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# v2

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Game: **NECROMUNDA UNDERHIVE**

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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers





## SETUP

Players prepare their gangs and choose a scenario (or roll randomly). Set up the tiles or 3D terrain as described, or redesign the map if desired. Note special rules and objectives.

Create gangs using random or custom selection methods, and choose tactics cards, as specified in the scenario.

## BASICS

**Checks:** Roll D6 (WS, BS or I) or 2D6 (Ld, Cl, Wil or Int). 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.

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

**Cover:** Check for cover by looking from the fighter'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.

**Doors:** Doors have a T of 5 and 4 W and if attacked, are automatically hit.

**Dividing dice results:** Round up unless otherwise specified.

**Light of sight (LOS):** Can be checked anytime by looking from the fighter'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). 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 (usually the way its head is facing).

**Walls and solid terrain features:** Unless otherwise stated, LOS is not possible through walls or solid terrain features. .

## FIGHTER STATUS

### STANDING

Upright fighter.

- **Active:** Standing and not *engaged* with any enemies.
- **Engaged:** Standing and in base contact with an enemy.

### 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.

## 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, reroll. 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 reroll all ties.

#### 2. READY FIGHTERS

Give each fighter a **ready token** (next to the model or on their card).

## ACTION PHASE

#### 1. FLEEING THE BATTLEFIELD

If either gang has failed a bottle test, make CL checks for each fighter in the gangon the battlefield, starting with the player with the priority marker.

Each fighter that fails **flees**. A *fleeing* fighter is removed from the board and is considered *out of action*.

If the gang leader passes their check, any friendly fighters within 12" automatically pass their check and do not flee. If a champion passes their check, any friendly fighters within 6" (not including the leader or another champion) automatically pass their check and do not flee.

#### 2. ACTIVATE FIGHTERS

Starting with the player with the priority marker, players alternate taking a turn to activate a *readied* fighter. Give the chosen fighter 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:** If you activate your leader, at the start of their activation you may also activate up to 2 additional *ready* fighters. If you activate a champion, at the start of their activation you may also activate 1 additional *ready* fighter. Each additional fighter must be within 3" of the leader or champion, and they cannot then perform group activations themselves. Nominate all fighters to be activated first, then activate each in your chosen order.

**Actions available to a fighter depend on their current status:**

### ACTIONS: STANDING AND ACTIVE

#### MOVE SIMPLE

Make a standard move up to the fighter's M in inches. They may climb vertically up or down, cross a gap between platforms that is no wider than their base, attempt to leap across a larger gap, and attempt to jump to a lower level.

#### CHARGE DOUBLE

Make a standard 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 one enemy and become *engaged*. If they cannot, they must end their move 1" away.

If they are *engaged* at the end of the action they may immediately 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.

#### CRAWL THROUGH DUCTWAY DOUBLE

If within 1" of a ductway, place the fighter within 1" of its other side, but not within 1" of any enemies or with their base overlapping an obstacle or friendly fighter. If this is not possible, this action cannot be taken.

#### TAKE COVER BASIC

Move up to half the fighter's M and then *prone* and *pinned*.

#### SHOOT BASIC

Make an attack with a ranged weapon.

#### AIM BASIC

If the fighter makes a subsequent **SHOOT** action, +1 to the result of 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.

#### COUP DE GRACE SIMPLE

If not *engaged*, pick 1 *seriously injured* enemy within 1" and vision arc to immediately 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 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 in base contact with 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 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 with the fighter. When the action ends, place the object in base contact with them.

### ACTIONS: STANDING AND ENGAGED

#### FIGHT BASIC

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

#### RETREAT BASIC

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

#### CANNIBALISE BASIC (STARVING FIGHTERS ONLY)

Can be performed in place of a **FIGHT** or **COUP DE GRACE** action, and only against fighters who are prone and *seriously injured*.

### ACTIONS: PRONE AND 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: remove the out of ammo token.

### ACTIONS: PRONE AND SERIOUSLY INJURED (FACEDOWN)

#### CRAWL DOUBLE

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

### ACTIONS: 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 an I check: if they pass, they may make reaction attacks before the broken fighter moves.

## END PHASE

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

Either or both players must make **bottle tests** if one or more of their fighters is *seriously injured* or *out of action*.

Roll D6 and add the number of your fighters that are *seriously injured* or *out of action*. If the result is higher than the total fighters in your starting crew, the gang **bottles out**.

### 2. RECOVERY TESTS

Each player makes a **recovery test** for each *seriously injured* fighter they have on the battlefield. Roll an **injury die** and resolve the results as normal, except that on a flesh wound the fighter becomes prone and *pinned*.

When making the test, one other 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.

