

# INDEX

<b>Chapter 1: Introduction .....</b>	<b>3</b>
What do I need?.....	3
Dice rolls.....	3
Measures, movement and lines of sight .....	4
Setting up the band .....	4
 <b>Chapter 2: Rules .....</b>	 <b>6</b>
Attributes.....	6
Game turns .....	6
Actions.....	8
Downed miniatures.....	8
Movement .....	8
Interact .....	10
Close combat .....	10
Mass combat .....	11
Armours and weapon penetration.....	12
Shooting.....	12
Ready defensive fire.....	13
Cover.....	13
 <b>Chapter 3: Equipment .....</b>	 <b>15</b>
Close combat weapons .....	15
Ranged weapons .....	16
Ammunition .....	17
Armour .....	17
Special equipment .....	18
 <b>Chapter 4: Special rules.....</b>	 <b>19</b>

## CREDITS AND SPECIAL THANKS

**Designed by** Israel Gutiérrez.

**Background:** Israel Gutiérrez, Marco Paraja, Marcos García.

**English translation:** Marcos García.

**Rulebook layout:** Marcos García.

**Cover:** Marco Paraja.

**Inside illustrations:** Marco Paraja.

**Playtesting:** Adrián Muñoz, Enrique Artime, Guillermo García, Israel Gutiérrez, Jose Antonio Loche, Marco Paraja, Marcos García, Rafael Jesús Gacia Sanchez, Yoly Santos.

**Special thanks:** Avalon Catarroja (shop), Bernardo Martínez, Darío Menendez, Enrique Artime, Guillermo García, Isaac Menendez, Javier Peláez, Jose Antonio Loche, Miguel Fernández, Rafael Jesús García Sánchez, Rubén Ortega, Yoly Santos.

© 2014 de logotipos, imágenes e ilustraciones, pertenece a Bad Roll Games.

El resto del contenido incluido en esta publicación posee una licencia Creative Commons

Reconocimiento-No comercial-Compartir bajo la misma licencia 3.0 España License.

Para más información: <http://creativecommons.org/licenses/by-nc-sa/3.0/es/>





# CHAPTER I: INTRODUCTION

*When power and water began to run short, and the economic crisis became pandemic, wars raged all over the world. There were riots, nuclear blasts, carnage... until governments and mega-corporations realized that things wouldn't work if there was no one left alive for them to keep living like gods among insects. Then they set up the Megalopolis, seven huge walled cities where vagrants, trustafarians, gutter punks, petty criminals and, in short, all the social scum that did not have a use to them, would not be allowed. Inside the walls the consumer society went on enjoying the best of food, clothes and pure water. Outside, miles of minefields, automatic defense towers and everything that technology could afford kept the rest of the world at bay.*

*All across the world outside the Megalopolis grew the Wasteland, where illness, hunger, contamination and fights for the few resources have decimated the population. The old cities have been dusted to the ground, forests and grasslands are no more.*

*Nowadays people live in a scorched world, surrounded by mutards and addlers, where bullets, gas and sheer force are the only currency. Due to the lack of power, as well as people who know how to create or fix appliances, technology has been reduced to the most basic of devices, making use of each and every piece that can be found from better times. The ruins of the old abandoned cities are the realm of mutant monstrosities, walking dead and even worse things, so only the mad or fool wander near them. Now, at best, you can find small settlements usually fortified with crude metal plate walls, which strive to prosper, and errand gangs that wander through the Wasteland looking for resources or taking them by force.*

Punkapocalyptic is a miniature game that represents skirmishes between bands in a post-apocalyptic, lethal and pimp world. The game is designed for two players with the Punkapocalyptic 30 mm miniature range in mind, which we would like you to use, but there are a lot of other brands that offer 30 mm figures that can be used to represent your fighters. No one will blame you for using them, not even in official tournaments, as long as these miniatures clearly represent their associated combatants.

This set of rules is in constant development and it will be updated and upgraded as time passes by, always free of charge. Your help is very important to achieve this, so you can give your opinions or inform us about any mistake or rules gaps at [www.punkapocalyptic.com](http://www.punkapocalyptic.com).

## What do I need?

All you need to play Punkapocalyptic is this rulebook, some suitable miniatures (ours are cool!), ten-sided dice, measuring tape, the appropriate band file for your crew (you can download the files at our website), a clear, flat surface at least 4 feet long by 4 feet wide, and some scenery.

## Dice rolls

In Punkapocalyptic you use 10-sided dice, which will be referred as d10 from now on. There are two kinds of rolls: attribute rolls and opposed rolls.

### **Attribute rolls**

The aim with an attribute roll is to get that attribute value or less in a 10-sided die. The applicable bonuses or penalties will affect the attribute value, so a miniature with Agility 4 which has to make an Agility roll with a +2 bonus, will have to get 6 or less in his d10 roll (Agility value 4 plus 2 from the bonus). If the attribute falls to 0 or less after applying the modifiers, the roll will be considered an automatic failure (it will be straight impossible to achieve it). But if the attribute gets to 10 or more, the roll will be an automatic success (it will be a piece-of-cake action for the miniature).

### **Opposed rolls**

In an opposed roll both players must add their d10 rolls to the applicable modifiers and target value, trying to beat the other. If there is a tie (apart from a Combat opposed roll, in which both players succeed) and if it is not stated otherwise, the roll will be won by the player which Action Turn is active. For example, if a ganger whose turn is active makes an opposed Strength 4 roll against Toughness 3 of a mutard which has a +2 bonus thanks to a mutation, both players throw their d10 dice adding the result to 4 (the ganger) and 5 (the mutard, 3 + 2). If the ganger gets the same result (as it is his turn that is active) or more than the mutard, he wins the roll.

Sometimes a roll will be opposed to several others. In those cases, it will have to beat every other enemy rolls to be successful. If not, any other higher roll will be considered successful.

## **Measures, movement and lines of sight**

Distances between miniatures are measured from the closest edge possible of their bases. You can measure any distance at any time.

To move a miniature the usual procedure is to take the front edge of its base as a reference, and move the figure the required distance until the front edge has covered all the distance.

Miniatures have a 180° arc of vision, so it is important that you put them looking to the zone you want them to watch. The line of sight is real, so the miniatures will be able to see everything that can be seen from their actual point of view. Sometimes this will mean that you will have to crouch down to the miniature to check its line of sight.

Although sometimes we talk about miniatures being in base to base contact, such as when in Combat, it is possible for two miniatures to be in base to base combat for game purposes without that being physically true. One of the miniature can be atop a small scenery element, for example, and not in touch with the base of an enemy miniature on ground level. But for game purposes, if two miniatures are adjacent one to another and none of them is higher than a miniature's height from the other, they are considered to be in base to base contact.

