2 loot caskets placed on the battlefield, and each **ash waste hab** always has one inside. Standing and *active* fighters within 1" of a loot casket may perform actions to open or carry it. If a loot casket is opened, roll D6:

1	**Dangerous goods:** Replace the casket with a frag trap.
2-3	**Nothing much:** Add D6 credits to the gang's stash.
4-6	**Ammo cache:** Replace the loot casket with an ammo cache.

AMMO CACHE

Before an ammo check is made for any fighter within 1" of an ammo cache, the controlling player can declare that the fighter will ransack it: add 2 to the result of the ammo check.

Additionally, a fighter with a weapon with the *Scarce* trait may ignore that trait if they are within 1" of an ammo cache. However, should a natural 6 be rolled in either case, the ammo cache is exhausted and removed from play.

THE BEAST'S LAIR

After both gangs have been deployed, the defender (or the winner of a roll-off if there no defender) may deploy a **beast's lair** anywhere on the battlefield that is not within 6" of any model. If any model ends their activation within 6" of the beast's lair, roll D6. On 6, or if the result is higher than the number of inches between the model and the lair, the model is attacked.

The lair is not a fighter, is always considered standing, and can never become prone or be moved. Models can move within 1" or move into base-to-base contact with it without needing to perform a **CHARGE** action. It can be attacked by ranged and combat attacks and is removed from play if reduced to 0 **WOUNDS**.

RESOLVE HITS

1. MAKE WOUND ROLL

When a wound roll is made against a fighter, the opposing player makes it. Compare the weapon's S with the target's T and roll D6:

S 2x greater than T	2+
S greater than T	3+
S equal to T	4+
S lower than T	5+
S half (or lower) than T	6+

2. MAKE SAVE ROLL

If a hit results in a successful wound roll, or leads to an injury roll against the fighter for any other reason, the fighter may be able to make a **save roll**. Only 1 save roll may be made for each hit that successfully wounds, or leads to an injury roll.

Armour saves are made either after the wound roll but before the wound is removed or, if the attack has a damage of '-' and causes an injury roll, before the injury dice are rolled.

Roll D6 and apply any AP modifier from the attacker's weapon. The AP of a weapon may cancel out the save roll granted by armour, and some weapon traits may disallow save rolls. On a natural 1 the save fails, irrespective of modifiers.

A target with no armour, but who has been given a positive modifier to a save roll from some effect, is treated as having a save roll of 7+ for the purposes of modification.

3. INFLICT DAMAGE

If a wound roll is successful and not saved, each point of D caused by the weapon removes 1 W from the fighter. When a fighter's W is reduced to 0 by damage from an attack, roll 1 **injury dice** and apply the result.

If the weapon has additional points of D to cause after the last W has been removed, roll an additional injury dice for each and apply the result.

☠ **Out of action:** Remove the fighter from play.

✸ **Serious injury:** The fighter becomes prone and *seriously injured*. Each additional result after the first causes a flesh wound. If the injury was inflicted in close combat, the fighter may be vulnerable to a **COUP DE GRACE** action.

✚ **Flesh wound:** The fighter suffers a flesh wound (reduce T by 1). If a fighter's T is reduced to 0, they go *out of action*.

Weapons with a D of '-' do not cause damage and do not cause a fighter to lose a W. Results of injury dice are applied as normal.

If a fighter goes *out of action*, the opposing player rolls D66 on the **lasting injuries table.** This must be done for campaign play, but is optional in skirmish play. If an injury roll results in more than one out of action result, make a separate roll on the table for each.

11	**Lesson learned.** Into convalescence, +D3 XP.
12	**Impressive scars.** +1 Cl (further results Out Cold).
13	**Horrid scars.** *Fearsome* skill (further results Out Cold).
14	**Bitter Enmity.** *Berserker* skill when fighting that gang (further results Out Cold).
15-26	**Out cold.** No effect.
31-35	**Convalescence.** Into convalescence.
41	**Old battle wound.** At the end of each battle, roll D6: on a 1 the fighter goes into convalescence.
42	**Partially deafened.** If suffered *again*, -1 Ld.
43	**Humiliated.** Into convalescence, -1 Ld and Cl.
44	**Eye injury.** Into convalescence, -1 BS.
45	**Hand injury.** Into convalescence, -1 WS.
46	**Hobbled.** Into convalescence, -1 M.
51	**Spinal injury.** Into convalescence, -1 S.
52	**Enfeebled.** Into convalescence, -1 T.
53	**Head injury.** Into convalescence, -1 Int and Wil.
54	**Multiple injuries.** Roll D3 times on the table, rerolling 15-26, 54-56 or 61-66.
55-56	**Captured.** See the *Captured* section of the rules.
61-65	**Critical injury.** Dead, unless saved by a Doc.
66	**Memorable Death.** Dead. Attacker gains +1 XP.

VEHICLE DAMAGE

1. DETERMINE FACING OF ATTACK

Every hit against a vehicle is resolved against one of its facings: front, side or rear. If there is any doubt, the better T is used.

If the attacking model cannot see any of the vehicle facings whose arc they are in, the vehicle is **hull down** and gains the benefit of full cover (even if not sufficiently obscured).

2. MAKE WOUND ROLL

When a vehicle suffers a wound, the opposing player makes it. Compare the weapon's S with the T of the facing hit and roll D6 on the normal wound table.

3. MAKE SAVE ROLL

If a hit results in a successful wound roll, or leads to a damage roll against the vehicle for any other reason, the vehicle may be able to make a **save roll** in the same way as for fighters.

4. DETERMINE DAMAGE

The opposing player rolls **location dice** and a number of **damage dice** equal to the weapon's D. If it is impossible to hit a certain location from a specific facing, re-roll the location dice.

🚚 Rolling damage dice is done every time a vehicle is successfully wounded regardless of **HULL POINTS (HP)** remaining. Only 1 result is chosen and applied.

🚚 BODY DAMAGE

⚡ **Glancing hit**

Crew shaken: The vehicle and fighters on board gain the Concussion condition and the vehicle makes a 2D6 Hnd check. If this is failed, it becomes stationary and *stalled*.