### 3. RALLY TESTS

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



## MOVEMENT

Declare all **MOVE** actions before they are carried out. Movement does not have to be 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.

Unless making a **CHARGE** move, a fighter cannot move within 1" of an enemy that isn't prone and *seriously injured*. If they do so involuntarily, 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 a wall, impassable terrain, or a closed door, they stop.

### DIFFICULT TERRAIN

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

### DANGEROUS TERRAIN

**Dangerous terrain** counts as difficult terrain for movement, but the fighter must also pass a D6 I check. If they fail, they immediately go *out of action* and roll on the **lasting injury table**.

### OBSTACLES

**Obstacles** are free-standing terrain features no more than 2" tall and 2" wide. 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.

### STRUCTURES

Structures are terrain features measuring more than 2" high and 2" across. Fighters may climb structures and end their move on any level if there is enough room for their base.

### IMPASSABLE TERRAIN

Fighters cannot move across or draw LOS through walls, closed doors, or any other terrain designated as impassable.

### DUCTWAYS

Ductways can be up to 2" long and can be placed across any 2" wide wall or any other impassable terrain features.

### 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 (larger overhangs are impassable).

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

### LEAPING GAPS

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**.

### JUMPING DOWN

A fighter may **jump down** to a lower level 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 HAZARDS

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 railing (a low wall at least ½" tall). If failed (or a natural 1 is rolled), the fighter **falls**.

### FALLING

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

Distance fallen	Strength	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 that taken by the falling fighter. Then, if neither fighter is prone and *seriously injured*, if the falling fighter fell on an enemy, move the fighter that fell until they are 1" from the enemy (by the shortest route possible).

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

### PITFALLS

Fighters can attempt to leap across pitfalls in the same way as they would leap across any other gap. Pitfalls are also falling hazards and a fighter risks falling into a pitfall should they go from standing to prone whilst within ½" of a pitfall.

When a fighter falls into a pitfall, they immediately go *out of action* and, during a campaign, roll once on the lasting injuries table.

If a weapon with the **blast** trait is used and the centre of the blast marker ends on a collapsed section tile, roll D6 for each fighter on that tile. If the test is failed, the floor shifts and the fighter is moved D3" towards the nearest pitfall.

## SHOOTING

### 1. DECLARE THE SHOT

Pick a ranged weapon carried by the fighter and an eligible enemy within their vision arc and LOS (even if *engaged* by a friendly fighter).

A fighter must target the closest eligible target, but if that target is *seriously injured* or harder to hit than one further away, the attacker may ignore them. Otherwise, to attack an eligible target further away, the attacker must pass a 2D6 CL check.

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

If the weapon has multiple profiles, declare one to use. A fighter with 2 weapons with the **sidearm** trait may attack with both in a single action. Fully resolve each attack in turn. Both must be made against the same target and each to hit roll suffers a -1 modifier.

### 2. CHECK THE RANGE

If the target is outside the weapon's long range, the attack automatically misses.

### 3. MAKE THE HIT ROLL

Make a D6 BS check with these modifiers (also roll 1 **firepower** die if appropriate).

Target in <b>partial cover</b>	-1
Target in <b>full cover</b>	-2
Weapon's <b>ACC</b> modifier	+/-?
Target is <b>standing</b> and <b>engaged</b>	-1
Target is <b>prone</b> and <b>at long range</b>	-1

If modifiers make a hit roll impossible, roll D6. On 1-5, the shot misses. On a 6, make a hit roll as normal, using only the fighter's BS and ignoring any modifiers.

### 4. TARGET IS PINNED

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.

### OTHER SHOOTING RULES

#### BLAST MARKERS

When using a weapon with the **blast X** trait, a fighter may place the appropriate **blast marker** so the centre hole is anywhere within their LOS.

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 fighter so 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 wall, structure, or impassable terrain 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's position is set, each fighter (friend or enemy) whose base is beneath the marker is hit (unless there is a wall or solid terrain feature between them and the centre of the marker). In an order chosen by the attacker, resolve steps 4 and 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 flame template touching the attacker's base, with the entire template within their vision arc.

Each fighter (friend or enemy) whose base is beneath the template is automatically hit (unless there is a wall or solid terrain feature between them and the attacker). In an order chosen by the attacker, resolve steps 4 and 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 hold 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 these modifiers to their save roll:

Target in <b>partial cover</b>	+1
Target in <b>full cover</b>	+2

These modifiers cannot be applied to **field** armour.

#### 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 one closest to the attacker. On a 1-3, they are hit by the attack. On a 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.

#### FIREPOWER DICE

When attacking with a ranged weapon (or using a **sidearm** weapon in close combat) with an ammo characteristic other than '-', roll a **firepower dice**, even if the hit roll is not made for some reason.



If the **ammo symbol** is rolled (whether a hit succeeds or not), 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).