## **Setting up the band**

The first thing is to choose the band you want to play with. We recommend that you simply choose the one that you like the most, based on the personality of the band, their miniatures or special rules. The troops of each gang have a cost in points, and you will have to add the cost of any equipment you want to buy for them. Usually you will be able to buy any number of troops, although there are some exceptions (for example, you can only choose a Chief for your band). You will have to add all the point costs for all the miniatures until you reach the total point value for the game. A normal Punkapocalyptic game is played with 500 points worth of troops, but we recommend that you start with smaller games until you get used to the rules.

### **Miniatures limit**

Bands can include a maximum number of members in their ranks, which are 3 for each 100 points. This way...

Game points	Miniature limit
Up to 100	3
101 - 200	6
201 - 300	9
301 - 400	12
401 - 500	15
501 - 600	18



# CHAPTER 2: RULES

Punkapocalyptic offers you a game system based primarily on actions, with which the miniatures can accomplish a series of different tasks. Here you have the basic rules, the core of the game that you should start learning. These rules are common to all the bands you can use to play.

## Attributes

Each miniature has a number of attributes that represent their capabilities or physical aspects. These attributes range from 1 to 10, being the higher the better. A miniature with an attribute marked as - will not be able to use it at all.

If for any cause a miniature gets any of its physical attributes (Agility, Strength or Toughness) reduced to zero or less, such miniature will be considered downed.

**Actions (A):** represents the ability of the miniature to do things during their turn. Most miniatures have 2 actions, which they can use for doing things such as move, shoot or aim.

**Combat (C):** represents the miniature's close combat fighting prowess.

**Precision (P):** represents the ability and accuracy of the miniature to shoot ranged weapons.

**Agility (Ag):** represents the quickness and reflexes of the miniature.

**Strength (S):** represents the physical power of the miniature.

**Toughness (T):** represents the resilience and resistance of the miniature.

**Tech (Tc):** represents the miniature's capability to handle machinery or devices of any sort.

## Game turns

The game is divided in game Turns. Each turn lasts until every miniature has done all their actions. Once this happens, it will start the next game Turn. The number of game Turns of each game is noted under each scenario, but the usual game takes between 6 and 8 Turns.

### Agility Round

The miniatures take Turns following an order determined by their Agility. The higher the Agility of the miniature, the sooner they will act in each game Turn. The Agility Round is the moment of each Turn where the miniatures with a given Agility value act. For example, when it's time for the Agility 4 miniatures to take their actions, we will say that we are currently on Agility Round 4.

### Action Turn

We call Action Turn to the moment when a miniature takes their actions. A miniature must undergo all their actions during his Action Turn before moving on to the next miniature's Action Turn.

### Game Sequence

Each game Turn begins with the Agility Round for the miniatures with the higher Agility attribute. Once all the miniatures with that Agility attribute have ended their actions, the miniatures with the next lower Agility attribute will start their Agility Round, and so on. When all the miniatures on the table have completed their Action Turns, the next game Turn will begin.



## Acting Order

When only a side has miniatures acting in any given Agility Round it is really easy to determine the order in which those miniatures act: the player who controls them chooses that order. In the case that several miniatures from different sides have the same Agility value, each player rolls 1d10 and the winner (reroll in case of a tie) chooses if the Action Turn goes for one of his/her miniatures or the rival's. After the first miniature has ended their Action Turn, both sides will alternate their following actions and each player will choose which one of his own miniatures with the same Agility value acts. If all the miniatures from one side have ended their Action Turns and the other side still has unused miniatures, they will act one after the other in the order their player chooses.

## Delaying an Action

A miniature can choose to delay their Action Turn, but only once. When the time for them to act comes, the player can declare that it will act on a later Agility Round, in which it will act last. For example, an Agility 6 Mutard can choose on its acting round (on Agility Round 6) that it will do it on Agility Round 3. On that round, it will act in the last place.

If two or more miniatures delay their actions to the same Agility Round, the one with the lower Agility value will go first. If there are two or more with the same attribute, their player will roll their dice as per the usual Acting Order rules.

### Example

*Marcos is playing with a band of Mutants with 5 miniatures, which have Agility 5, 4, 4, 4 and 3. On the other side, Guille, who plays with a Scavenger band, has 6 miniatures with Agility 6, 4, 3, 3, 2, and 2.*

*Checking the miniatures Attributes we see that Guille has one with Ag6, the highest of them all, so he would act first. As that miniature is the only one with such Agility, it would make his Action Turn right away, with no fuss. When that miniature finishes making its Actions, there would start the next Agility Round.*

*Marcos has a miniature with Ag5, which is also the only one with that Attribute, so as happened before, that mini would complete its Action Turn and, after that, it is time for the next Agility Round.*

*This one is a bit more complicated, as there are several miniatures with an Agility value of 4. As both players have miniatures with that Attribute, they both have to roll a d10 and the highest result (re-roll if a tie occurs) chooses whether one of his miniatures makes its Action Turn or one of his rival's. Let's say that Marcos wins the opposed roll and chooses to act himself. He selects one of his miniatures with Ag4 to make its Action Turn and, when done, it will be Guille's turn to move one of his Agility 4 miniatures (as he only has one, it is quite clear which one he will choose).*

*Now Marcos has two miniatures left with Ag4 and, as Guille has none, those will act in the order he fancies. When both players are done their Action Turns, the next Agility Round will begin.*

*On Agility Round 3 there are several miniatures involved aswell, so both players roll a d10 again. This time Guille wins, but he decides that Marcos will go first moving his miniatures. As he only has one miniature with Agility 3, that will complete its Action Turn. After that Guille will move both his miniatures with Ag3 in the order he chooses, one after the other. There are no more Agility 3 minis, so it's time for the next Agility Round.*

*There only remain two miniatures on the table that haven't acted yet, both with Agility 2 and both in Guille's gang. When their Action Turns are over, this Agility Round will end.*

*Every miniature on the table has taken actions, so this Turn ends. The next one will begin this whole process again.*

## Actions

The number of actions a miniature can perform is indicated by the Actions attribute in its profile. A miniature can make as many actions as indicated in its profile during its Action Turn. It can make the same action more than once, as long as it has enough action points and the action description doesn't say otherwise, and having to resolve an action before making any further one. If it wishes so, a miniature can use less actions than it is allowed to, or even let its Action Turn go by without doing anything.

Each action is fully detailed in the section regarding its utility.