⚡ **Penetrating hit**

Structural damage: The vehicle loses 1 HP and makes a 2D6 Hnd check. If this is failed, it becomes stationary and *stalled*.

☠ **Catastrophic hit**

Weapon destroyed: A random weapon on the vehicle is damaged and cannot be used for the rest of the battle. The vehicle also loses 1 HP. If it has no weapons, it loses 2 HP instead. Additionally, the vehicle makes a loss of control test.

🚛 CREW DAMAGE

⚡ **Glancing hit**

Stutter: The vehicle becomes stationary and *stalled*.

⚡ **Penetrating hit**

Loss of power: The vehicle loses 1 HP and cannot move further than its M during its activation for the rest of the battle. Additionally, the vehicle makes a loss of control test.

☠ **Catastrophic hit**

Belching smoke and flame: The vehicle loses 2 HPs and cannot move further than its M during its activation for the rest of the battle. Additionally, the vehicle makes a loss of control test with a -1 modifier.

👤 CREW DAMAGE

⚡ **Glancing hit**

Crew shaken: The vehicle and fighters on board gain the Concussion condition and the vehicle makes a 2D6 Hnd check. If this is failed, it becomes stationary and *stalled*.

⚡ **Penetrating hit**

Driver wounded: The driver suffers a flesh wound, causing the vehicle to reduce both its BS and Hnd by 1. In any end phase in which the driver has any flesh wounds, roll D6 during step 3 (Recover & Restart):

1. Apply a driver black out result against this vehicle. Do not roll to see if they recover from it this round.
2-3. Nothing happens.
4+. Remove 1 flesh wound (and its effects) from the driver.

☠ **Catastrophic hit**

Driver black out: The driver briefly loses unconsciousness. The vehicle loses control as if it had failed a loss of control test, changes its status to stationary and *stalled*, and removes its ready marker if it has one. Do not add a ready marker to this vehicle during the ready models step until the driver regains consciousness. In any end phase where the driver has blacked out, roll D6 during step 3 (Recover & Restart):

1-3. The driver remains unconscious.
4+. The driver comes round, then suffers a driver wounded result. Do not roll to see if they recover from it this wound.

⚙ DRIVE DAMAGE

⚡ **Glancing hit**

Tank slapper: The vehicle makes a loss of control test.

⚡ **Penetrating hit**

Blow out: The vehicle loses 1 HP and suffers a -1 to all Hnd tests for the rest of the battle. Additionally, the vehicle makes a loss of control test.

☠ **Catastrophic hit**

Major malfunction: The vehicle loses 2 HPs and suffers a -2 to all Hnd tests for the rest of the battle. Additionally, the vehicle makes a loss of control test.

VEHICLE LOSS OF CONTROL

To make a loss of control test, make a 2D6 Hnd check. If passed, nothing happens. If failed, the vehicle's controlling player rolls a D6 and the **control dice:**

↱ **Swerve:** The vehicle pivots around its central point 45º.

↱ **Jackknife:** The vehicle pivots around its central point 90º.

↻ **Roll:** The vehicle flips over.

In the case of a swerve or a jackknife, roll another D6: on 1-3, the vehicle turns left, on 4-6, it turns right.

A stationary vehicle that swerves or jackknifes pivots in place, but a mobile vehicle moves a number of inches equal to half its M.

If a vehicle swerves or jackknifes, any fighters on it not in designated transport areas must test to avoid falling.

ROLLING

If a mobile vehicle **rolls**, the opposing player rolls a scatter dice and a D3. The scatter dice determines the direction the vehicle moves (use the small arrow if you roll the hit symbol). The D3 is how many times it rolls, with the vehicle moving 2" in the scatter direction for each roll it makes.

During this movement, it is moving as if it were an *active* model (use the rules for vehicle impacts, but the rolling vehicle takes no further damage).

A vehicle that rolls is reduced to 0 HPs is *wrecked*, and takes no further part in the battle.

WRECKED VEHICLES

When a vehicle is reduced to 0 HPs, or it loses control and rolls, it is *wrecked* and plays no further part in the game.

Either remove the model or replace it with an appropriate terrain feature representing a *wrecked* vehicle, to act as a flimsy structure.

Any fighters on board the *wrecked* vehicle are **thrown clear.** Each are placed within 2" of the vehicle and must make a D6 I check. If passed, the fighter remains standing. If failed, the fighter becomes prone and *pinned* and suffers a hit as if they had fallen from the vehicle, increasing the S, AP and D of the hit if the vehicle was mobile when *wrecked*.

CREW LASTING INJURY

If a vehicle is *wrecked*, the crew is automatically taken out of action. When rolling for **lasting injury** for the crew, use this table:

11	**Lesson learned.** Into recovery, +D3 XP.
12-26	**Out cold.** No effect.
31-46	**Grievous injury.** Into recovery.
47-52	**Humiliated.** Into recovery, -1 Ld and Cl.
53-54	**Head injury.** Into recovery, -1 Int and Wil.
55-56	**Eye injury.** Into recovery, -1 BS.
61-65	**Critical injury.** Dead, unless saved by a Doc.
66	**Memorable Death.** Dead. Attacker gains +1 XP.

VEHICLE LASTING INJURY

When a vehicle is *wrecked*, the opposing player rolls D6 and checks the following **lasting damage table.** This must be done for campaign play, but is optional in skirmish play.

If a vehicle becomes *wrecked* in several ways at once, make a separate roll on the table for each.

1	**Persistent rattle.** Apply a +1 on any future lasting damage rolls against this vehicle.
2	**Handling glitch.** -1 to Hnd checks.
3	**Unreliable.** At the start of every battle, roll D6 for each of these results the vehicle has sustained. If any are a 1, the vehicle cannot take part in the battle.
4	**Loss of power.** M reduced by 1.
5	**Damaged bodywork.** Reduce each T characteristic by 1.
6	**Damaged frame.** Reduce HP by 1.
7	**Write-off.** The vehicle cannot take part in any battles until repaired.

FIGHTER STATUS: STANDING (*active* or *engaged*) or PRONE (*pinned* and/or *seriously injured*).