When out of ammo, a 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, 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.

## CLOSE COMBAT

### 1. TURN TO FACE

The attacker may turn to face any direction, but if they do, each of their hit rolls gets a -1 modifier.

### 2. PICK WEAPONS

The attacker may use up to 2 weapons with the **melee** or **sidearm** trait. If a weapon's range is **E**, it can only be used against targets *engaged* with the wielder.

Alternatively, a fighter may make **unarmed** attacks. **Unarmed attacks** use the fighter's S, have 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:

Attacker is using <b>dual weapons</b>	+1
Attacker is <b>charging</b>	+1

Each dice must be assigned to a weapon. If you have more than 1 weapon, divide the dice as evenly as possible, 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.

### 5. MAKE HIT ROLL(S)

Make a WS check with each attack dice. Roll separately for different weapons and/or targets.

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.

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

### 6. RESOLVE HITS

Resolve each attack that scores a hit.

### 7. REACTION ATTACKS

If any enemies remain standing and *engaged* with the attacker, they may make **reaction attacks**.

### 8. CONSOLIDATE OR COUP DE GRACE

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

## RESOLVE HITS

### 1. MAKE WOUND ROLL

Compare the weapon's S (or the attacker's S if making an unarmed attack) 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 A SAVE ROLL

If a hit results in a successful wound roll, or leads to an injury roll against the fighter for any other reason, a target with armour may be able to make a **save roll**. Roll D6 and apply any AP modifier from the attacker's weapon. A save roll may be only made using 1 item.

A successful armour save after a wound roll stops the wound, or if the attack has a D of '-' and causes an injury dice to be rolled, it prevents the injury dice being rolled.

The AP of a weapon may cancel out the save roll granted by armour, and some weapon traits may disallow save rolls.

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. INFLECT DAMAGE

If a wound roll is successful and unsaved, each point of D caused by the weapon removes 1 W from the target.

When a fighter's W is reduced to 0 by damage from an attack, immediately roll 1 **injury dice** and apply the result.

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



**Out of action:** Immediately remove the fighter from play.



**Serious injury:** Place the fighter facedown and **prone**. 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, reducing their T by 1. If a fighter's T is reduced to 0, they go *out of action*.

## LASTING INJURIES

If a fighter goes *out of action* during a campaign game, immediately roll D66 on the **lasting injuries table**:

11	<b>Lesson learned.</b> Into recovery, +D3 experience.
12-26	<b>Out cold.</b> No effect.
31-45	<b>Grievous injury.</b> Into recovery.
46	<b>Humiliated.</b> Into recovery, -1 Ld and Cl.
51	<b>Head injury.</b> Into recovery, -1 Int and Wil.
52	<b>Eye injury.</b> Into recovery, -1 BS.
53	<b>Hand injury.</b> Into recovery, -1 WS.
54	<b>Hobbled.</b> Into recovery, -1 M.
55	<b>Spinal injury.</b> Into recovery, -1 S.
56	<b>Enfeebled.</b> Into recovery, -1 T.
61-65	<b>Critical injury.</b> Dead, unless saved by a Doc.
66	<b>Memorable Death.</b> Attacker gains +1 experience.

## NERVE TESTS

When a fighter is *seriously injured* or goes *out of action*, each other friendly fighter within 3" must take a **nerve test**.

Make a 2D6 Cl 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*; place a **broken marker** on their card.

*Broken* fighters immediately make a **RUNNING FOR COVER** action. If they are *ready*, they lose their ready marker.

## CONDITIONS

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

### READY

At the start of each round all figures have a ready marker placed on them. Once that fighter has activated, the marker is removed and the fighter may not be activated again.

### BROKEN

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

### OUT OF AMMO

The weapon cannot be used until it is reloaded.

### INSANITY

When activating an **insane** fighter, roll D6:

- 1-2 The fighter immediately 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 fighter 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 fighter can act as normal. Once their activation is over, make a Wil check for them. If it is passed, they lose their insanity marker.

## 2D (ZONE MORTALIS) TILES

### LINE OF SIGHT

On 2D tiles, a fighter has LOS to another fighter if a straight line can be drawn from the centre of the first fighter's base to any part of the other fighter's base without crossing a wall or closed door. Obstacles and other fighters do not block LOS.

### COVER

To see if a fight is in cover, trace a straight line from the centre of the attacker's base to the base of the target. Ignore friendly fighters in base contact with the attacker and any obstacles within 1" of the attacker.

If the line can be traced to all parts of the target's base without crossing any terrain features or the base of another fighter, the target is not in cover. Otherwise, if the line can be traced to at least half the target's base, they are **partial cover**.

If the line can be traced to less than half of the target's base, they are in **full cover**.