**Move:** this action represents any effect that implies movement, such as walking, jumping, climbing...

**Shoot:** a miniature can make a shooting action with a ranged weapon.

**Aim:** a miniature can spend an action to aim and improve its Precision in the next Actions that Action Turn.

**Assault:** a miniature can Move to get in contact with an enemy and Combat with him.

**Hand to hand combat:** if the miniature is in base contact with a rival one, they can fight each other.

**Disengage from combat:** if the miniature is in base contact with a rival one, it can try to disengage from the combat.

**Interact:** this action represents any situation that implies interaction with other scenery elements, such as open a door, disarm a trap, pick up an item, reload, etc.

**Ready defensive fire:** a miniature can spend an action to be ready to react when an enemy shows up in its field of vision.

## Downed miniatures

Miniatures can end up downed due to several reasons, but the most common among them is no doubt after being hit by a weapon and losing the opposed Toughness roll against its Strength. Nonetheless, some scenario special rules, weapons effects or just falling down, to note some examples, can also down a miniature. A downed miniature is considered to be out of play; it can be really dead, or just crippled enough to go on, but the result is the same: it can't continue the fight. As the miniature's equipment can be picked up by others, you can leave it lying on the table, or just take it out and put a marker (you can download and print them from our website, or buy the fantastic acrylic tokens at our online store). Whatever you choose, downed miniatures are no longer there to any other effect: they don't block lines of sight, hinder movement or else.

## Movement

Miniatures move constantly along the gaming table during the game, whether they are searching for objectives, stalking their enemies, etc...

In gaming terms allied miniatures do not represent an obstacle to Movement (they just step aside enough for their buddy to pass by), but bear in mind that no miniature whatsoever can end its Movement occupying the same space as any other one.

The base of the miniature must be physically capable of crossing a gap for the miniature to get through.

You can put your miniatures on any space, small as it is. It's your money, pal, so it's up to you to decide where you put your figures risking them to fall hard on the table turn after turn. That said, the miniature must be able to stand on its own, you can't leave it on ground level and say it's on a ledge over its head.

## Terrain types

**Cool terrain:** this is the usual terrain the miniatures will walk on. Unless stated otherwise, when we talk about miniature Movement we will be referring to this type of terrain. Unless it has any Special rule for it, a miniature can move 4" with each Action it uses to Move through Cool terrain during its Action Turn.

An obstacle lower than half the miniature's height is considered Cool terrain and does not hinder its Movement in any way.



**Fucked up terrain:** it can be mud, small rubble, steep slopes, etc. Each Action a miniature crosses at some point this type of terrain, it will have to make a successful Agility roll to move as if it was Cool terrain. If it fails that roll, the miniature will only be able to Move half its usual Movement distance.

An obstacle between half and the height of the miniature will be considered as Fucked up terrain.

**Really fucked up terrain:** it can be big heaps of rubble, a swamp, slippery slopes, etc. Each Action a miniature crosses at some point this type of terrain, it will only move half its usual Movement distance. The miniature can try to move its full Movement distance, but risking to fall down in the process. To do so it will have to make a successful Agility roll, but if it fails it, will Fall and must use its next Action to Stand up.

**Impassable terrain:** it can range from vertical walls without handholds to lethal waste-disposal zones, wild streams washing away everything in their path, pits home to giant worms inside whose belly you can suffer an eternal digestion, etc... A miniature can not Move or Climb through this type of terrain.

A miniature that could be able to surpass this type of terrain by any means, such as a Jump Action, but ends up its Movement in the middle of Impassable terrain by any unforeseen cause, will be removed immediately from the table.

### **Crouching and standing up**

A miniature can spend 2" of its Movement Action to Crouch in search of a better Cover, to avoid hostile Lines of sight or any other reason. A crouched combatant is supposed to be half the height of the miniature, but it will also Move half the usual distance until it stands up.

To Stand Up the miniature must use another 2" from one of its Movement Actions.

A Crouched miniature that, for any imaginable or unimaginable reason, gets in contact with an enemy miniature or miniatures will have to use its next complete Action to mandatorily stand up. Until then, its Combat rolls will suffer a -3 penalty.

### **Jumping**

It is possible to make horizontal jumps over holes or the like, as long as the miniature has enough movement left. Jumps up to 2" long will be made with no problem. Longer distances are trickier and the miniature risks Falling down. So to jump a gap from 2" to 3" wide the miniature will have to make an unmodified Agility roll. The next inch (up to 4" in total) the Agility roll will suffer a -1 penalty. It is not possible to jump longer distances than 4", unless the miniature has any special rule to do so.

If the Agility roll fails, apply the Falling rules explained later in this rulebook.

A miniature can jump down freely up to 2" with no harm. Beyond this distance it will have to abide by the Falling rules.

### **Climbing**

Regular Punkapocalyptic scenery is composed of ruins, rock formations and the like, with plenty of overhangs, perches, and potential grip zones. It is possible to climb vertical surfaces following the Really fucked up Terrain rules, but if the miniature fails the Agility roll it will Fall down.

The fall damage will be calculated from the initial point of the Movement Action to the floor level.

If there is a ladder the miniature can use, it will follow the Fucked Up Terrain rules, but there is no risk to Fall down.

A miniature will be able to descend automatically from a scenery element equal to its height or less without having to make a Climbing roll.

### **Falling down**

When a miniature falls, due to any known or unknown circumstance, the outcome can go from simply dusting off its clothes to a brutal and violent death. The miniature will have to make a Toughness roll (without Armour bonus) opposed to the Strength of the fall, determined by the distance fallen as indicated in the next table.

Height	Strength
less than 2 inches	No harm
+2 to 3 inches	1
+3 to 4 inches	2
+4 to 5 inches	3
+5 to 6 inches	4
+6 to 7 inches	5
+7 to 8 inches	6
+8 to 9 inches	7
more than 9 in.	8

If the roll is successful, the miniature would have simply ended up lying on the floor, and will have to use its next Action to stand up. A miniature lying on the floor is considered to have a height equal to its base. If not, the fall has been lethal or incapacitating enough to consider the miniature as being downed.

A miniature lying on the floor that, for any reason, gets into contact with one or more enemy miniatures, will have to use its following Action to mandatorily Get up. Until then, its Combat rolls will get a -3 penalty.

## Interact

Sometimes the miniatures have to interact with their surroundings, which always imply the use of an Action. Some of the possible interactions are:

- **Loot a corpse:** a miniature can loot a corpse, friend or foe, and get any gear or equipment it had. To do so it must be in contact with the downed miniature and declare this Action. You have to bear in mind that no miniature can have more weapons than the rules let them to, nor two weapons at the same time with the special rule *Two-handed*, so it will have to choose and swap for the new ones if needed.
- **Swap bullets:** a miniature can swap bullets with another friendly miniature. To do so they must be in base-to-base contact and declare this Action.
- **Activate a device:** some missions require the miniatures to call a lift, open doors, type a code into a machine, etc. To do so, the miniature must be next to the device and declare this Action.
- **Reload:** weapons with the special rule *Dead slow* need an Action to reload after being fired.

## Combat

### Assault

A miniature that ends one of its Movement Actions in base-to-base contact with one or more enemy miniatures, will be considered to have Assaulted them. A miniature can only Assault those miniatures it has in its Line of sight at the beginning of its Movement Action. You have to bear in mind that Assaulting is the only way to get into base-to-base contact with an enemy miniature, to the point that if a miniature does not meet the requirements to Assault, it will not be able to do so even if its Movement would allow it to get in contact with the enemy.

The Assault Action also implies, apart from the Movement to get into hand-to-hand combat, an immediate and free Combat Action.

Due to the momentum of the Assault, a miniature doing so will gain a +1 bonus to its Combat Attribute, as well as another additional +1 bonus for each consecutive Movement Action made during the Assault in which it had Line of sight to its target. Keep in mind, though, that these previous Movement Actions must be made fully advancing towards the enemy to grant any such bonuses.

These bonuses will apply to all the Combat Actions made against the miniature or miniatures previously Assaulted, until the assaulting miniature ends its Action Turn.

Once a miniature is already into base-to-base contact with one or more enemy miniatures, it will only be able to make one of two Actions: Combat or Disengage from combat.

As it is necessary to keep some steady momentum to make an Assault, a miniature must not have failed any Agility check to cross Fucked up or Really fucked up terrain during its Action Turn in order to get the usual Combat bonus.

Furthermore, a miniature that uses a Movement Action to Stand up will not be able to count such Action when calculating its bonuses to Combat after an Assault.

### **Combat**

A miniature in base-to-base contact with an enemy miniature can spend an Action to Combat.

To do so both miniatures will make an opposed Combat roll with their own attributes, in which each player will roll a d10 die + Combat + weapon bonuses + other bonuses.

The miniature that gets the higher result will have hit its rival. If both rolls are the same it will be a tie, in which case both miniatures would have been hit. The way to sort out these hits is explained further ahead.

### **Mass combat**

When one or both of the sides have two or more miniatures involved in a given hand-to-hand combat, it will be considered a Mass combat.

Any miniature in base-to-base contact with at least a rival miniature will be involved in such Mass combat, but not those just in contact with the base of a combating friendly miniature. All the miniatures that meet this simple condition will be taking part of the same Mass combat, no matter if they are actually in base-to-base combat with all the rest of them.

This way, a Ganger miniature A, can be in base-to-base contact with a Mutard miniature Z, which in turn is in base-to-base contact with a Ganger miniature B, which is in turn in base-to-base contact with another Mutard miniature Y. Although A is not actually touching Y, all of these miniatures are considered to be taking part in the Mass combat, because all of them comply with the rule of being in base-to-base contact with at least an enemy miniature.

In a Mass combat the miniature with the active Action Turn must choose which engaged enemy miniature it will attack, not having this to be necessarily one of those in physical base-to-base contact. Then it will make its opposed Combat roll against that chosen miniature.

However, the rest of the miniatures involved in the Mass combat will no doubt support their pals during their dispute. This way, each allied miniature with a Combat attribute of 5 or less will grant a +1 bonus to the Combat roll of its ally, while those miniatures with a Combat attribute of 6 or more will grant a +2 bonus.

If at any point of a Mass combat any miniature ends up detached from the main combat and is no longer in base-to-base contact with any surviving enemy, it will be immediately moved into contact with the nearest living enemy without having to spend any Action in the process.

### **Disengage from combat**

Using an Action to Disengage from combat is the only way a miniature has to stop being in base-to-base contact with an enemy without having to take it Down (unless it is the enemy who Disengages from the combat, of course). To Disengage from a combat a miniature must make an opposed Agility roll against its rival (or rivals, if it is in base-to-base contact with more than one enemy) and get the same or better result. If it wins this opposed roll, the miniature will be able to make immediately a normal Movement Action. If it loses this roll, any rival that have beaten it will make an automatic hit against it and it will remain engaged in combat.

A miniature cannot Assault with the same Action in which it Disengages from a combat, but it will be able to do so in further Actions in the same Action Turn.

### **Hits**

When a miniature is hit, you will have to check if the aggressor can overcome its Toughness and actually cause some damage.

To do so the attacking miniature must make an opposed roll of its Strength + weapon bonus + other bonuses against the hit miniature's Toughness + armour + other bonuses.

If the aggressor beats the target, the hit miniature will be wounded and be considered Downed, unless it has any Special rule (some creatures can withstand more than one hit).

## Armours and weapon Penetration

Band members usually don't fight bare-chested. They make good use of any piece of protective gear they can lay their hands on, so they can get some protection from enemy attacks.

### Armours

These diverse protections can go from regular clothes to bullet-proof vests, which have an Armour value (the higher, the better), very useful against hostile attacks.

The Armour value will be added to the Toughness of the miniature when it gets hit by an attack, but you have to bear in mind that it also can be countered by the weapon's Penetration, as explained further ahead.

Descriptions and stats of the most usual armour types are included in Chapter 3: Equipment.

### Penetration

Most weapons have a Penetration value, which represents their firepower and capacity to overcome Armours (those provided by the miniature's gear, as well as any Cover).

The Penetration value of a weapon will reduce the Armour value of a miniature down to a minimum of 0 (zero). This way, a weapon with Penetration 2 that hits a miniature with Armour 3 will make that its Armour bonus to Toughness be only +1. If it was a weapon with Penetration 5 against the same miniature with Armour 3, its armour would be completely overcome (reduced to 0) and the miniature would have to use only its base Toughness.

Descriptions and stats of the most common weapon types are included in Chapter 3: Equipment.

## Shooting

A miniature can use an Action to shoot a ranged weapon. To do so it must not have any enemy miniature in base contact and have a clear line of sight to the objective. To hit the target with its shot it must make a Precision roll with the applicable modifiers for the weapon used, cover, distance, etc.

### Ranges

Ranged weapons have three distance "tiers" that can modify the Precision when taking a shot against an enemy. These three tiers, or ranges, are short, medium and long.

Shooting at short range gives you a +1 Precision bonus to your Shooting roll; medium range does not give any bonus or imposes any penalty, while the long range imposes a -1 Precision penalty to the Shooting roll.

It is impossible to Shoot beyond the longest distance noted in each weapon's description.

All these ranges are clearly specified in each weapon's profile.

#### *Example*

*A Ganger with Precision 5 shoots a bow at short range against a target without cover. His basic attribute of 5 gets a +1 bonus for shooting at Short range and a -1 penalty for the bow special rule Hard to use. This gives a total of  $5 + 1 - 1 = 5$ , which means that he will have to get 5 or less on a d10 roll to hit the target.*

### Shooting into a combat

It is possible to shoot at an enemy miniature involved in a close combat, but the shooter will take a -3 penalty to its Precision roll. If the Precision roll fails due to this -3 penalty, the shooter would have hit the friendly miniature. If it was a Mass combat, the miniature hit will be sorted out randomly (between those who are not the original target of the shot).

### Aiming

A miniature can choose to spend an Action to Aim. All Shooting Actions made after this Aiming Action during the same Action Turn will have a +3 bonus to Precision if they are made against the same enemy miniature (you can not Aim and use the bonus against two different targets).

You can not stack several Aiming bonuses.

Due to the fact that the bonus is lost at the end of the Aiming miniature's Action Turn, Aiming can not be used in Defensive fire.



## Ready defensive fire

A miniature can use one of its Actions to get ready to Shoot any rival miniature that crosses its Line of sight at any point afterwards.

After declaring this Action the miniature won't be able to do anything else in its Turn, so it is obvious that this will be the last Action to be declared.

A miniature in Defensive fire will be able to make a free Shooting Action against any enemy miniature that makes an Action later that same game Turn (in that Agility round or a following one), as long as it is within its Line of sight. The shot will be resolved in the very moment of such Action or the exact point of Movement chosen by the player declaring the Defensive fire.

As it is not easy to react quickly to the movement of an enemy, the Precision roll to shoot during Defensive fire suffers a -2 penalty.

It's not mandatory to use Defensive fire against the first enemy miniature that takes an Action in your Line of sight, or even use it at all.

## Hits

When a miniature is hit, you will have to check if the aggressor can overcome its Toughness and actually cause some damage. Unlike Combat, when resolving a Shooting you will have to use the weapon's Strength, instead of the miniature's.

To do so the attacking miniature must make an opposed roll of its weapon's Strength + weapon bonus + other bonuses against the hit miniature's Toughness + armour + other bonuses. Don't forget the Cover and Armour rules, as explained further ahead.

If the aggressor beats the target, the hit miniature will be wounded and be considered Downed, unless it has any Special rule (some creatures can withstand more than one hit).

## Armours and weapon Penetration

Band members usually don't fight bare-chested. They make good use of any piece of protective gear they can lay their hands on, so they can get some protection from enemy attacks. The rules for Armours and weapon Penetration are the same as described in the Combat section.

## Cover

It is smart to use scenery elements to take cover out in the battlefield. As long as a miniature is covered by a scenery element at least up to its half from the point of view of the shooter, it is considered to have Cover against enemy fire. Covers have an Armour value, which is added to the miniature's own value (if any).

The shooting miniature can try to avoid the bonification granted to Armour by this Cover, by taking a penalty to its Precision roll. Shooting a miniature behind Cover, avoiding this entirely, imposes a -3 penalty to Precision as it is a trickier shot. Maybe it's not worth it to avoid a wooden palisade (which grants a +2 bonus to Armour), but a concrete wall with a +5 bonus it is.

These are the most common covers you will find on a gaming table, with the associated Armour value. If there is a scenery element not included in this table, it would be convenient that both players agreed on its Armour value before starting to play:

Bushes, heavy curtains...	A+2
Wood, tire piles, drums...	A+3
Clay, bricks, rubble...	A+5
Vehicles, metal doors...	A+6
Concrete, stone walls, thick metal...	A+8

If the Cover is granted by another miniature, whether be it friend or foe, the rules for shooting into a combat would apply. The miniature doing the shooting would suffer a -3 penalty and, if the Precision roll fails because of that penalty, the miniature in the way of the bullet would have been hit.



### Stacking covers

If there is a case where several Covers could be added, such as using a shield behind a brick wall, or several rubble piles in front of a wall, the highest Armour bonus would be used with an additional +1 bonus. For example, being behind a concrete wall with a shield would give the miniature A+6 (5 from the concrete wall, as the shield only gives 2, and +1 for the added Cover).

#### *Example*

*A ganger with Toughness 3 is hit by the shot of a rifle (Pen. 5, Str. 6). The ganger is equipped with a metallic armour (Armour 4) and behind the cover of a drum (A+3), so after a quick sum it gives us a total Armour of 7 (4+3). But the rifle has a Penetration value of 5, so that ammount must be deducted from the total Armour value of the ganger, which is now reduced to 2 (7-5). This value will be added to his Toughness for the opposed roll to determine if he is downed, so he now has a Toughness of 5. In the opposed die roll his opponent he gets a 7, which added to the rifle Stregth of 6 throws a total 13. The ganger gets a neat 9, which added to his cover-improved Toughness adds up for a total 14. The ganger wins the opposed roll thanks to the cover an avoids being downed.*

# CHAPTER 3: EQUIPMENT

## Close combat weapons

Technology is a rare commodity in the Wasteland, so fights have reverted almost to medieval tactics. Due to the shortage of bullets, close combat has become a cornerstone of gang warfare.

Close combat weapons can modify the Combat attribute according to the difficulty to wield them, as well as the wielder's Strength if they can cause more damage. These weapons also have a Penetration value, which is used to pierce Armours. Some of them have special rules, as well (see Chapter 4: Special Rules).

## Improvised weapon

Sometimes you have to fight with the first thing at hand, whether it be a pistol without ammo, a stone or a heavy stick. They are not weapons in the strict sense of the word, but it's better than nothing. Any kind of Ranged Weapon, or an unloaded Close Combat one, will count as Improvised Weapon when used in Close Combat, unless specifically noted otherwise.

**Stats:** Combat -1, Penetration 0, Strength +0

**Cost:** -

## Unarmed

It is not always possible to fight with a weapon. In that situation the combatants will use their fists, knees or any other body part that can cause damage, even if doing so puts them at disadvantage with a rival with a decent weapon.

**Stats:** Combat -2, Penetration 0, Strength +0

**Cost:** -

## Claws and teeth

Some creatures have been blessed by Nature with natural weapons to fight their enemies, such as claws or sharp teeth. This weapon cannot be combined with other weapons, bought or pillaged.

**Stats:** Combat +0, Penetration 1, Strength +0

**Cost:** -

## Medium blade

The typical slashing weapon used from ancient times, such as a sword, a katana, a saber or a machete.

**Stats:** Combat +1, Penetration 3, Strength +2

**Cost:** 10 pts

## Small blade

A cutting or stabbing weapon of small size, such as a knife, a dagger, or a punch.

**Stats:** Combat +0, Penetration 2, Strength +1

**Cost:** 4 pts

## Heavy blade

A slashing weapon of serious proportions. A claymore, a two-handed axe or so.

**Special rules:** *Cumbersome, Two-handed*

**Stats:** Combat +0, Penetration 4, Strength +3

**Cost:** 8 pts

## Mace

Any regular blunt object, such as a pipe, a crowbar or a flail.

**Stats:** Combat +0, Penetration 1, Strength +2

**Cost:** 5 pts

**Light mace**

It can be a baseball bat, a table leg or something like that. A ranged weapon with the *Two-handed* special rule, like a shotgun or bow, used to fight in close combat will also fall in this category. A blunt object made of a not-that-hard material.

**Stats:** Combat +0, Penetration 0, Strength +1

**Cost:** 3 pts

### Heavy mace

It is a blunt weapon of serious size, such as a jackhammer, a sledgehammer or a beam.

**Special rules:** *Two-handed*

**Stats:** Combat -1, Penetration 2, Strength +4

**Cost:** 6 pts

## Ranged weapons

Even with the importance of Close combat, having a good ranged weapon can mark a huge difference in a clash. Firearms have the great drawback that bullets are really scarce, but they can prove lethal. The rest of ranged weapons have unlimited ammo, but they are little more than medieval technology.

The maximum range of these weapons is divided into three tiers: short, medium and long. The short tier grants a +1 bonus to the shooter's Precision rolls, the medium tier grants no modifier and the long one imposes a -1 penalty to Precision rolls. When any stat of the weapon follows the format X/X/X, this would mean the values it will have for short, medium and long range.

Ranged weapons usually have a high Strength value due to its potential to cause real harm. They also have a Penetration value, which is used to pierce Armours. Some of them have special rules, as well (see Chapter 4: Special Rules).

### Bow

A weapon system that uses elasticity to propel arrows against a distant target.

**Special rules:** *Hard to use, Two-handed*

**Range:** 8/16/24 inches

**Stats:** Penetration 2, Strength 3

**Cost:** 10 pts

### Crossbow

A crossbow is a type of bow consisting of a horizontal limb assembly mounted on a stock that shoots projectiles, called bolts or quarrels.

**Special rules:** *Dead slow, Two-handed*

**Range:** 6/12/18 inches

**Stats:** Penetration 3, Strength 4

**Cost:** 8 pts

### Throwing knives

A short edged weapon, designed to be thrown and stab the target from a distance.

**Range:** 2/4/6 inches

**Stats:** Penetration 2/1/0, Thrower's Strength/ Thrower's Strength -1/ Thrower's Strength -2

**Cost:** 3 pts

### Shotgun

This is a firearm that is usually designed to be fired from the shoulder, which uses the energy of a fixed shell to fire a number of small spherical pellets.

**Special rules:** *Firearm, Pellets, Rare, Two-handed*

**Range:** 4/8/12 inches

**Stats:** Penetration 3, Strength 7/6/5

**Cost:** 6 pts

### **Pistol**

This is a short firearm designed to be handheld, which uses a single chamber and barrel, with a mechanism powered by the previous shot to load a fresh cartridge.

**Special rules:** *Firearm, Rare*

**Range:** 6/12/18 inches

**Stats:** Penetration 4, Strength 6

**Cost:** 5 pts

### **Rifle**

A rifle is a firearm designed to be fired from the shoulder, with a barrel that has a helical groove or pattern of grooves ("rifling") cut into the barrel walls.

**Special rules:** *Firearm, Rare, Two-handed*

**Range:** 12/24/36 inches

**Stats:** Penetration 5, Strength 6

**Cost:** 8 pts

### **Automatic rifle**

A service rifle designed for military combat. Most automatic rifles are select-fire weapons which are capable of firing in both full-automatic and semi-automatic.

**Special rules:** *Automatic, Firearm, Rare, Two-handed*

**Range:** 12/24/36 inches

**Stats:** Penetration 5, Strength 6

**Cost:** 10 pts

### **Two Weapons**

No miniature will get any bonification whatsoever for being equipped with two Close Combat or Ranged weapons, unless its Special Rules state otherwise.

A miniature equipped with two Combat weapons must choose which one to use before starting a Combat. In the same way, a miniature equipped with two Ranged weapons must choose which one to use when making a shooting action.

### **Ammunition**

Firearms don't come with bullets included in their points cost, so you will have to buy them separately for 15 pts each (we do know that the bullet for a pistol is not the same that the cartridge for a shotgun, but all ammunition will be considered the same for the sake of an easier game system).

Once you have bought bullets for all your crew, you will distribute them among your gangers equipped with firearms as you wish. Maybe a miniature carries a firearm with no bullets, but that information will be exclusive to its owner and it might still instill fear in the ignorant enemy.

Miniatures with ranged weapons that are not firearms are supposed to have enough ammunition for the whole game.

### **Armour**

People usually prefer not to go battling around bare-chested. Anything can do the trick, from a thick, heavy coat to a metal door taken from an old boiler.

### **Thick clothes**

Any item of clothing should offer some kind of protection. Even a heavy shirt is better than going around naked.

**Armour:** 1

### **Hardened leather**

Made of hard leather, these basic armor pieces can provide some protection in combat.

**Armour:** 3

### **Metallic armor**

This is a defensive gear made of metallic pieces, whether they are chainmail, metal sheets, etc.

**Armour:** 4

### **Metal plate**

Nothing more (and nothing less) than a good, thick metal piece covering the body. This can be a car door, a manhole cover, etc.

**Special rules:** Cumbersome

**Armour:** 5

### **Bulletproof vest**

An item of personal armor that helps absorb the impact from firearm-fired projectiles and shrapnel from explosions, worn on the torso.

**Armour:** 3, or 5/6/7 against weapons with the *Firearm* special rule

## **Special equipment**

### **Bayonet**

It is a knife, sword, or spike-shaped weapon designed to fit in, on, over or underneath the muzzle of a rifle or similar weapon, effectively turning the gun into a spear.

**Rules:** It grants a +2 bonus to a firearm's Penetration when used in close combat.

**Cost:** 4 pts.

### **Biohazard protection**

This is some meaning to reduce the ill effects of contamination, such as a gasmask, a breathing mask or the like.

**Rules:** A miniature equipped with a biohazard protection does not suffer any of the effects of the Contaminated terrain.

**Cost:** 5 pts

### **Grumpy cat**

An infamous inhabitant of Scrapbridge, a wicked and infernal cat which casts its evil eye on anyone unlucky enough to cross its path.

**Rules:** Once per game you can repeat one of your d10 rolls or force your rival to repeat one of theirs. For that end you will need to be in possession of the 2016 Black Blood Children Kickstarter campaign exclusive miniature.

**Cost:** Having the miniature on the table, in plain sight of your rival to curse them.

### **Shields**

In the Wasteland anything can be used as protection, from a wooden plank to a car's door.

**Rules:** They grant a +2 bonus to Armour in close combat, but at the expense of a -1 penalty to Combat. They also grant an Armour +2 bonus to Cover against shooting. A miniature equipped with a shield cannot use a weapon with the *Two-handed* special rule.

**Cost:** 6 pts.



# CHAPTER 4: SPECIAL RULES

**Automatic:** these weapons can be fired as usual, or three times for each Action (you have to declare the automatic fire before shooting, and then spend the three bullets if the miniature has them). All shots must be made against the same target, with individual Precision rolls.

**Beast:** a miniature with this rule can't control objectives in any scenario or Delay an Action, and it is incapable of climbing vertical surfaces, not even using a ladder. Furthermore, it can't Loot corpses or Activate things.

**Berserk:** a miniature with this rule is so aggressive or fanatic that it won't realize it has been downed until it is too late for its enemies.

The miniature will be able to make a full set of Actions the turn after it is Downed. At the end of that turn of Actions, if the game ends or if it is wounded again (whatever happens first), it will become Downed for good.

**Bloodthirst:** when a miniature with this rule has Line of sight to any enemy miniature, it will have to move towards it through the shortest route until reaching hand to hand combat. If there was more than one enemy miniature in sight, it will advance towards the nearest (choosing randomly if all of them were at the same distance). This miniature will not be able to use the Disengage from combat Action.

**Bulky:** a weapon with this rule has such a big size that not only a miniature will have to use both hands to handle it, but it will not be able to have any other weapon whatsoever. Besides, if it is a ranged weapon, it can be used in Close combat as a Heavy mace with the Special rule *Rust* due to its exceptional weight and size.

**Camouflage:** some miniatures are difficult to tell apart from the surroundings. Those who shoot against a miniature with this rule will suffer a -2 additional penalty to Precision rolls to avoid Cover (for a total of -5).

**Creeper:** a miniature with this rule gets a +3 bonus to Agility rolls made to Climb, or to Fucked up terrain checks to go up or down a ladder

**Cumbersome:** the items with this rule are bulky and it is not easy to move around with them. They impose a -1 penalty to the miniature's Agility. You can't have more than one item with this rule.

**Dead slow:** a weapon with this rule needs an Action to reload after being fired. These weapons are loaded at the beginning of the game. If it is a Close Combat weapon, its bonus will apply only to the first Combat Action in which it hits. After that, the weapon will be considered as empty.

On the following Combat Actions in that Action Turn the miniature will get the bonus from any other Close Combat weapon it might have (opposed to the usual rules about Two Weapons), or use an Improvised Weapon if this unloaded weapon is everything it has left.

**Disposable:** a weapon with this rule can only be used once during a game.

**Electrified:** if a miniature hits in Close combat another miniature that has any object with this rule, or uses an Action to activate any object with this rule, it will have to make a Toughness roll. If it is not successful, the electric shock will leave it so numb that will suffer a -3 penalty to Combat, Precision and Agility until the end of its next Action turn.

**Firearm:** these weapons don't include ammo. Bullets sold separately.

**Fireproof:** a miniature equipped with an Armor with this rule will ignore the effects of Incendiary markers.

**Gas:** these weapons explode on impact, affecting every miniature touched by its effect in a 2" radius from the point of impact.

Every miniature affected by this radius must make a successful Toughness roll or lose a Toughness point immediately and permanently. Mutards, being used to exposure to radiated and contaminated zones, get a +2 bonus to their Toughness roll. Any miniature equipped with Biohazard protection will automatically succeed in this roll.

Besides, all miniatures affected will make their Actions in their next Action turn as if they were standing on Fucked up terrain.

**Hard to use:** some weapons are not easy to handle. A weapon with this rule imposes a -1 penalty to Precision to all shots made with it.

**Incendiary:** incendiary weapons cover in flames the area where they hit, forcing enemies out of cover or making the zone very difficult to cross. Incendiary weapons explode on impact and leave a permanent Fire marker, with an effect radius of 2".

Any miniature that touches this Fire marker during a Movement Action will suffer a suffer a Pen 3, Str 2 hit with no Cover bonus. A miniature will only suffer this hit once per Action, no matter how many times it enters the Marker or how many Markers it crosses with its movement.

Besides, when any miniature holding any incendiary weapon dies, ONE of those weapons will instantly explode over the miniature's base as if the incendiary weapon had hit in that spot. Any other equipment carried by the miniature will be destroyed in the blast and lost to any other miniature.

**Indirect fire:** a weapon with this rule does not work in the same way as the others. You need to roll to hit in the usual way, but if the roll is not successful, the shot will miss the target and scatter 1 inch for each difference of 2 (rounding up) in the roll. For example, if the roll fails by 1 or 2, the shot will scatter 1 inch, but if it failed by 7 or 8 it would scatter 4 inches. This deviation will be forward if the Precision roll was even, and backwards if the Precision roll was odd. The shot can't scatter behind the miniature doing it, and if it did, just consider the projectile has fallen at its feet (maybe it just slipped from its hand).

A weapon with this special rule can be aimed to a target different than a rival miniature, such as a special landscape feature or scenery in range and line of sight of the thrower (although the scattering of the projectile can make it end outside them).

A weapon with this special rule doesn't suffer Precision modifiers due to distance. You can not aim with a weapon with this special rule, but you can ready Defensive fire.

**Infiltration:** a miniature with this rule will not be deployed with the rest of the band. Instead of that, it is supposed to move 4" each turn to a maximum of three Turns, appearing at the beginning of the next one. It has to be placed in a spot where no enemy miniature has Line of sight to it. and at least at 6" from any enemy miniature. This means that if the miniature was revealed, for example, on the fourth Turn, it could be placed in a spot up to 12" from its Deployment zone (4" for each of the three previous Turns).

**Jump:** a miniature with this rule can use its movement in all directions (as long as the scenery allows it to do so, that's clear). You have to keep in mind that the miniature must end this "jumping" movement on a flat, clear surface where it can stand up. It can combine several movement Actions to make a "super-jump", in which case it has to stand on a flat, clear surface only after the last movement. This movement can be used to Assault.

**KABOOM!:** when shooting with a weapon or ammo with this rule, it will explode with a 9 or 10 result in the Precision roll: the shot will automatically fail and the weapon will be jammed for the rest of the game. If for any reason the hit would be automatic (ie. a Precision 10 roll due to modifiers, for example), you will have to roll the die anyway to check if this rule applies. With any other results it will work as usual, whether it hits or not.

**Mong:** there are individuals way dumber than others. A miniature with this rule cannot control objectives in any scenario, or Delay an action, Loot corpses or Activate things.

**Offroad:** a miniature with this rule treats Really fucked up terrain as Fucked up terrain, and Fucked up terrain as Safe terrain.

**Pack:** there are creatures that share a certain collective mind and tend to group themselves in packs. Miniatures with this rule must be grouped together in packs from 2 to 5 individuals. Above that number they will form another pack. For example, if a Mutard band has 8 addlers, these should be split in a group of 5 and another one of 3, or two groups of 4. At the end of a Turn no miniature in the pack can be more than 2" away from the nearest one or more than 6" away from the farthest. If this happens for any circumstance (such as one of the members being downed), the separated group with the least number of miniatures must spend all its following Actions to rejoin the largest group.

The miniatures in a pack are considered a single miniature in play terms, such as calculating the max number of minis in the band, deploying or moving (ie. your opponent will have to wait for the whole pack to move, not being possible to move one of his miniatures between one pack member and another). If a miniature of the pack is engaged in Close combat, all the pack will be considered to be involved in that combat and will impose penalties to the enemy for being outnumbered. Bear in mind that the Pack will get a +1 Combat bonus for each miniature above the first one. *For example, a Pack of 4 addlers against a single enemy would make a single opposed roll with Combat 4 (1 for their Attribute, +3 for being 3 more addlers beyond the first).*

**Pellets:** a weapon with this rule will grant a +1 bonus to Precision to all shots made with it. But due to the significant spread of its ammo it won't be possible to avoid Cover while shooting, nor Aiming to a particular miniature in Close combat. When shooting to a Close combat the miniature won't get any penalty to its roll, but if it is successful all miniatures engaged will be hit.

**Poison (X):** if a miniature is hit by a miniature or a weapon with this rule, it can be hurt even after surviving the attack. The next Turn after the attack, just before making its Actions, the poisoned miniature must make a successful opposed Toughness roll against the poison virulence (the number in brackets) or die.

**Pump-action:** a miniature with a weapon with this rule can spend Actions "pumping its gun". For each Action used to this end, the player can put three markers next to the miniature, choosing between a +1 bonus to Strength, a +1 bonus to Penetration or a +4 bonus to all its ranges. When the weapon is fired these bonuses will modify its profile for that shot, and then be lost.

A weapon with this rule can hold a maximum of 5 markers on each attribute. But using it to its full potential can be dangerous; if the weapon is fired with 3 or more markers (i.e., three bonuses) to the same attribute, it will use the *KABOOM!* special rule.

**Rare:** anyone can find a stick in the Wasteland, but some weapons are rare and it is harder to get or build them. A weapon with this rule cannot be purchased more than 3 times in each band.

**Really dead slow:** a weapon with this rule needs two Actions to be reloaded after being fired (not necessarily consecutive). These weapons are loaded at the beginning of the game. If it is a Close Combat weapon, its bonus will apply only to the first Combat Action in which it hits. After that, the weapon will be considered as empty. On the following Combat Actions in that Action Turn the miniature will get the bonus from any other Close Combat weapon it might have (opposed to the usual rules about Two Weapons), or use an Improvised Weapon if this unloaded weapon is everything it has left.

**Rider:** a miniature with this rule rides an animal or a small vehicle. It can't dispute objectives during missions with them and is incapable of climbing vertical surfaces, even with a ladder. Besides, as it is difficult to fire a weapon while driving or mounting, any weapon fired by the rider will get the *Hard to use* Special rule.

**Rust:** a weapon with this rule is rusty and jagged, so it will suffer a -1 penalty to its Penetration.

**Shock:** a weapon with this rule ignores Armours, but it also needs a constant power source. A weapon with this rule can only be used by miniatures equipped with an electric suit.

**Smoke:** when a weapon with this special rule hits, it will leave a 2" radius smoke marker centered in the point of impact.

Shots which Lines of sight cross this marker will suffer a -2 penalty to their Precision roll. This marker will be removed on the next game Turn, at the end of the Agility round in which it was placed.

For example, a Dynamo launches a smoke bomb on Agility round 3, so the smoke marker will remain in place on the gaming table until the end of Agility round 3 of the next game Turn.

**Steam:** a weapon with this rule does not work in the same way as the others. You won't need a Precision roll to hit with it, but everyone in an imaginary straight line from the weapon to its maximum range will be automatically hit if the weapon works.

To shoot the weapon you will need a Tech roll. If the roll is successful, the steam gust will hit every miniature in a straight line to its maximum range, with a Strength value equal to the success difference + 1. This way, a miniature with Tech 6 that gets a 4 on its roll will make a Strength 3 shot, if it gets a 2 on its roll will make a Strength 5 shot, and so on. But if the Tech roll is not successful, the weapon suffers a steam leak and the miniature holding it will be hit. This time, the Strength of the hit will be given by the difference of the failed roll. So, if the same miniature with Tech 6 fails its roll with an 8, it will suffer a Strength 2 hit.

A weapon with this rule completely ignores all Armours and Covers. Besides, it is not possible to Aim with a weapon with this special rule, but you can ready Defensive Fire with a -2 penalty to the Tech roll instead of Precision.

**Swift:** there are creatures faster than usual. A miniature with this rule can move 6" instead of 4" with each movement Action.

**Template:** a weapon with this rule will hit automatically any miniature touched by it when fired, without any Precision roll, and will also ignore any Cover bonus. The template must be placed touching the firing miniature, in any valid position inside its 180 degrees of Line of sight.

Defensive fire can't be used with a weapon with this rule and, if you hit a miniature engaged in close combat, all miniatures involved in such combat will be hit regardless of being actually touched by the template or not.

**Two-handed:** a weapon with this rule needs both hands to be properly used.