VEHICLE STATUS: MOBILE or STATIONARY (*stalled* or *wrecked*).

PRIORITY PHASE

1. ROLL FOR PRIORITY
Roll off: winner takes the **priority marker**.
On a tie (after the first round), pass marker to opponent.

2. READY FIGHTERS
Give each fighter a **ready token**.

ACTION PHASE

1. ACTIVATE GANG
Priority player starts. Alternate activating a *readied* fighter to take up to 2 actions. Standing fighters can change facing first. **Basic action** = once per activation; **simple action** = multiple times; **double action** = 2 full actions.

GROUP ACTIVATION: When fighters with this trait are activated, you may also activate up to X additional *ready* fighters within 3". Nominate them first, then activate each in your chosen order.

Actions available to a FIGHTER

STANDING & ACTIVE

MOVE SIMPLE Standard move up to M".

CHARGE DOUBLE Normal **MOVE** plus D3". Can move within 1" of enemies, but then must move into base contact and become *engaged*. If not, end move 1" away.

If *engaged* at the end of the action, must make a free **FIGHT** action (end move within 1" of a *seriously injured* enemy, and not *engaged*, can make a **COUP DE GRACE** instead).

CRAWL THROUGH DUCTWAY DOUBLE If within 1" of a ductway, move to within 1" of other side (not within 1" of an enemy).

TAKE COVER BASIC Up to half M" and then prone and *pinned*.

SHOOT BASIC Attack with a ranged weapon.

AIM BASIC +1 to subsequent **SHOOT** action.

FIRE THROUGH DUCTWAY BASIC If within 1" of a ductway, ranged attack against enemy within 1" of other side. Hits on a 5+. Flame hits all within 2" of other side.

RELOAD SIMPLE Pick a weapon that is **out of ammo** and make a D6 **ammo check**. If passed, the weapon is reloaded.

RELOAD VEHICLE WEAPON SIMPLE Pick a weapon **out of ammo** with the *Passenger Operated* trait on a vehicle within 1" and make a D6 **ammo check**. If passed, the weapon is reloaded.

COUP DE GRACE SIMPLE If not *engaged*, pick 1 *seriously injured* enemy within 1" and vision arc to go *out of action*.

OPERATE DOOR SIMPLE Open a closed door (or close an open door) within 1".

ACCESS TERMINAL BASIC If within 1" of a door terminal, make a 2D6 Int check at -2. If passed, make a free **OPERATE DOOR** action on the terminal's door.

FORCE DOOR BASIC If within 1" of a locked door, roll D6 and add the fighter's S, with +2 for each other friendly fighter also in base contact with the door. On 9+, the door opens.

SMASH OPEN LOOT CASKET BASIC If within 1" of a loot casket, roll D6 and add the fighter's S. On 6+ the casket is opened, but subtract -1 (min 1) when rolling to determine its contents.

BYPASS LOOT CASKET LOCK BASIC If within 1" of a loot casket, make a 2D6 Int check. If passed, the casket is opened.

CARRY LOOT CASKET/AMMO CACHE BASIC If within 1" of a loot casket/ammo cache, make a **MOVE** action, carrying it.

STANDING & ENGAGED

FIGHT BASIC Make close combat attacks against one or more enemies the fighter is *engaged* with.

RETREAT BASIC If the *engaged* fighter passes a D6 I check, they can make a **MOVE** action of up to D6". Each *engaged* enemy may make a D6 I check: if they pass, they may make reaction attacks.

PRONE & PINNED (FACEUP)

STAND UP BASIC Stand up and become *active* with any facing.

CRAWL DOUBLE Move up to half M".

BLIND FIRE DOUBLE Shoot (vision arc 360°) with -2 to hit.

RELOAD SIMPLE Pick an **out of ammo** weapon: D6 ammo check. If passed, the weapon is reloaded.

PRONE & SERIOUSLY INJURED (FACEDOWN)

CRAWL DOUBLE Move up to half M".

BROKEN

RUNNING FOR COVER DOUBLE **A broken fighter must perform this action when activated.**

If standing and *active*, move D6". If prone and *pinned*/*seriously injured*, move half M". Move in order of priority: 1. More than 3" from enemies; 2. Out of enemy LOS; 3. In partial or full cover; and 4. As far away from enemies as possible.

A *broken* fighter standing and *engaged* when activated must make a D6 I test. If failed, they stay *engaged* and can take no more actions. If passed, they must move as above, and each enemy *engaged* with them makes a D6 I check: if they pass, they may make reaction attacks before the move.

Actions available to a VEHICLE

MOBILE

MOVE SIMPLE Move straight forwards up M; make 1 pivot up to 90°; cross any gap no wider than the vehicle's length as long as the first platform isn't lower than the second.

MANOEUVRE SIMPLE Move straight forwards or backwards up to half M; make any number of pivots.

MOVE & SHOOT BASIC Normal **MOVE** up to half M. Make a ranged attack 1 weapon with the *Crew Weapon* trait, or a sidearm. **You cannot perform this action and the FIRE ALL action in the same activation.**

FIRE ALL BASIC Make a ranged attack with each weapon with the *Crew Weapon* trait. **You cannot perform this action and the MOVE & SHOOT action in the same activation.**

AIM BASIC +1 to subsequent **FIRE ALL** action.

DRIFT BASIC Move up to half M in a straight line anywhere in side arc. Then make a **loss of control** test with a +1 modifier.

RAM DOUBLE Normal **MOVE** + D6". If the vehicle has a head-on collision during this move, it halves M when working out the S, AP, and damage of the hit. The impacted vehicle suffers a hit as normal. The vehicle's activation then ends.

SPIN BASIC Normal **MOVE**, but turn up to 180º instead of 90º. Then make a **loss of control** test.

FULL THROTTLE DOUBLE Normal **MOVE** but up to 3 times M. If it makes a turn, make a -1 **loss of control** test.

STATIONARY & STALLED

JUMP START SIMPLE Make a Hnd check (+1 unless vehicle has 1 HP remaining). If passed, the vehicle restarts, changing its status to mobile. If failed, the vehicle remains *stalled*.