### DOORS

By default, doors are closed at the start of a battle. When a locked door is setup, 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.

If a door closes on a fighter in a doorway, make an I check. If passed, the fighter moves 2" in any direction (not within 1" of an enemy). If they fail, have no legal move to make, or cannot clear the doorway, make an injury roll with a D 3. If they survive, move them as short a distance as possible to be clear of the doorway (randomise which side of the door) and not within 1" of an enemy (unless there is no alternative).

## OTHER ZONE MORTALIS TERRAIN

### BEAST'S LAIR

If a fighter starts or ends a turn with 6" of the beast's lair, roll D6 (only roll once during a fighter's activation). If the result is a 6, or higher than the number of inches between the fighter and the lair, they are attacked by the creature: a STR 6, AP -2, D 3 attack with the *Knockback* trait (originating from the centre of the beast's lair marker).

Fighters can attack the beast with a -2 to hit. It has T 4 and W 3. Remove the beast marker if its W is reduced to 0.

### BARRICADES

A fighter in base contact with a barricade counts as being *engaged* with a fighter in base contact with the other side (as long as they are within ½" of each other). **Close combat attacks across a barricade have a -1 modifier.**

### GANG RELIC

A gang relic belongs to a particular gang. If there is a defender it is theirs; otherwise roll off at the beginning of the scenario to determine who owns it. Add 2 to the result of CL and LD checks for fighters within 6" of their own gang relic.

### LOOT CASKETS

Loot caskets may be carried. If a casket is opened, roll D6:

- 1: **Dangerous Goods:** remove the lid, flip the casket over and place a **frag trap marker** inside. It is now a frag trap.
- 2-3: **Nothing Useful:** Remove the lid and flip the casket over to its empty side. Nothing happens and it plays no further part in the game.
- 4-6: **Ammo Cache:** Remove the lid; the casket becomes an ammo cache.

### PITFALLS

A fighter may not voluntarily enter a pitfall. If forced onto one, or forced to go prone within 1" of one, make an I check. If passed, the fighter stops at the edge, and if standing, becomes *pinned*. If failed, the fighter goes out of action.

### TOXIC SLUDGE

While any part of a fighter's base is standing in sludge their T is -1. At the start of the End phase, roll D6 for each prone fighter at least partially in sludge. On 1, they go out of action.





## 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. FLEEING THE BATTLEFIELD

If either gang has failed a bottle test, make CL checks for each fighter starting with the player with the priority marker. Each fighter that fails **flees** and is *out of action*.

If the gang leader passes their check, any friendly fighters within 12" automatically pass. If a champion passes their check, any friendly fighters within 6" (not including the leader or another champion) pass.

### 2. ACTIVATE FIGHTERS

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

**Group Activation:** Activate a champion and may also activate 1 additional ready fighter (or leader and up to 2 additional ready fighters). Each must be within 3" of the leader/champion. Nominate fighters before any actions.

## ACTIONS: STANDING & ACTIVE

**MOVE SIMPLE** Standard move up to M".

**CHARGE DOUBLE** Standard move plus D3", then face any direction. 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, may 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+

**RELOAD SIMPLE**

Pick a weapon that is **out of ammo** 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 INT check with a -2 modifier. If passed, the fighter makes a free **OPERATE DOOR** action on the terminal's door.

**FORCE DOOR BASIC** If in base contact with 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 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.

## ACTIONS: 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 an I check, they can make a **MOVE** action of up to D6". Each *engaged* enemy may make an I check: if they pass, they may make reaction attacks.

## ACTIONS: 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.

## ACTIONS: PRONE & SERIOUSLY INJURED (FACEDOWN)

**CRAWL DOUBLE** Move up to half M".

## ACTIONS: 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 an I check: if they pass, they may make reaction attacks before the move.

## END PHASE

### 1. BOTTLE TESTS

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

### 2. RECOVERY TESTS

Each player makes a **recovery test** for each of their *seriously injured* fighters. Roll an **injury die**, but on a flesh wound the fighter becomes prone and *pinned*.

One other 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.

### 3. RALLY TESTS

Each player makes a **rally test** for each *broken* fighter. Make a 2D6 CL check (1 for each friendly within 3" that is not *broken* or prone and *seriously injured*). If passed, the fighter is not *broken*. If failed, stay *broken* until the next end phase.



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## SHOOTING

### 1. DECLARE THE SHOT

Pick a ranged weapon and an enemy within vision arc and LO (and not prone and in partial or full cover). You must target the closest eligible target, but if it is *seriously injured* or harder to hit than one further away, you may ignore them. Otherwise, to attack a target further away, you must pass a 2D6 CL check.

A fighter with 2 weapons with the **sidearm** trait may attack with both with -1 to hit.