TURN OVER BASIC Normal **MOVE**, but only D3". Apply a +1 modifier to the next test to restart the vehicle.

FREE WHEEL BASIC Normal **MOVE**, but only D6". Then roll D6: 1-3, move forwards, 4-6, backwards.

FIRE ALL BASIC Ranged attack with each weapon with the *Crew Weapon* trait. **A vehicle cannot perform this action and the MOVE & SHOOT action in the same activation.**

STATIONARY & WRECKED

The vehicle no longer participates in the battle.

BROKEN

BREAK FOR AIR DOUBLE A broken mobile vehicle must perform this action when activated. Normal **MOVE**, but 3D6" with no pivot limit. The vehicle must move, in order of priority:
1. So they are more than 3" from enemies.
2. So they are out of LOS of enemies.
3. In partial or full cover.
4. As far away from enemies as possible.

BURN OUT DOUBLE A broken stationary vehicle must perform this action when activated. Place D3 *Smoke* markers anywhere within 1" of the vehicle. In the end phase, the vehicle suffers a -1 to its restart test for each marker.

END PHASE

1. BOTTLE TESTS

Priority player starts. Players make **bottle tests** if any of their fighters is *seriously injured* or *out of action*, or if any of their vehicles is *wrecked*. Roll D6 and add the number of your fighters that and vehicles in those states. If the result is higher than the total models in your starting crew, the gang **bottles out.**

You may voluntarily fail a bottle test. *Engaged* fighters must try to break away from combat: make a D6 I test. If passed, they flee; if failed, they are *seriously injured*. Once the gang only has *seriously injured* fighters left, the battle ends.

2. FLEEING THE BATTLEFIELD

Priority player starts. If your gang has bottled out, make CL checks for each of your models on the battlefield. Each model that fails **flees** and is removed from play. A *fleeing* vehicle's crew leaves the battlefield; the vehicle becomes stationary and *wrecked*, but do not roll on the **lasting damage** table.

3. RECOVERY & RESTART

Priority player starts. Each player makes **recovery tests** for each *seriously injured* fighter on the battlefield, and **restart tests** for any *stalled* vehicles.

Recovery tests: Roll an **injury die**:

Out of action: Remove the fighter from play.

Serious injury: The fighter suffers a flesh wound and stays prone and *seriously injured*.

Flesh wound: The fighter suffers a flesh wound, reducing their T by 1, and becomes prone and *pinned*. If a fighter's T is reduced to 0, they go *out of action*.

When testing, one standing and *active* friendly fighter within 1" can **assist**: roll 2 injury dice and pick a result. A fighter may only assist 1 recover test per end phase.

Restart tests: Make a 2D6 Hnd check with +1 (unless the vehicle has only 1 HP remaining). If passed, the vehicle restarts, changing its status to mobile. If failed, it remains *stalled*.

4. RALLY TESTS

Priority player starts. Each player makes a 2D6 CL **rally test** for each of their *broken* models. Add +1 for each friendly fighter within 3" that is not *broken* and is not prone and *seriously injured*.

If passed, the fighter is no longer *broken*. If failed, the fighter remains *broken* until the next end phase.

SHOOTING MODIFIERS

Target in **partial cover**	-1
Target in **full cover**	-2
Weapon's **ACC** modifier	+/-?
Target is **standing** and **engaged**	-1
Target is **prone and at long range**	-1
Target is a point on the battlefield (and the weapon doesn't have *Smoke*)	-2

CLOSE COMBAT MODIFIERS

Duel weapons with the *Melee* or *Sidearm* trait	+1
Charging	+1

WOUND ROLLS

S 2x greater than T	2+
S greater than T	3+
S equal to T	4+
S lower than T	5+
S half (or lower) than T	6+

FALLING

If a fighter falls 3" or more, or fails to jump down, they take a hit, become prone and *pinned*, and their activation ends.

Distance fallen	S	AP	Damage
3-5"	3	-	1
6-7"	5	-1	1
8-9"	7	-2	2
10"+	9	-3	3

VEHICLE IMPACTS

When a vehicle suffers a collision, use its M to find the power of the impact. If it was stationary and *stalled* but moved as part of a **JUMP START**, **TURNOVER**, or **FREE WHEEL** action or it suffered a vehicle collision, it has a M of 3.

MOVEMENT	S	AP	Damage
3-5	3	-	1
6-7	5	-1	1
8-9	7	-2	2
10+	9	-3	3

SKILLS

Vehicles can only gain skills from the **Driving**, **Leadership**, **Shooting**, and **Savant** sets.

AGILITY

CATFALL

When this fighter falls or jumps down from a ledge, they count the vertical distance moved as half of what it actually is, rounded up.

In addition, if they are not *seriously injured* or taken *out of action* by a fall, make an D6 I test for them – if passed, they remain standing rather than being prone and *pinned*.

CLAMBER

When the fighter climbs, the vertical distance they move is not halved (so they always count as climbing up or down a ladder).

DODGE

If this fighter suffers a wound from a ranged or close combat attack, roll D6. On 6, the attack is dodged and has no effect; otherwise, continue to make a save or wound as normal.

If the model dodges a blast marker or flame template weapon, a roll of 6 does not automatically cancel the attack. Instead, it allows the fighter to move up to 2" before seeing if they are hit (they cannot move within 1" of an enemy fighter).

MIGHTY LEAP

When measuring the distance of a gap this fighter wishes to leap, ignore the first 2" of the distance.

The fighter may leap over gaps of 2" or less without testing their I.

SPRING UP

If this fighter is *pinned* when they are activated, make a D6 I check. If passed, the fighter can make a **STAND UP** action for free. If failed, the fighter may still stand up, but it costs an action.

SPRINT

If this fighter makes 2 **MOVE** actions when activated during a round, they can use the second to **sprint**, moving at double their M for the second **MOVE** action.

BRAWN

BULL CHARGE

When this fighter makes close combat attacks as part of a **CHARGE** action, any weapons with the *Melee* trait they use gain the *Knockback* trait and are resolved at +1 S.

BULGING BICEPS

This fighter may wield an *Unwieldy* weapon in one hand rather than the usual two.

Unwieldy weapons still take up the space of 2 weapons.