### 2. CHECK THE RANGE

If the target is outside the weapon's long range, it is a miss.

### 3. MAKE THE HIT ROLL (+ FIREPOWER DIE)

Make a D6 BS check with these modifiers:

Target in <b>partial cover</b>	-1
Target in <b>full cover</b>	-2
Weapon's <b>ACC</b> modifier	+/-?
Target is <b>standing</b> and <b>engaged</b>	-1
Target is <b>prone</b> and at <b>long range</b>	-1

If modifiers make a hit roll impossible, roll D6. 1-5: shot misses. 6: make a hit roll as normal, using the fighter's BS and no mods.

### 4. TARGET IS PINNED

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

### 5. RESOLVE HITS

#### TEMPLATES

**BLAST X:** Place the blast marker so the centre hole is anywhere within LOS. If the hole is beyond the weapon's long range, the attack still proceeds, but move the marker directly back towards the attacking fighter so 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 D6" in the direction shown. It stops if the centre hole contacts a wall, structure, or impassable terrain feature. If you roll the hit on the scatter die and a 1 on the D6, roll the D6 again. 1: centre the blast marker on the attacker. 2-6: the attack ends.

Each fighter whose base is beneath the marker and not protected by a wall or solid terrain feature is hit. In an order chosen by the attacker, resolve shooting steps 4 and 5.

**FLAME (T):** Place the flame template's narrow end touching the attacker's base, with the entire template within their vision arc. Each fighter whose base is beneath the template and not protected by a wall or solid terrain feature is hit. In an order chosen by the attacker, resolve shooting steps 4 and 5.

**COVER:** A fighter hit by a blast but behind partial or full cover, or a fighter hit by flame but behind partial or full cover, receives +1 save (in partial cove) or +2 save (in full cover).

#### STRAY SHOTS

If a shot misses, it may hit another fighter engaging the target or within 1" of the line along which the range was measured. Roll D6 for each potential target, starting with the one closest to the attacker. On a 1-3, they are hit. On a 4-6, the shot misses; move on to the next potential target.

#### FIREPOWER DICE

When attacking with a ranged weapon (or a **sidearm** weapon in close combat) with an ammo characteristic other than '-', roll a **firepower dice**. If the **ammo symbol** is rolled, make a D6 check **ammo check** against the weapon's Ammo. If the check fails, mark the weapon is **out of ammo** (still resolve the attack). It cannot be used again until it is reloaded.

## CLOSE COMBAT

### 1. TURN TO FACE

Turn to face any direction, but if so, each hit roll suffers -1.

### 2. PICK WEAPONS

May use up to 2 **melee** or **sidearm** weapon. Range **E** weapons can only be used against *engaged* targets. Alternatively, a fighter may make **unarmed** attacks (fighter's S, AP 0, D 1).

### 3. DETERMINE ATTACK DICE

Take attack dice equal to the attacker's A (+1 dice if the attacker is using **dual weapons**, and +1 dice if the attacker is **charging**). Each dice must be assigned to a weapon. **A weapon with the sidearm trait may only have 1 dice assigned to it.**

### 4. DECLARE TARGETS

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

### 5. MAKE HIT ROLL(S)

Make a WS check with each attack dice. For *each* friendly fighter *engaged* with the target, gain a +1 **assist**. For *each* other enemy fighter *engaged* with the attacker, suffer a -1 **interference**.

### 6. RESOLVE HITS

#### 7. REACTION ATTACKS

Any enemies still standing and *engaged* with the attacker may make **reaction attacks**.

#### 8. CONSOLIDATE OR COUP DE GRACE

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

## RESOLVE HITS

### 1. MAKE WOUND ROLL

Compare the weapon's S (or the attacker's S if unarmed) 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 A SAVE ROLL

A target with armour may make a **save roll**. Roll D6 and apply the attacking weapon's AP modifier.

### 3. INFLECT DAMAGE

If a wound roll is successful and unsaved, each point of D removes 1 W from the target. When W is reduced to 0, roll 1 **injury dice**. If the weapon has more D to cause after W is 0, roll an additional injury dice for each.



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



**Serious injury:** Place the fighter facedown and **prone**. If the injury was inflicted in close combat, the fighter may be vulnerable to a **COUP DE GRACE** action.



**Flesh wound:** Reduce T by 1. If a fighter's T is reduced to 0, they go *out of action*.

When a fighter is *seriously injured* or goes *out of action*, each other friendly fighter within 3" must take a **nerve test**. Make a 2D6 Cl check (+1 for *each* friendly fighter within 3" not *broken* and not prone or *seriously injured*). If failed, the fighter becomes *broken* and immediately makes a **RUNNING FOR COVER** action (and loses their ready marker if they have one).

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## WEAPON TRAITS

### ASSAULT SHIELD/ENERGY SHIELD

Grants a +2 armour save modifier (max 2+) against melee attacks originating from within the fighter's vision arc, and a +1 armour save modifier against ranged attacks originating from within the fighter's vision arc.

Against attacks with the **blast** trait, use the centre of the blast marker in place of the attacker. If the target does not have a facing, the shield cannot be used.

### 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.

### BLAZE

After the attack, if the target was hit but not taken *out of action*, roll D6. On a 4-6 they gain the **blaze** condition (place a **blaze marker** on them)

When a fighter with the blaze condition is activated they immediately suffer a they suffer a S 3, AP -1, D 1 hit before acting as follows:

- If prone and *pinned*, they immediately 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 ½" 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*.
- If standing and *engaged* or prone and *seriously wounded*, the fighter does not move. 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 marker is removed.

### BURROWING

These weapons can be fired at targets outside of the firer's LOS. Do not make an attack roll, instead place the 3" blast marker anywhere on the battlefield, then move it 2D6" in a direction determined by the scatter dice. If a hit is rolled on the scatter dice, the marker does not move. At the start of that end phase, any fighters touched by the marker are hit by the weapon.

This blast marker can move through impassable terrain such as walls and may move off the battlefield (if it does move off the battlefield the attack has no effect). Burrowing weapons can dig through several levels of wall and flooring, and can affect a fighter regardless of where they are positioned on the battlefield.

### CHEM DELIVERY

When used, the fighter declares what kind of chem they are firing from among those they are equipped with (firing the weapon does not cost a dose of the chem, and friendly fighters cannot be targeted). If the weapon also has the **toxin** or **gas** trait, the fighter can use these traits instead.

Instead of making a wound roll, roll D6. If the result is equal to or higher than the target's T, or is a natural 6, the target is affected by the chosen chem as if they had taken a dose. If the roll is lower than the target's T, they are unaffected.

### COMBI

A combi weapon has 2 profiles to choose from when firing. If one profile runs out of ammo, the other remains active (unless it is also out of ammo). When making an ammo check for either weapon, roll twice and apply the worse result.

### CONCUSSION

A fighter hit by this weapon has their I reduced by 2 (min 6+) until the end of the round.

### CURSED

A fighter hit by this weapon must make a W11 check or gain the **insane** condition.

### DEFOLIATE

Carnivorous plants hit by this weapon immediately take D3 damage. Brainleaf zombies hit by this weapon lose a wound and are removed from the battlefield if they suffer an *out of action* result on the injury dice.

### DEMOLITIONS

These grenades can be used in a close combat attack against a scenery target. Make 1 attack (regardless of how many A dice the fighter would normally roll) which hits automatically.

### DIGI

A digi weapon can be used in addition to any other melee weapon or sidearm carried by the fighter, granting either an additional shot or an additional close combat attack. The weapon does not count towards the maximum number of weapons a fighter can carry, however the maximum number of digi weapons a fighter can carry is 10.

### DISARM

If the hit roll for an attack with this weapon is a natural 6, the target may only make unarmed attacks when making reaction attacks for the remainder of that round.

### DRAG

If a fighter is hit by this weapon but not taken *out of action*, the attacker may roll D6 after the attack has been resolved. 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.

### ENTANGLE

Hits scored this weapon cannot be negated by the **parry** trait. Also, if the hit roll for this weapon is a natural 6, any reaction attacks made by the target have an additional -2 hit modifier.

### FEAR

If this attack would result in an injury roll, no roll is made and instead the opposing player makes a nerve test for the target with a modifier of -2. If failed, the target is immediately *broken* and runs for cover.

### FLARE

A fighter who takes a hit from this weapon, or who is touched by a blast marker fired from this weapon, is *revealed* if the battlefield is in darkness. 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 D6. On 4 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 touched by it are illuminated as if they had a blaze marker or a revealed marker.

### FLASH

If a fighter is hit by this weapon, no wound roll is made. Instead, they make an I check. If failed, they are *blinded*. A blinded fighter 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, and those hit rolls only succeed on a natural 6.

### GAS

If hit with a gas attack, the target is not *pinned* and a wound roll is not made. Instead roll D6; if equal to or higher than the target's T (or a natural 6), make an injury roll with no save.

### GRAVITON PULSE

Instead of rolling to wound, any model caught in the blast must instead roll to or under their S on D6 (a roll of 6 always counts as a fail). After the weapon has been fired, leave the blast marker in place. For the remainder of the round, any model moving through this area uses 2" for every 1" they move. Remove the blast marker during the end phase.

### GRENADE

Grenades are treated as a special type of ranged weapon. A fighter with grenades can throw one as a **SHOOT** action. Grenades do not have a short range, and their long range is determined by multiplying the fighter's S by the amount shown.