CRUSHING BLOW

Before rolling to hit for the fighter's close combat attacks, you can nominate 1 dice to make a **crushing blow**. This cannot be a dice that is rolling for a weapon with the *Sidearm* trait. If that dice hits, the attack's S and D are each increased by 1.

HEADBUTT

If the fighter is standing and *engaged*, they can make this action:

HEADBUTT FREE Pick an enemy fighter *engaged* and in base contact with this fighter and roll 2D6. If either result equals or exceeds their T, they suffer a hit with a Str equals to this fighter's S +2 resolved at D 2. If both dice score lower, this fighter instead suffers a hit equal to their own S, with D 1.

HURL

If the fighter is standing and *engaged*, they can make this action:

HURL BASIC Pick an enemy fighter *engaged* and in base contact with this fighter or a prone and *seriously injured* enemy fighter within 1". Make an I check for the enemy fighter. If failed, the enemy fighter is hurled D3" in a direction of your choice. If they were standing, they become prone and *pinned* after moving.

If they come into contact with a standing fighter, vehicle, or any terrain, they stop and suffer a Str 3, D 1 hit. If they come into base contact with another model, that model also suffers a Str 3, D 1 hit, and if the model is a fighter they become prone and *pinned*.

This action can be performed for free after successfully performing a charge action (instead of a free fight action).

IRON JAW

This fighter's T is treated as 2 greater when another fighter attacks them in close combat with a weapon with an AP of '-'.

COMBAT

COMBAT MASTER

The fighter never suffers penalties to their hit rolls for **interference**, and can always grant **assists**, regardless of how many enemy fighters they are *engaged* with.

COUNTER-ATTACK

When this fighter makes reaction attacks in close combat, they roll 1 additional A dice for each of the attacker's A that failed to hit (whether they missed, were parried, etc)

DISARM

Any weapons with the *Melee* trait used by this fighter also gain the *Disarm* trait. If a weapon already has this trait, the target will be disarmed on a natural roll of 5 or 6, rather than the usual 6.

PARRY

The fighter can parry attacks as though they were carrying a weapon with the *Parry* trait. If they already have one or more weapons with this trait, they can parry 1 additional attack.

RAIN OF BLOWS

This fighter may make 2 **FIGHT** actions when activated.

STEP ASIDE

If this fighter is hit in close combat, they can attempt to step aside. Make an I check. If passed, the attack misses.

This skill can only be used once per enemy in each round or close combat.

CUNNING

BACKSTAB

Any weapons used by this fighter with the *Melee* trait also gain the *Backstab* trait.

If they already have this trait, add 2 to the attacker's S rather than the usual 1 when the trait is used.

ESCAPE ARTIST

When this fighter makes a **RETREAT** action, add 2 to the result of the I check (a natural 1 still fails).

Also, if this fighter is captured at the end of a battle, and if they are equipped with a **skinblade**, they may add 1 to the result of the dice roll to see if they can escape during the *Rescue Mission* scenario.

EVADE

If an enemy targets this fighter with a ranged attack, and this fighter is standing and active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 if the attack is at long range.

INFILTRATE

If this fighter should be set up at the start of a battle, they may instead placed to one side. Then, immediately before the start of the first round, they may be set up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them.

If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

LIE LOW

While this fighter is prone, enemy fighters cannot target them with a ranged attack unless they are within the attacking weapon's short range. Weapons without a short range are unaffected.

OVERWATCH

If this fighter is standing and *active* and has a ready marker, they can interrupt a visible enemy fighter's action as soon as it is declared, but before it is carried out.

This fighter loses their ready marker then immediately makes a **SHOOT** action, targeting the enemy fighter they interrupted.

If the enemy is *pinned* or *seriously injured* as a result, their activation ends immediately and their action(s) are not made.

DRIVING

JINK
Once per round, when their vehicle is hit by an attack, the crew may attempt a **jink** save Which cannot be modified by a weapons **AP**. Roll D6: on 6+, the attack is avoided and the hit is ignored.

EXPERT DRIVER
When this crew's vehicle makes a loss of control test, add 1 to the result.

HEAVY FOOT
Once per round, when this crew's vehicle performs either a **MOVE** or a **RAM** action, it may increase its M by D3". However if a natural 1 is rolled, the vehicle suffers a glancing hit to its engine.

SLALOM
Once per round, when this crew's vehicle performs a **MOVE** action, it may make an additional turn of up to 45º at any point before, during, or after its move.

T-BONE
If this crew's vehicle has a head-on collision with another vehicle or terrain feature, this vehicle may add D3 to its front T until the collision is fully resolved.

RUNNING REPAIRS
If, when making a handling check to restart this crew's vehicle whilst it is stationery and *stalled*, a natural 6 is rolled, this driver has restarted the vehicle and the vehicle regains 1 lost **HP**.

FEROCITY

BERSERKER
When this fighter makes close combat attacks as part of a **CHARGE** action, they roll 1 additional A dice.

FEARSOME
If an enemy wishes to make a **CHARGE** action that would result in them making one or more close combat attacks against this fighter, they must make a Wil check before moving. If failed, they cannot move and their activation ends immediately.

IMPETUOUS
When this fighter consolidates at the end of a close combat, they can move up to 4", rather than the usual 2".

NERVES OF STEEL
When the fighter is hit by a ranged attack, make a Cl check. If it is passed, they may choose not to be *pinned*.

TRUE GRIT
When making an injury roll, roll 1 less injury dice.

Against attacks with D 1, roll 2 dice, and the player controlling the fighter with this trait can then choose 1 dice to discard before resolving the other.

UNSTOPPABLE
Before making a recovery test for this fighter in the end phase, roll D6. On a 4 or more, 1 flesh wound they have suffered previously is discarded (if they do not have any flesh wounds, instead roll 1 additional dice for their recovery check and choose 1 to discard).

LEADERSHIP

COMMANDING PRESENCE
When this fighter activates to make a group activation, they may include 1 more fighter than normal as part of the group. This skill may not be gained by a vehicle (and if randomly received, a new skill is randomly selected).

INSPIRATIONAL
If a friendly model within 6" of this fighter fails a Cl check, make a Ld check for this model. If passed, then the Cl check also counts as having been passed.

IRON WILL
Subtract 1 from the result of any bottle rolls whilst this model is on the battlefield and is not *seriously injured*.

MENTOR
Make a Ld check for this model each time another friendly model within 6" gains 1 XP. If the check is passed, the other fighter gains 2 XP instead of 1.

OVERSEER
If this model is standing and active or mobile, they can attempt this action:

ORDER DOUBLE Make a Ld test. If the test is passed, pick a friendly fighter within 6" to immediately make 2 actions as though it were their turn to activate, even if not ready. If they are, these actions do not remove their ready marker.

REGROUP
If this model is standing and active or mobile at the end of their activation, you may make a Ld check. If passed, each friendly *broken* model and within 6" immediately recovers from being *broken*.

SAVANT

BALLISTICS EXPERT
When this model makes an **AIM** action, make an Int check. If passed, they gain an additional +1 modifier to their hit roll.

CONNECTED
This model can make a **TRADE** action during the post-battle sequence, in addition to any other actions (so they could make 2 **TRADE** actions). They cannot do this if they are unable to make actions during the post-battle sequence.

FIXER
In the **receive rewards** step of the post-battle sequence, as long as this model is not captured or in recovery, their gang earns an additional D3x10 credits. They do not need to have taken part in the battle to gain this bonus.

MEDICAE
When this fighter assists a friendly fighter who is making a recovery test, re-roll any *out of action* results. If the result of a re-rolled dice is also *out of action*, the result stands. This skill may not be gained by a vehicle (and if randomly received, a new skill is randomly selected).

MUNITIONEER
Whenever an ammo check is failed for this model or another model from their gang within 6", it can be re-rolled.

SAVVY TRADER
When this model makes a **TRADE** action in the post-battle sequence, add 1 to the result to determine the availability of rare items on offer at the trading post this visit, and the cost of 1 specific item may be reduced by 20 credits on this visit.

SHOOTING

FAST SHOT
This model treats the **SHOOT** action as SIMPLE rather than BASIC, as long as they do not attack with a weapon that has the *Unwieldy* trait (even if a skill or wargear item allows a fighter to ignore one aspect of the *Unwieldy* trait, *Unwieldy* weapons retain the trait).

GUNFIGHTER
If this model attacks with 2 weapons with the *Sidearm* trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy model with each weapon with the *Sidearm* trait.

HIP SHOOTING
If this model is a vehicle it treats the **MOVE & SHOOT** action as SIMPLE rather than BASIC, as long as it doesn't attack with a weapon with the *Unwieldy* trait (even if a skill or item allows a model to ignore one aspect of the *Unwieldy* trait, *Unwieldy* weapons retain the trait).

If the model is a fighter and is standing and active, they can make this action:

RUN AND GUN DOUBLE This fighter may move up to double their M and then make an attack with a ranged weapons. The hit roll suffers an additional -1 modifier, and *Unwieldy* weapons can never be used in conjunction with this skill.

MARKSMAN
The model is not affected by the rules for target priority. Also, if the hit roll for an attack made by the model with a ranged weapon (not one with the *Blast* trait) is a natural 6, they score a critical hit, and the weapon's D is doubled (if they are firing a weapon with the *Rapid Fire* trait, only the D of the first hit is doubled).

PRECISION SHOT
If the hit roll for a ranged attack made by this model is a natural 6 (when using a weapon that does not have the *Blast* trait), the shot hits an exposed area and no armour save can be made.

TRICK SHOT
When this model makes ranged attacks, they do not suffer a penalty for the target being *engaged* or in partial cover. Also, if the target is in full cover, they reduce the penalty to their hit roll to -1 rather than -2.

BASIC CONDITIONS

Conditions are denoted by placing the appropriate **condition marker** next to the fighter/vehicle or on their card.

BLAZE

When activated a fighter affected by the blaze condition suffers an immediate S 3, AP -1, D 1 hit before acting as follows:

- If prone and *pinned*, they become standing and active, then;

- If standing and active, they move 2D6" in a random direction determined by the scatter dice. They stop if they move within 1" of an enemy or into base contact with impassable terrain, and risk falling if they move within 1/2" of a platform edge (or fall if they move beyond the edge)

    At the end of this move, the fighter may choose to become prone and *pinned*. The fighter may then attempt to put the fire out.

- If standing and *engaged* or prone and seriously injured, the fighter does not move and attempts to put the fire out..

To attempt to put the fire out, roll D6, adding +1 to the result for each other active friendly fighter within 1", and +2 to the result if they are *pinned* or *seriously injured*. On a 6+, the blaze condition is removed.

When activated a vehicle affected by the blaze condition suffers an immediate S 3, AP -1, D 1 hit against the rear T, then must make a CI check:

- If passed, nothing happens. Continue the activation as normal.

- If failed and mobile, they act as if they had failed a loss of control test, then their activation ends.

- If failed and stationary and *stalled*, they must perform the **BURN OUT** action, then their activation ends.

At the end of their activation roll D6. On a 4+, the blaze condition is removed.

BLIND

A blind model loses their ready marker; if they don't have one, they do not gain one at the start of the following round.

Until the next time the fighter is activated, they cannot make any attacks other than reaction attacks (vehicles do not make reaction attacks), and such hit rolls only succeed on a natural 6.

BROKEN

Broken fighters only perform a **RUNNING FOR COVER** action each time they are activated, and if *engaged* may only make reaction attacks with a -2 modifier. They may be rallied in the end phase.

Broken vehicles may only perform **BREAK FOR AIR** actions if mobile, or **BURN OUT** is stationary and *stalled* , which they perform each time they are activated. They may be rallied in the end phase.

CONCUSSION

A fighter hit by a concussion weapon has their I reduced by 2 (min 6+) until the end of the round. A vehicle hit suffers a -2 to all Handling checks.

HIDDEN/REVEALED

Ranged attacks may not be made against hidden targets more than 3" away (photo-goggles or infra-scopes increase this to 12"). If a hidden model makes a ranged attack (unless it is with a weapon with the *Silent Weapon* trait), or makes a close combat attack with a weapon with the *Power* trait, replace their hidden condition with the revealed condition.