A fighter can only carry a limited number of grenades. The firepower dice is not rolled; instead, after the attack has been resolved, an ammo check is made. If this is failed, cannot use that type of grenade for the rest of the battle.

### GUNK

A fighter hit by this weapon gains the **gunked** condition. Gunked fighters reduce their M by 1 (min 1) and don't add D3" to their movement when making a **CHARGE** action. In addition, they subtract 1 from the dice roll when making an I check. Gunked fighters are more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the **blaze** trait.

This condition lasts until the end phase or until the fighter catches fire after being hit by a weapon with the **blaze** trait.

### HEXAGRAMMATIC

Hits from this weapon ignore saves provided by psychic powers, and inflict double damage against psykers.

### IMPALE

If an attack by this weapon hits and wounds the target, 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 fighters 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 fighter 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 fighters.

### KNOCKBACK

If the unmodified hit roll for this weapon is equal to or higher than the target's S, the target is immediately 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 hit fighter. 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.

#### 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.

#### MELTA

If a short range attack from this weapon reduces a fighter to 0 wounds, no injury dice are rolled. Instead, any injury dice that would be rolled cause an automatic *out of action* result.

#### PAIRED

A fighter armed with these weapons counts as being armed with dual weapons with the **melee** trait for the purposes of calculating the number of A dice they will roll. Additionally, when making a **CHARGE** action, their A characteristic is doubled.

#### 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.

#### POWER

Attacks made by this weapon cannot be parried except by other **power** weapons. In addition, if the hit roll for this weapon is a 6, no save roll can be made against the attack and its D is increased by 1.

#### 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.

#### RAD-PHAGE

After fully resolving any successful hits a fighter suffers from this weapon, roll an additional D6. If the roll is a 4 or higher, the fighter will suffer an additional flesh wound.

#### 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.

#### RECKLESS

This weapon ignores the normal target priority rules. Instead, before making an attack with this weapon, randomly determine the target of the attack from all eligible models within the fighter's LOS.

#### RENDING

If the roll to wound with this weapon is a 6, the attack causes 1 extra point of damage.

#### SCARGE

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.

#### SEISMIC

If the target is *active*, they are always *pinned* (even if they have an ability that would say otherwise). Also, if the wound roll is a natural 6, no save roll can be made.

#### SEVER

If the wound roll reduces a fighter to 0 wounds, no injury dice are rolled. Instead, any injury dice that would have been rolled cause an automatic *out of action* result.

#### SHIELD BREAKER

This weapon ignores the effects of the **assault shield/energy shield** trait. In addition, when a target equipped with field armour is wounded by this weapon, they must roll 2 dice when making a field armour save and choose the lower result.

#### SHOCK

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

#### SHRED

If the wound roll is 6, its AP is doubled.

#### 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.

#### SILENT

In scenarios that use the **sneak attack** special rules, there is no test to see whether the alarm is raised when this weapon is fired. Additionally, if using the **pitch black** rules, a fighter using this weapon that is *hidden* does not become *revealed*.

#### SINGLE SHOT

This weapon can only be used once per game. After being used it counts as having failed an ammo check. Only roll the firepower dice if the weapon also has the **rapid fire (X)** trait.

#### SMOKE

Smoke weapons do not cause hits, cause *pinning*, or inflict wounds. Instead, mark the hit location with a counter. Dense smoke is generated 2.5" from this point in all directions. Fights can move through the smoke, but it blocks LOS, so attacks cannot be made into, out of, or through it. In the end phase, roll D6: on 4 or less, the counter is removed.

#### 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.

#### UNSTABLE

If the ammo symbol is rolled when attacking with this weapon the attack still resolves, but in addition to an ammo check, roll D6. On a 1-3, the attacker goes *out of action*.

#### UNWIELDY

A **SHOOT** action with this weapon counts as a double action. If this weapon also has the **melee** trait and is used in lose 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.

#### WEB

If the wound roll for this attack is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target automatically becomes **webbed**. Treat the fighter as if they were *seriously injured* and roll for recovery for them during the end phase.

If a flesh wound result is rolled during recovery, 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 game 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 game, add +1 to the dice roll for each enemy fighter currently webbed and include them among any eligible to be captured.





## SKILLS

### 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 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 an 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 BASIC** Pick an *engaged* enemy fighter and roll 2D6. If either result is equal to or higher than their T, they suffer a hit with a S equals to this fighter's S +2 resolved at D 2. If both dice score lower than the enemy fighter's T, this fighter instead suffers a hit equal to their own S, resolved at D 1.

### HURL

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

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

If they come into base contact with a standing fighter or any terrain, they stop moving and suffer a S 3, D 1 hit. If they come into base contact with another fighter, that fighter also suffers a S 3, D 1 hit, and becomes prone and *pinned*.

#### IRON JAW

This fighter's T is treated as 2 higher than normal when another fighter makes unarmed attacks against them in close combat.

### 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 **skin blade**, they may add 1 to the result of the dice roll to see if they can escape.

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

### FEROCITY

#### BERSERKER

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

#### FEAR SOME

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 WI 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 CI 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.

#### INSPIRATIONAL

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

#### IRON WILL

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

#### MENTOR

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

#### OVERSEER

If the fighter is active, they can attempt this action:

**ORDER DOUBLE** 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 fighter is standing and active at the end of their activation, you may make a Ld check. If passed, each friendly *broken* fighter and within 6" immediately recovers from being *broken*.



## PALANITE DRILL

### GOT YOUR SIX

Once per round if this fighter is standing and active, as soon as a visible enemy fighter declares a **CHARGE** action but before it is carried out, this fighter may interrupt the enemy fighter's activation to perform a **SHOOT** action, targeting the enemy fighter whose action they have interrupted.

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

### HELMAWR'S JUSTICE

When this fighter performs a **COUP DE GRACE**, they may roll twice on the lasting injury table and choose which result to apply.

### NON-VERBAL COMMUNICATION

If this fighter is standing and active, they can attempt this action:

**COMMS** **DOUBLE** Pick a friendly fighter within 6" to immediately make a CI check. If passed, their vision arc is extended to 360° until the end phase of this round.

### RESTRAINT PROTOCOLS

Rather than a **COUP DE GRACE**, this fighter may instead perform this action:

**RESTRAIN** **SIMPLE** Each time this fighter performs this action, make a note that they have restrained an enemy fighter. During the wrap-up, add 1 to the roll to determine if an enemy fighter has been captured for each enemy fighter that has been restrained.

### TEAM WORK

When this fighter is activated, they may make a group activation as if they were a champion. If this fighter is a champion, they may activate 2 additional *ready* fighters within 3" at the start of their activation. If this fighter is a leader, they may activate 3 additional *ready* fighters within 3" at the start of their activation.

### THREAT RESPONSE

If an enemy fighter ends their movement within 6" of this fighter after performing a **CHARGE** action, and if this fighter is standing and active and has a ready marker, this fighter may immediately activate and perform a **CHARGE** action, moving towards the charging enemy fighter.

If at the end of this movement this fighter has *engaged* the enemy fighter, they may immediately perform a **FIGHT** action as normal. This activation interrupts the enemy fighter's action, being performed after movement but before attacks. This fighter then loses their ready marker.

## SAVAGERY

### AVATAR OF BLOOD

For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the **melee** trait, they may immediately discard 1 flesh wound they have previously suffered.

### BLOODLUST

After performing a **COUP DE GRACE**, this fighter may consolidate as well, moving up to 2" in any direction.

### CRIMSON HAZE

If this fighter is *engaged* with one or more enemy fighters, they automatically pass any nerve tests they are required to take.

### FRENZY

When this fighter makes a **CHARGE** action, they gain an additional D3 attacks. However, their hit rolls suffer a -1 modifier.

### KILLING BLOW

Before rolling to hit for this fighter's close combat attacks, you instead make a single **killing blow**. This attack cannot be made with a weapon that has the **sidearm** trait. If it hits, the attack's S and D are doubled and no armour save roll can be made.

### SLAUGHTERBORN

For every unsaved wound this fighter inflicts on an enemy fighter with a **melee** weapon, increase their M by 1" for the battle.

## SAVANT

### BALLISTICS EXPERT

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

### CONNECTED

*Scavenger's instinct is used instead of connected during an Uprising campaign.* This fighter 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.

### SCAVENGER'S INSTINCTS (UPRISING CAMPAIGN ONLY)

During the **damnation** phase of an Uprising campaign, this fighter can make a **SCAVENGE** action during the post-battle sequence in addition to any other actions (so they could make 2 **SCAVENGE** 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 the fighter 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.

### MUNITIONEER

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

### SAVVY TRADER

When this fighter 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 on this visit. Additionally, the cost of 1 specific item may be reduced by 20 credits on this visit.

### SAVVY SCAVENGER (UPRISING CAMPAIGN ONLY)

*Savvy scavenger is used instead of savvy trader during an Uprising campaign.* During the **damnation** phase of an Uprising campaign, while this fighter makes a **SCAVENGE** action, add 1 or 2 to the result of the dice roll on the scavenging table.

## SHOOTING

### FAST SHOT

This fighter 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 the fighter 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 fighter 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 fighter is not affected by the rules for target priority. Also, if the hit roll for an attack made by this fighter 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 fighter 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 fighter 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.