If a hidden vehicle moves, replace their hidden condition with the revealed condition.

In the end phase, revealed models become hidden again unless they have the **blaze** condition.

READY

At the start of each round each model receives a ready marker. Once it has activated in the action phase, the marker is removed.

OUT OF AMMO

The weapon cannot be used until it is reloaded.

FLESH WOUND

Each flesh wound reduces a fighter's T by 1.

INSANE

When activating an **insane** fighter, roll D6 and consult the **insanity table**:

1-2 The model becomes *broken* or, if they were already *broken*, they flee the battlefield (even if their gang has not failed a bottle test).

3-4 The opposing player can control the insane model for the duration of this activation, treating them as part of their gang in all respects until their activation ends. As soon as their activation ends, the insane fighter no longer counts as being a part of the opposing gang.

In a multi-player game, the winner of a roll-off between the other players controls the insane fighter.

5-6 The model can act as normal. Once their activation is over, make a Wil check for them. If it is passed, they lose their insanity marker.

INTOXICATED

See the special rules that cause the condition.

WEBBED

A webbed fighter is treated as if they were *seriously injured* and rolls for recovery during the end phase. If a **flesh wound** result is rolled, apply the result to the fighter as usual and remove the webbed condition. If a **serious injury** is rolled, the fighter remains webbed. If an **out of action** result is rolled, the fighter is removed from play, automatically suffering a result of 12-26 (Out Cold) on the lasting injuries table.

A fighter that is webbed at the end of the battle does not succumb to their injuries and will automatically recover. However, during the wrap up, when rolling to determine if any enemy fighters are captured at the end of the battle, add +1 to the dice roll for each enemy fighter currently webbed and include them among any eligible to be captured.

Vehicles are not subject to the webbed condition.

MOUNTED

Hand full: A mounted fighter reduces the total number of weapons they can carry by 1 and cannot be equipped with an *Unwieldy* weapon unless it also has the *Lance* trait. They may never use more than 1 weapon in close combat.

Ride by: A mounted figure may move within 1" of a single enemy model during their movement. When doing so, or when moving with long range of a weapon with the *Versatile* trait, the fighter may interrupt their movement to make a single close combat attack against that model. That model may attempt to make a single reaction attack.

If this fighter is hit, use the distance they have moved this activation instead of their last activation to determine the S of the hit they take.

Quick retreat: A mounted fighter may add +2 to their I check when performing a **RETREAT** action.

Grounded: A mounted figure cannot climb terrain or vehicles.

My mount is my life: A mounted fighter may have 2 different fighter cards even if they do not have the *Tools of the Trade* special rule. A fighter can never become separate from its mount mid-battle.

I get knocked down...: A mounted fighter makes an I check when hit by a ranged attack (-1 if they were hit by a weapon with the *Blast* or *Knockback* traits). If passed, the fighter does not become *pinned*; if failed, they are knocked down.

When a mounted fighter is knocked down, they suffer an automatic hit with a S depending on how far they moved during their last activation (round up):

Distance moved	S	AP	Damage
0-5"	3	-	1
6-9"	5	-1	1
10"+	7	-2	2

They then become prone and *pinned*, but must pass an I check before they can successfully perform the **STAND UP** action and become standing and active again. If failed the action is wasted and they remain prone and *pinned*.

WEAPON TRAITS

ARC
Indicates the vision arcs for a weapon fitted to a vehicle (in brackets after the trait), determined by the vehicle not the weapon. *All round* means the weapon can fire into all arcs.

BACKSTAB
If the attacker is not within the target's vision arc, +1 to the attack's S.

BLAST (3"/5")
The weapon uses a blast marker. It ignores the rules for target priority, does not suffer penalties for cover, and can hit fighters that are prone and in cover.

CREW OPERATED
This weapon fitted to a vehicle is operated by the vehicle's crew. It may be used during the vehicle's operation, using the crew's BS. The *Unwieldy* trait has no effect on this weapon.

DEMOLITIONS
Grenades with this trait can be used to make close combat attacks against scenery targets (eg, locked doors and objectives). The fighter makes 1 attack (regardless of how many attack dice they would normally roll) which hits automatically.

DRAG
If a fighter is hit by this weapon but not taken *out of action*, the attacker may roll D6 after resolving the attack. If the result is equal to or higher than the target's S, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance. If the weapon also has **impale** and hits more than 1 fighter, only the last fighter to be hit can be dragged.

IMPALE
If an attack by this weapon hits and wounds a fighter, and the save roll is unsuccessful (or none is made), trace a straight line from the target, directly away from the attacker.

If there are any models within 1" of this line and within the weapon's long range, the one closest to the target may be hit. Roll D6; on 3 or more, resolve the weapon's attack against that model with a S of -1.

The projectile can continue through multiple fighters in this way, but if the S is reduced to 0, it cannot hit any more models.

KNOCKBACK
If this weapon hits a fighter and the unmodified hit roll is equal to or higher than the target's S, the target is moved 1" directly away from the attacker. If the target can't make the full move, they move as far as possible and the attack's D is increased by 1.

If a **blast** weapon has this trait, roll D6 for each fighter that is hit. If the result is equal to or higher than their S, they are knocked back directly away from the blast centre. If the centre was over the centre of their base, roll a scatter die for the direction (re-roll hits).

If a **melee weapon** has this trait, and there is no barricade between attacker and defender, the attacker may directly follow the target up and remain in base contact with them. If any part of the knocked back fighter's base crosses the edge of a platform, make an I check. If failed, they fall. If passed, they stop at the edge of the platform.

LANCE
While subjected to the **mounted** condition, increase the S of this weapon by 1 for any attacks made as part of a **DRIVE BY** or **CHARGE** action.

LIMITED
If a weapon fails an ammo check while using limited ammo, that ammo type is deleted from their fighter card, and cannot be used again until more of that special ammo is purchased.

This is in addition to the normal rules for the weapon running out of ammo. The weapon can still be reloaded as normal, using its remaining profile(s).

MELEE
This weapon can be used during close combat attacks.

PARRY
After making a close combat against a fighter with this weapon, the target can force the attacking player to re-roll 1 successful hit. If armed with 2 parry weapons, they may force 2 successful hits to be re-rolled.

PLENTIFUL
When reloading, no ammo check is required.

PULVERISE
After making an injury roll, the attacking player can roll D6 and if the result is equal or higher than the target's T (or a natural 6), they can change 1 injury die result from a flesh wound to a serious injury.

RAPID FIRE (X)
A successful hit roll scores a number of hits equal to the number of bullet holes on the firepower dice; and the controlling player can roll more than 1 firepower dice, up to the number shown in brackets.

Make an **ammo check** for each ammo symbol that is rolled. If any of them fail, the gun runs out of ammo. If 2 or more of them fail, the gun jams and cannot be used for the rest of the battle.

If the weapon scores more than 1 hit, they can be split between multiple targets. The first must be allocated to the initial target, but the remainder can be allocated to other fighters within 3" of the first who are also within range and LOS. These must not be any harder to hit than the original target. Allocate all of the hits before making any wound rolls.

SCARCE
Once the weapon runs out of ammo, it cannot be used for the rest of the battle.

SCATTERSHOT
When hit by this weapon, make D6 wound rolls instead of 1.

SHOCK
If the hit roll is a natural 6, the wound roll automatically succeeds.

SIDEARM
This weapon can be used to make ranged attacks, and also in close combat to make a single attack. Their ACC bonus only applies to ranged attacks.

TEMPLATE
This weapon uses the flame template. It ignores the rules for target priority, does not suffer penalties for cover, and can hit fighters that are prone and in cover.

UNWIELDY
A **SHOOT** action with this weapon counts as a double action. If this weapon also has the *Melee* trait and is used in close combat, the wielder cannot use a second melee weapon at the same time.

VERSATILE
The wielder does not need to be in base contact with an enemy to *engage* them in melee; they *engage* and make close combat attacks if the distance between their bases is equal to or less than the distance shown for the weapon's long range.

The enemy fighter is considered *engaged*, but may not in turn *engage* the fighter wielding the versatile weapon (unless they too are armed with one), so may not make reaction attacks.

PERSONAL EQUIPMENT

ASH CLOAK
This fighter counts as being equipped with a respirator. If they lose a wound as a result of battlefield conditions, roll D6: on 5+ they ignore it.

BIO-SCANNER
If this fighter is a sentry in a scenario that uses the *Sentries* rule, they can attempt to spot attackers even if the attackers are not within their vision arc. The D6 roll to do so has a +1 modifier (a natural 1 still fails).

DUSTBACK HELAMITE
This fighter gains the **mounted** condition and **mighty leap** skill. Increase the fighter's M to 8".

PHOTO-GOGGLES
This model can attack through smoke clouds, can make ranged attacks against fighters up to 12" away under the *Pitch Black* rules, and may gain other benefits according to the scenario. If they are hit by a *Flash* weapon, add 1 to the result of any check to see whether they become *Blind*.

RESPIRATOR
When this model is hit by a *Gas* weapon, their T is increased by 2 for the roll to see if they are affected.

ROCKET PACK
The first time each battle a friendly models within 3" of a fighter with a rocket pack needs to make an ammo check for a charge caster, it is passed automatically.

Sky Mantle
The fighter can take the **HIDE IN THE WASTES** action:

HIDE IN THE WASTES BASIC
If this fighter is at least 12" away from the nearest enemy, they gain the hidden condition. They become revealed if they move (as well as the normal triggers).

ARMOUR

A fighter may be equipped with 1 type of armour at a time.

FLAK
Grants a 6+ save roll. Against weapons that use a blast marker or template, increase to a 5+.

MESH
Grants 5+ save roll.

SPECIAL RULES

AGILE
When performing a **MOVE** action, this vehicle may make 2 turns of up to 90º at any point before, during, or after its move.

WHEELED
For every 1" this vehicle moves through difficult terrain, it counts as having moved 2".

BASIC WEAPONS

WEAPON	RNG S	RNG L	ACC S	ACC L	STR	AP	D	AMMO	TRAITS
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Blast rifle	10"	24"	+1	-	3	-	1	4+	Shock
Combat shotgun									
Salvo fire	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
Shredder blast	-	T	-	-	-	2	1	4+	Scattershot, Template
Sawn-off shotgun									
Scatter shot	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Solid shot	4"	8"	-	-2	4	-	2	6+	Knockback, Plentiful

PISTOLS

WEAPON	RNG S	RNG L	ACC S	ACC L	STR	AP	D	AMMO	TRAITS
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Blast pistol	8"	12"	+1	-	3	-	1	4+	Sidearm, Shock
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Dumdum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm

SPECIAL WEAPONS

WEAPON	RNG S	RNG L	ACC S	ACC L	STR	AP	D	AMMO	TRAITS
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback

HEAVY WEAPONS

WEAPON	RNG S	RNG L	ACC S	ACC L	STR	AP	D	AMMO	TRAITS
Charge caster									
Shock blast rocket	20"	40"	+1	-	4	-	1	6+	Blast 5", Shock, Unwieldy
Krak rocket	20"	40"	+1	-	6	-2	3	6+	Unwieldy
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Heavy bolter	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy

CLOSE COMBAT WEAPONS

WEAPON	RNG S	RNG L	ACC S	ACC L	STR	AP	D	AMMO	TRAITS
Chain lance	E	2"	-1	-	S+2	-2	2	-	Lance, Melee, Unwieldy, Versatile
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Long blade	-	E	-	+1	S	-2	1	-	Melee, Parry
Mono-hook	-	E	-	-	S	-1	2	-	Melee, Pulverise
Servo-claw	-	E	-	-	S+2	-	2	-	Melee
Stalking knife	-	E	-	+1	S	-1	1	-	Backstab, Melee

GRENADES

WEAPON	RNG S	RNG L	ACC S	ACC L	STR	AP	D	AMMO	TRAITS
Blasting charge	-	Sx2	-	-	5	-1	2	5+	Blast 5", Grenade, Knockback
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast 3", Grenade, Knockback
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenadev