

PUNKAPOCALYPTIC

the game





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-Stories around the campfire-

The fire crackled slowly, knowing its time will eventually come, trying to taste every second. The sky was crystal clear and even the Milky Way could be seen crossing it like a great scar. Four elder men were sitting around the campfire, enjoying the heat it provided in that chilly night. It was a night of tales, and they were the ones responsible for them to be heard.

- Dudes, I am going to tell you what my father told me, and his own father told him, and every father before me to what my family can remember - the one talking was a seasoned man, with several scars and the look of him who has seen a lot of things and is no longer afraid of anything. The world has not always been like this. You only have to look at the remains of the old cities to know that - everyone nod. Everything was green before, and water ran through the soil like veins in our arms. Food was no problem and kids could play everywhere without fear of being skinned by some loony bloke. And watching over it all were the great chiefs, the Plotics, who made it work and made sure that no one needed anything. But a small group of men were not happy with that and wanted more for themselves, no matter the cost, and they were the Brankers. They managed to poison the mind of the Plotics one bit at a time, drop by drop of their evil venom, but they always wanted more and started to take it away from people to get it. Then the wars started: those who had nothing wanted what the others had, and those who had something wanted more. But their weapons were not like ours, they were powerful and were able to waste entire cities with giant mushrooms, and thus they destroyed each other. At the end Plotics and Brankers decided they were better than the rest and built cities in the sky for themselves. There they live now, watching us, like gods of the mountains.



Another man raised a hand and shook his head.

- Nonsense, that is eyewash - he said - I will tell you the truth.

His eyes spouted confidence tainted with a measure of fanaticism. He seemed to be the kind of guy whom other people could be ready to die for.

- In times past, us men lived with the automatons. Those were the creations of the Great Machine Spirit, to help us, to guide us through the world. They gave us power, helped

us with the heaviest duties and even could transport us up to the skies. But for some people this was not enough, they wanted to build their own automatons and they started to steal the Earth's black blood to make them work. But, alas, the Great Machine Spirit is almighty and got angry with men. He unleashed His fury over the cities and cast us off to the Wasteland. Here we must atone for our sins forsaking all technology. And then, when he considers that we have been redeemed for our past transgressions, the automatons will come back and they will help us to rebuild our cities, where we will be able to live once again as we did in the past.

A third man, or something very similar to one, as he had three arms and his skin was covered with some kind of scales, started talking. His tongue was pointy and his voice strange.

- No, that is not, not the truth, it is not. Back in the days men ruled over a great kingdom, yes they did, but a time came when they were not able to grow further - he had a puff off the pipe he was smoking tobacco with and resumed his story. And then we started to show up. We were different, the next step in their evolution, yes, yes, yes, the next step. We revealed to the world slowly at first, because some of us tried to help mankind with our powers but others tried to use them for their own evil, evil plans. But we always were different. Men envied us, feared us, yes feared, and then attacked us. Different, different, different. There were great wars. Mankind had the numbers and powerful weapons, but we were the chosen people and could use our gifts. They knew they could not defeat us, yes that they knew, so they locked themselves down underground, fearful of our powers. They left the world for us, a new world for a new, beautiful, new race. But some of their offspring still live on the surface and they, like their fathers and grandfathers, fear us and hate us. Thus we still have to fight for what is ours, oh, yes, ours alone.

The last man smiled while looking at the other three. He had a high top hat, bizarre goggles and funky clothes.

- Gentlemen, please, you are utterly blind to reality - he spoke with a pompous and ornate accent. There are still cities in this world where the people who casted us away to the Wasteland yet lives. There they have apparatus that surpass anything your brains could possibly imagine. They are well protected and no living being can get close to them. But at certain points they dispose of the things they no longer want, and I have seen their iron vigilant warriors with my very own eyes. They certainly know we are here, but we are nothing but the vilest of insects for them. The reason is of no importance; the only thing that matters for us now is that this is the world we have to live in.

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 or more 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 28 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.

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 for each band 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 Hand to Hand 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 Action 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 Action Turn that is active) or more than the mutard, he wins the roll.

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.

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 band 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 ganger 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...

<i>Game points</i>	<i>Miniatures limit</i>
Up to 100	3
101-200	6
201-300	9
301-400	12
401-500	15
501-600	18

LINE OF SIGHT EXAMPLES



Mutard **A.** is out of the female Ganger's line of sight, because from the miniature's point of view, the building completely blocks its sight.

Mutard **B.** is out of the female Ganger's line of sight, because it is out of her frontal 180° arc of sight.

Mutard **C.** is inside the female Ganger's line of sight, as it is in her frontal 180° arc of sight and no scenery element covers the miniature completely.



CHAPTER II: 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 (pag. 9).

ACTIONS (A):

represents the ability of the miniature to do things during their Action 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 Game 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 Game Turns.

AGILITY ROUND

The miniatures take Action 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 Game 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 in each Game Turn.

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.

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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 fancy. When both players are done their Action Turns, the next Agility Round will begin.

On Agility Round 3 there are several miniatures involved as well, 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 band. When their Action Turns are over, this Agility Round will end. Every miniature on the table has taken actions, so this Game Turn ends. The next one will begin this whole process again.

ACTIONS

A miniature can make as many actions as indicated in its profile. 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, having to complete 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 Round 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 walk, jump, stand up, climb, take cover, etc.

SHOOT

A miniature can make a shooting action with a ranged weapon.

AIM

A miniature can spend an action to aim and better its Precision in the next Actions that Action Turn.

ASSAULT

A miniature can make a move to get in hand to hand combat with the enemy.

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 have some to download at our website).

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

Unless otherwise stated, a miniature can move 4" for each Action it spends in moving.

Getting over an obstacle lower than half the height of the miniature has no movement penalty. An obstacle from half the height of the miniature to its full height will cost 2" of movement to get through.

Miniatures can move through the position of other friendly miniatures with no movement hindrance (the other miniature is considered to step aside just enough to let it pass).

DIFFICULT TERRAIN

On Difficult Terrain (like small rubble, mud or slopes) the miniature will have to make an Agility Roll to move that distance. If it fails, the miniature will only be able to move half its movement.

ROUGH TERRAIN

On Rough Terrain (like loose rocks, swamps or steep surfaces) a miniature will be able to move up half to its normal distance.

It can try to move its full movement distance by making a successful Agility Roll, but if it fails it, the miniature will fall to the ground and will have to spend its next Action just to get up again.

A miniature can choose to move up to half its usual Movement distance and thus not risking to make the Agility Check to cross Rough Terrain.



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 1" long will be made with no problem.

Longer distances are trickier, so to jump a gap from 1" to 2" wide the miniature will have to make an unmodified Agility roll.

The next inch (up to 3" in total) the Agility roll will suffer a -2 penalty. It is not possible to jump longer distances, 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 1" with no harm. Beyond this distance it will have to abide by the Falling rules.

CLIMBING

Regular Punkapocalyptic scenery is composed of ruins and the like, with plenty of overhangs, perches, and potential grip zones. It is possible to climb vertical surfaces, but the miniature will only move 2" for each Climbing Action.

Furthermore, an Agility roll will be needed for each Climbing Action. If the roll is successful, the miniature will climb with no problems at all.

If not, apply the Falling rules explained later on, taking as reference the point where the Climbing Action began.

If there is a ladder, the Difficult Terrain rules must be followed.

FALLING DOWN

When a miniature falls, due to any known or unknown circumstance, the outcome can go from simply dusting off its clothes to 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 1 inch	No harm
+1 to 2 inches	1
+2 to 3 inches	2
+3 to 4 inches	3
+4 to 5 inches	4
+5 to 6 inches	5
+6 to 7 inches	6
+7 to 8 inches	7
+8 to 9 inches	8
more than 9 in.	9

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.

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.

The first thing to do is hit the target, which requires a Precision roll with the applicable modifiers for the weapon used, cover, distance, etc.

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.

After that it is time to check if the Strength of the attack overcomes the Toughness of the target. To do so, both players will make an opposed roll, using the weapon's Strength + bonus against the objective's Toughness + bonus. You have to take into consideration the Armour and Cover rules, explained later on.

If the attacker beats the target's roll, the miniature will become a casualty and be removed from play (unless it has some Special Rule to prevent it, as some creatures are capable of sustaining more than one hit). In case of a tie, the player with the active Action Turn will win.

SHOOTING INTO A COMBAT

It is possible to shoot against an enemy engaged in Hand to Hand Combat, but with a -3 penalty.

If the Precision roll fails due to that penalty (ie., by 3 or less), the friendly miniature would have been hit instead of the rival. If it is a Multiple Combat, the hit miniature will be sorted out randomly.

AIMING

A miniature can spend an Action to Aim. This means that in its following actions that Action Turn will receive a +3 bonus to its Precision when shooting. When the Action Turn is over it will lose the benefits of the Aiming action, so this is only useful if the miniature still has more unspent Actions after Aiming.

If the miniature has more than one Action free after Aiming, the +3 bonus would apply to all following Shooting actions, but only if done against the same target (you cannot Aim properly two different objectives to get the bonus).

The Aiming bonus cannot be used in Defensive fire, nor can you stack more than one Aiming actions.

CLOSE COMBAT

To get to Hand to Hand Combat, a miniature must Assault.

After that, a miniature in base to base contact with one or more enemy miniatures can only make two actions: Disengage from combat or Fight.

ASSAULT

A miniature that uses a movement Action to get into base to base contact with an enemy is considered to have made an assault. If it has enough Actions, it can spend more than one movement actions to assault. Bear in mind that it can only Assault enemies it has Line of sight to at the beginning of the movement Action, so if it didn't see its target at the beginning of its first movement action, but it did at the beginning of the second, only this second movement will count as Assault and give the corresponding bonus.

During the Assault, the aggressor will be able to make instantly an extra Combat action (in short, movement and combat are considered the same Action). Furthermore, as a result of the charge momentum, the attacker will have a +1 Combat bonus for each movement Action it has made to get into hand to hand combat.

As you need a steady momentum to make an Assault, a miniature can't fail any Agility check to cross through Difficult or Rough terrain during its Action Turn in order to get all the usual Combat bonuses.

In the same way, a miniature that uses a Movement Action to Get Up from the ground will not be able to count that Action towards these same Combat bonuses.

If a miniature that has just assaulted still has unspent Actions, each remaining Action will give it one more die to the opposed Combat roll; each one of those extra dice will benefit from the Assault bonus as well.

This way, a miniature with two actions assaults another and gets into Close combat with the first movement Action, it will roll 2 dice for Combat each one with a +1 bonus.

If the miniature had spent both movement actions to get into base to base contact with its foe, it would have a +2 Combat bonus but then will only roll one die.

Example:



A female Ganger uses her TWO Actions to make an assault against a Mutard.

Because at the beginning of her first movement Action she has no Line of sight to her rival, this movement doesn't count when applying Combat bonuses after the Assault.

At the beginning of her second movement Action she has Line of sight to her rival, so she can use that movement to make an Assault and apply the corresponding bonuses. In this case, a +1 Combat bonus.

DISENGAGE FROM COMBAT

Using an Action to Disengage from combat is the only way to separate from an enemy miniature (unless the foe disengages first, of course). A miniature can only try to Disengage from combat with its first Action in the Action Turn. To do so the miniature must make an Agility roll opposed to the Agility of its enemy or enemies (in a melee), and equal or beat all other results.

If the roll is successful, the miniature will be able to move its regular distance.

If it fails every foe that has beaten its roll will automatically score a hit. Furthermore, the miniature trying to disengage would have lost all its remaining Actions for the Game Turn.

A miniature won't be able to make an Assault with the same Action used to Disengage from a combat. It will be able, though, to make further Assaults in the usual way with later actions in the same Action Turn.

FIGHTING

The most usual action in these cases is Fighting.

A miniature that is fighting in its Action Turn must use all its Actions to fight. Each Action it uses will give it one extra die in the Fighting opposed roll. Unlike other tabletop games, not only the player active can fight and hit other miniatures.

During a Combat action all miniatures engaged in a fight are looking for an opening in their enemies' defense, so there would be an opposed roll and the winner will hit with its attack in that Action, regardless whose Combat action was active. Only in case of a tie in the roll result will both players hit, being then a simultaneous attack with the chance to wound and kill both miniatures.

Each player rolls one d10 + Combat + weapon modifiers + misc modifiers (Combat maneuvers, Agility bonus, or the like).

The winner, or both of them if there is a tie in the result, will hit its rival and will have to check if the Strength of the attack overcomes the Toughness of the target.

To do so, both players will make an opposed roll, using the attacker's Strength + weapon's bonus + misc bonus against the objective's Toughness + bonus. You have to take into consideration the Armour and Cover rules, explained later on.

If the attacker beats the target's roll, the miniature will become a casualty and be removed from play (unless it has some Special Rule to prevent it, as some creatures are capable of sustaining more than one hit).

In case of a tie, the player with the active action Turn will win.

If a miniature in its Action Turn has more than one unspent Action, and thus should roll more than one die in combat, it will follow the Mass Combat rules.

MASS COMBAT

When there is at least more than one miniature in any of the sides engaged in hand to hand combat, or one of them rolls more than one die to fight, we will be talking about a Mass combat.

For a miniature to take part in a mass combat it must be in base to base contact with at least an enemy; it is not enough to be in contact with a friendly miniature engaged in a mass combat.

If this simple condition is met, all miniatures will be considered engaged in the same melee, even if they are not actually touching each other.

For example, a ganger A is touching a mutard Z, which in turn is touching a ganger B, which in turn is touching a mutard Y. All these miniatures will take part in the mass combat, for all of them fulfill the rule to be in contact with at least an enemy miniature.

However, if any of the sides involved is in numerical inferiority, each miniature in that side will suffer a -1 Combat penalty for each extra enemy miniature (it is not easy to face and combat an enemy that outnumbers you).

For example, if a miniature is alone against three enemies, it will have a -2 Combat penalty to its rolls (-1 for each enemy beyond the first). If that miniature gets the help of an ally against those three, both of them will suffer a -1 Combat penalty (for the third foe involved in the combat), and so on.

In a mass combat all the combatants will have a chance to fight, and each miniature involved will roll to hit.

When there is a single miniature facing several enemies, or an enemy with several attacks, the resolution will be easy. As it happens in a regular combat, there will be an opposed Combat roll with the applicable modifiers, but this time every miniature involved will make its roll. If the lonely miniature beats every Combat roll made by its enemies, it will have hit with its attack (choosing the enemy hit if there is more than one). If not, every enemy miniature that beats the lonely combatant's result would have hit it. If both the lonely miniature and some of its enemies get the highest result after applying all possible modifiers, all of them will score a hit.

When there are several miniatures for each side involved in the same mass combat, all of them will make their Combat rolls applying all their modifiers, as described before. But this time the resolution

will be different: the highest result would have hit, and will void the lowest enemy result. The next higher result will void the next enemy lower result, and so on. When one of the sides has no more chances of hitting, whether because all its miniatures have already attacked or its attacks left have been voided, the other side will score a hit with all the results left higher to the worst enemy result.

When two miniatures from different sides get the same result, both will hit and both will void the result of an enemy miniature with a lower roll.

If at any time during a mass combat a miniature is left alone without being in base contact with an enemy, it will have to move into contact with the nearest enemy miniature left standing. This is a free movement that requires no Action.

MASS COMBAT EXAMPLE



Gangers *A.*, *B.* and *C.*, as well as Mutards *D.* and *E.*, would fight in a Mass Combat because all of them are in base contact with at least one enemy miniature. Mutard *F.* would not be involved in the fray, as it is in base contact with a friendly miniature, but no enemy.

Besides, Mutards *D.* and *E.* would be outnumbered 3 to 2, so they would have a -1 penalty to their Combat attribute.

To make the example simpler, let's assume that each miniature makes a single attack.

The female Ganger Chief *A.*, with Combat 6 and a Medium Blade (+1 Comb.) gets 3 in a d10. $6+1+3=10$

The Ganger Brute *B.*, with Combat 5 and a Heavy Mace (-1 Comb.) gets 4 in a d10. $5-1+4=8$

The female Ganger Scumbag *C.*, with Combat 4 and a Light Mace, gets 4 in a d10. $4+4=8$

Mutard *D.*, with Combat 3, Extra limbs (+2 Comb.), Medium Blade (+1 Comb.) and outnumbered (-1 Comb.), gets 6 in a d10. $3+2+1-1+6=11$

Mutard *E.*, with Combat 3, Light Mace and outnumbered (-1 Comb.), gets 7 in a d10. $3-1+7=9$

The highest result is that of Mutard *D.* (11), which nullifies the lowest result of its rival. In this case both the results of Brute *B.* and Scumbag *C.* are the lowest (8), so the Mutard player chooses the Brute *B.* for being far more dangerous.

The next highest result is that of the female Ganger Chief *A.* (10), which nullifies the lowest result of her rival, in this case that of Mutard *E.* (9).

There only remains Ganger Scumbag *C.*, but as her result (8) is lower than the lowest Mutard result (Mutard *E.*, with a 9), this attack is also nullified.

This way, only Mutard *D.* and the Ganger Chief *A.* would make their attacks, who can choose to assign them to any rival miniature involved in the Mass Combat, even if it is not physically in base to base contact with them.

INTERACT

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

SEARCH A CORPSE

A miniature can search a corpse, friend or foe, and get any gear or equipment it had. To do so it must be in contact with the dropped body 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.



READY DEFENSIVE FIRE

A miniature can spend an Action to get ready to shoot any enemy that enters its line of sight 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 an enemy miniature that makes an Action later that same Turn (in that Agility round or a following one), as long as it is within its Line of sight.

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.

ARMOUR, COVER AND PENETRATION

ARMOUR

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.

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

The Armour value will be added to the Toughness of the miniature when it gets hit by a weapon, 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.

COVER

It is smart to use scenery elements to take cover.

As long as a miniature is covered by a scenery element at least up to its half, 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 miniature doing the shooting can try to avoid the Cover, by taking a penalty to its Precision roll. Shooting a miniature behind Cover, avoiding the bonification granted to Armour by this Cover, imposes a -3 penalty to Precision. Maybe it's not worth it to avoid a wooden palisade (which grants a +3 bonus to Armour), but a concrete wall with a +8 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:

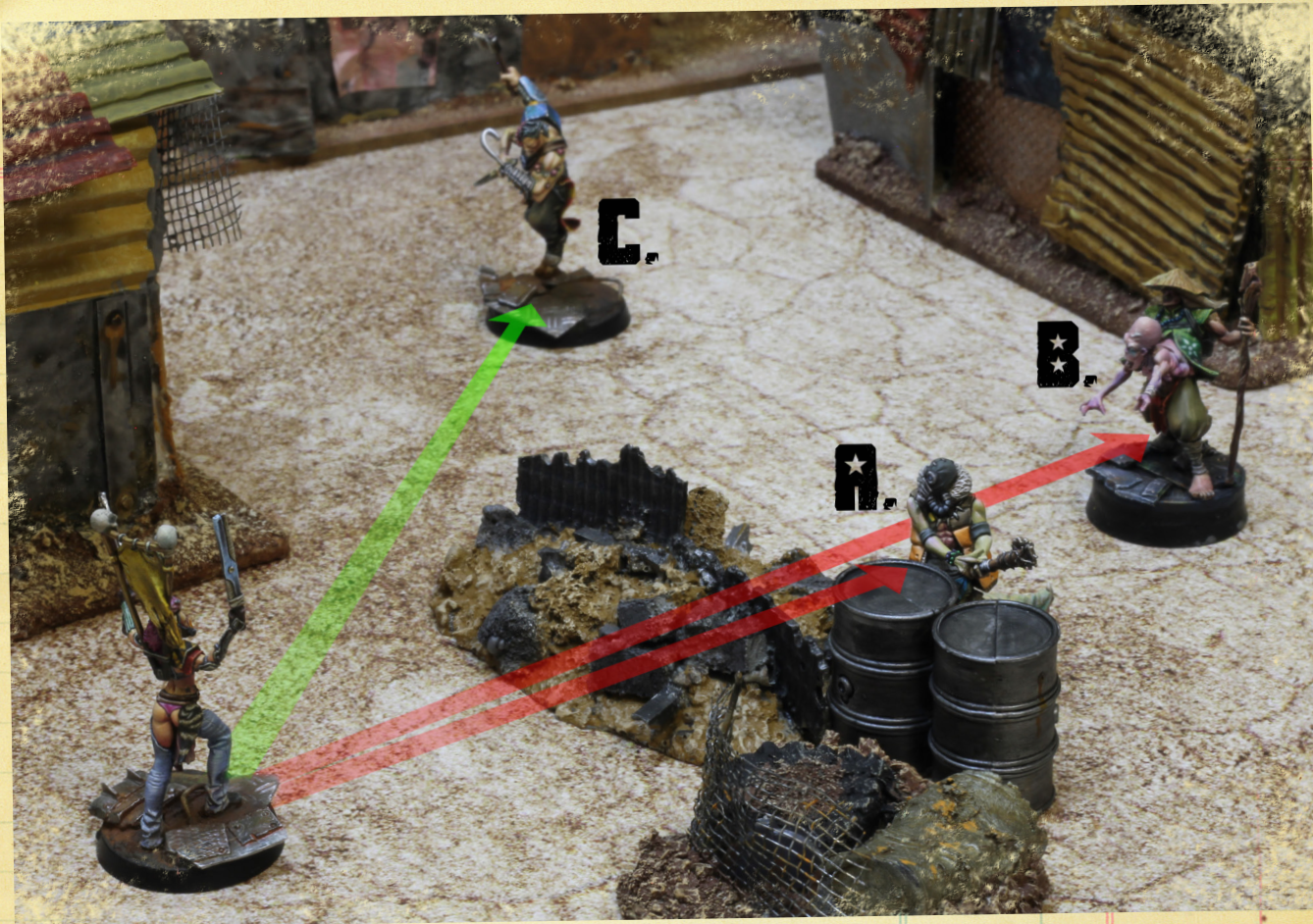
Brushes, heavy curtains...	A+2
Wood, sandbags, drums...	A+3
Clay, bricks, rubble...	A+5
Vehicles, metal doors...	A+6
Concrete, stone walls, thick metal...	A+8

If there is a case where several Covers could be added, such as using a shield behind a brick 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).

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.



Mutard *A.* is right behind a pile of rubble that hides at least half of the miniature from the point of view of the Ganger attacking it, so it is considered behind cover.

Mutard *B.* is not directly behind a scenery element, but from the point of view of the Ganger attacker the pile of rubble hides half the miniature, so it is considered to have cover as well.

Mutard *C.* is NOT behind cover, because no element of scenery hides at least half its miniature from the attacker.



No cover:

The female Ganger Scumbag can't hide almost anything of her miniature behind the barricade.



Behind cover:

The female Ganger Scumbag manages to hide at least half her miniature behind the barricade.



Full cover:

The female Ganger Scumbag is completely hidden behind the barricade. You can only see a trace of the miniature and part of the equipment. There is no Line of sight towards her.



Behind cover:

The female Ganger Scumbag hides at least half her miniature behind the Ganger Brute.

Note: Usually the miniatures have dynamic poses to make them more eye-catching, some of them might be crouching or maybe their owner put them on some scenic bases with decoration, which could make them higher than they should. When it comes to determine cover, use your common sense and fair play, and reach an agreement among players to settle how much of a miniature is covered by this or that scenery element. Consider that all miniatures are standing still with their arms stretched along their bodies, and with a flat base similar to the one sold with them. A miniature modelled in a crouching position does not hide better than other whose owner has glued over a pile of rubble, in the same way that a miniature pointing with its arm upright and a sword in hand won't show up behind a corner before than another one with its arms at the back.

In a similar way, you should not consider the equipment elements or decorative stuff of the miniature when determining covers.

PENETRATION

Most weapons have a Penetration value, which represents their fire-power 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 Toughness.

ARMOUR, COVER AND PENETRATION EXAMPLE

A Ganger Badass with Toughness 4 is hit by the shot of a rifle (Pen. 5, Str. 6).

The Ganger Badass is equipped with a metallic armour (Armour 4) and behind the cover of a drum (Armour 3), so after a quick sum it gives us a total Armour of $(4+3)=7$.

But the rifle has a Penetration value of 5, so that amount must be deducted from the total Armour value of the Ganger Badass, which is now reduced to $(7-5)=2$.

This value (2) will be added to his Toughness (4) for the opposed roll to determine if he is downed, so he now has a Toughness of $(2+4)=6$.

In the opposed die roll his opponent he gets a 7, which added to the rifle Strength of 6 throws a total $(7+6)=13$.

The Ganger Badass gets a neat 8, which added to his cover-improved Toughness of 6 adds up for a total $(8+6)=14$.

The Ganger Badass wins the opposed roll thanks to the cover and avoids being downed.

CHAPTER III: 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 IV: 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

● 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

● CLAWS AND TEETH

Some creatures have been blessed by Nature with natural weapons to fight their enemies, such as claws or sharp teeth. A miniature with claws and teeth can't be equipped with other weapons, bought or pillaged.

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

● 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

● 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

● 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

● MACE

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

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

● LIGTH MACE

It can be a baseball bat, a table leg or something like that. A blunt object made of a not-that-hard material.

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.

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

● 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



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 IV: 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

● 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

● 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

● 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, Two-handed

Range: 4/8/12 inches

Stats: Penetration 3, Strength 7/6/5

● 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

Range: 6/12/18 inches

Stats: Penetration 4, Strength 6

● 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, Two-handed

Range: 12/24/36 inches

Stats: Penetration 5, Strength 6

● 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, Two-handed

Range: 12/24/36 inches

Stats: Penetration 5, Strength 6

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 making ALL its attacks in a Combat Round. 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 band members 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

ARMOURS

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

- **CHARDENED LEATHER**

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

Armour: 2

- **METALLIC ARMOUR**

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

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.

- **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.

- **SHIELD**

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.





-Jacob-

- Jacob, wake up. Aarón wants to see you.

Jacob turned around grudgingly in his bunk and opened one of his eyes. In the doorstep he could see the silhouette of a man who could only be Max, a black wardrobe of a man ripe with muscles and bad temper, with his characteristic olive green tee, a camo trouser, solid-looking military boots and the gas mask he always had hanging around his neck. As he was in constant risk of suffocating taking a dump, or something. To repeat his order, Max made a furious gesture with his thumb pointing out of the shack made of timber and metal sheets.

The tired man got up, dressed only with his underpants and a t-shirt that long time ago could have been white. He quickly put on his desert camo trousers and a light jacket with the same colors, on which left front pocket there was a weathered patch that read US MARINES, and in which upper right sleeve someone had just sewn a brand new black swastika surrounded by a white circle over a red background.

- What does the great man want now? - asked in a tone that clearly reflected he didn't give a fuck.

- Watch your tongue, or you will lose it in a fucking sec. Do what you are told.

- Jawohl - muttered Jacob with disdain.

With a last look to the glass piece hanging on the wall, which acted as a mirror of sorts on those areas where the black paint hadn't fallen down, he groomed his fringe to the left side of his head until it looked barely presentable and went out. Max stepped aside in the last second, in a calculated movement to make both men bump into each other and trying to provoke a response that didn't materialize. Covering his eyes from the heavy morning sun, Jacob followed the black man through the courtyard.

Activity at that hour of the day was quite intense, and the first thing Jacob thought was that it was surprising they had left him lazing around until so late. Those folks from Festung Germania didn't quite pulled their punches, and were a sober, disciplined and responsible lot, so if they had put themselves to work so early it was weird that anyone could cop out of it. There were a couple of human chains moving crates, while others cleaned their weapons and gear, and a small bunch of people oversaw the whole operation and organized those fanatics from the Fifth Reich he didn't know that they were so square-minded, of course, but he didn't really care because their main sport was his own favourite hobby: mutant hunting. That was something worth dragging him out of bed, worth the drill, worth the guard duties, worth the yelling and the discipline. Fuck, it was even worth getting along with Max! Well, maybe that was a bit too far. But it was near.

After crossing the open space of the sand courtyard, Jacob reached again the most welcome shadow provided by the raid shelters. He followed the wall to the other side of the buildings, until he reached a locked iron door in the middle of a concrete wall. The Puma's Lair, the group's headquarters and living quarters of Feldmarschal Aarón. He had seen the great man only once, but something told him he was about to do it again. Max opened the door with his ham-thick arms and told him to get inside. Jacob did so, with his companion right behind, and was grateful for the sudden darkness in which the corridor was left as soon as the heavy door closed again behind him.

When his eyes got used to the dim light provided by the emergency bulbs spaced along the ceiling he felt the push of Max' claw on his back, and started walking again shaking his head and pondering how he would take revenge for that treatment. After a couple of turns they reached a wooden door with a golden swastika hanging over it, in front of which a tall, blonde man with clear blue eyes was standing guard stiff as a post with full military uniform and an automatic shotgun firmly gripped in his hands. Jacob didn't know his name and didn't really care about it. When they got closer, the guard opened the door without lowering his eyes and stepped aside.

- Inside - Max grunted.

They crossed the door and the guard closed it behind them. Aarón Schwartzman's quarters were a mixture of office, armory, bedroom and meeting room. There was no inch left unoccupied in the whole room, which was filled with chairs, a table full of maps of the region, a simple bunk, ammo boxes, weapon racks, piles of books about History or military tactics, clothes, halogen floodlights, and even a bust of a man that Jacob could not identify. Behind a plain desk there was Aarón, focused in the reading of some bunch of papers. By his side was Mercedes, one of his most trusted lieutenants, petite, dark-haired, seasoned, fast as a snake and a full-time mother-fucker. The woman raised her head to watch him entering the room, and her face did not promise anything good. Jacob swallowed hard. After some perfectly calculated silent seconds, Aarón raised his head too.

- You slept well, Jacob? - said the man, almost kindly.

An alarm set off in the soldier's head.

- I hope the full emergency alarms have not waked you up... - he continued.

What? When had the fucking alarms been sounding? Fuck, he must have been really groggy if he couldn't remember hearing them! He was going to receive a good ear-bashing, and from the big man in person.

- Slept like a baby, herr Feldmarschal - nailed Max from the door -

Yeah, right, bring it on, just what he needed! The black bastard was going to enjoy the full shituation he was getting into. He didn't turn around to look at him, but he could have bet anything to that prick being smiling from ear to ear.

- Gut, gut - said Aarón getting up while he took his thin round glasses off and put them on the table. - Then he will be fully rested and ready to go on a new mission with Frau Mercedes, to clean a settlement of mutard untermen just discovered by our patrols.

Great! He liked that conversation a bit more. He even let himself to show a subtle smile.

- How many bullets do you want to carry this time, son? - said Aarón.

The question took him by absolute surprise. Was the big man really asking him how many ammo did he wanted to take? Was he being promoted, or what? Was it possible that they respected him enough to ascend him a step above the rest of the gangers?

- Ten? Fifteen, maybe? A full clip? - continued his leader, while he walked from behind the desk and approached him.

That would be wonderful, it sure would. He wanted to nod anxiously and thank his leader for that awesome sign of trust, but the darkening face of Mercedes was beginning to make him really nervous and, deep inside him, he knew that something was completely wrong. Mercedes had been his field commander during their last mission, when he had... oh, shit. Everything blew away.

- Would you like to waste a full magazine, private Jacob?!! - the Feldmarschal layed into him, standing right in front of his face and closing so much that he could felt small drops of saliva hitting his cheek. - So you can fire at will all the time?!

That was not fair! He was no trigger-happy! The rifle was poorly aligned, the aim was wrong, the barrel dirty and the ammo was defective! And that god-damned toad-mutant jumped so wildly that it was impossible to hit him! He got serious and hold straight, but he didn't dare to say a word.

- How many bullets did private Jacob used in his last mission, Frau Mercedes? - asked without turning his eyes from Jacob.

- Seven, sir.

- With which results?!

- No casualties, sir.

- An astounding performance, private Jacob!!! - The Feldmarschal's face was getting red by the second, while the pounded soldier's was getting white at the same speed. - Let's not allow to be said that the Fifth Reich is sparing resources in mutant hunting! Why should we follow the instructions, why should we follow the orders about firing short, precise bursts, choose the targets and pick the easy ones! Nonsense! Bullshit! Off with the safe and let's empty the mag! Let's show our enemies that we are really stuck up, and they won't even raise their heads under our firepower!!

Aarón moved near to a wall and opened an ammo box put over an unstable pile of books, crates and clothes. With an angry flick he grabbed a handful of bullets, turned around and threw them hard against the soldier's head.

- Here you are, private!! All you want!! They're free!! - his face was now wine red and his chin was shaking. Jacob stood attention quite well, even though the ammunition thrown with such bad blood had quite hurt him and one of the bullets had been dangerously close to his left eye.

The physical aggression seemed to calm down the leader of the Fifth Reich, who went back to his desk and sat down behind it while breathing heavily. He looked at Jacob, shook his head and then, crossing his arms in front of his chest, turned a bit to face Mercedes.

- Do you think this soldier is still viable, Frau Mercedes?

- It's possible, sir.

- Are you willing to take him again with you in this mission?

- His last chance, sir. Motivation is not the problem, that's for sure.

- Gut, I trust your judgment. But... no firearms, obviously. - That was a heavy blow for Jacob. He loved his rifle, and going in a mission without it was the worst thing possible. - Even more! I think private Jacob must earn his rank again in this group. For this mission he will be equipped and treated like one of the new recruits, a club and nothing more. No special equipment, no armour, no gas mask. Back to square one.

Was that a smile what he could see in Mercedes' face? Sneaky son of a... Jacob's world was falling apart by the second.

- Understood, sir.

- And keep an eye on him. Don't let him cop out of his duties, make him work like anyone else. If he stands to the task and comes back, we'll see how his "situation" evolves.

The Feldmarschal voice was calmed again, although he had just signed his almost sure death sentence. He had already survived his training period as a scumbag! It wasn't easy, but he had gone through the lack of equipment on all those lethal missions, and now he was again treated as a rookie! His head started to spin around.

The last thing he was aware of, was Max' huge hand closing on his shoulder and dragging him out of the room.

CHAPTER IV: 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.

● BEAST

A miniature with this rule can't control objectives in any scenario, and it is incapable of climbing vertical surfaces, not even using a ladder. Furthermore, it can't search corpses to use their equipment.

● BERSERK

A miniature with this rule is so aggressive or fanatic that it won't realize it is dead until it is too late for its enemies.

The miniature will be able to make its Actions his Action Turn after it dies.

At the end of that Action Turn, if the game reaches the end of the last Game Turn or if it is wounded again (whatever happens first), it will become a casualty for good.

● 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.

On the other hand, 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 Difficult 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.

If it is a Close Combat weapon, its bonus will apply only to one die in the first Combat action. After that, the weapon will be considered as unloaded. The remaining dice, if any, will get the bonus from any other Close Combat weapon the miniature might have (opposed to the usual rules about Two Weapons), or use an Improvised Weapon if this unloaded weapon is everything it has left.

These weapons are loaded at the beginning of the game.

● 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.

● 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 (X)

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 (centered in the marker) equal to the number in brackets in inches (i.e., an Incendiary (2) weapon will affect all miniatures that are or pass within 2" of the Fire marker).

Any miniature hit by a weapon with the Incendiary Special Rule will suffer a suffer a Pen 3, Str 2 hit with no Cover bonus., and must move immediately out of the Fire radius in any direction but towards the attacker.

Any miniature which movement crosses a Fire effect radius will immediately suffer a Pen 3, Str 2 hit with no Cover bonus. A miniature can not end its movement inside a Fire effect radius.

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 Game Turn to a maximum of four Game Turns, appearing at the beginning of their Action Turn.

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 and last turn, it could be placed in a spot up to 12" from its Deployment zone (4" for each of the three previous Game 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 (because of 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 use any type of equipment taken from corpses or swapped with an ally.

● OFFROAD

A miniature with this rule treats Rough Terrain as Difficult Terrain, and Difficult 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 to a maximum of 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 Game Turn no miniature in the pack can be more than 4" away from another. If this happens for any circumstance (such as the death of one of the members), the miniature/s separated from the group must use their next Actions only to rejoin the pack.

The miniatures in a pack deploy at the same time, as if they were a single miniature, and will also move together as a group (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 group is engaged in Close combat, all the pack will be considered to be involved in that combat (counting as a single miniature with as many Attacks as creatures in the pack).

The pack will count as a single miniature in order to impose a numeric superiority penalty to the enemy or to determine the miniatures limit when Setting up the band.

● 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.

Its next Action 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 being downed.



- **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 3 markers next to the miniature, choosing between a +1 bonus to Strength, +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 to 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.

- **REALLY DEAD SLOW**

A weapon with this rule needs two Actions to be reloaded after being fired.

If it is a Close Combat weapon, its bonus will apply only to one die in the first Combat action. After that, the weapon will be considered as unloaded. The remaining dice, if any, will get the bonus from any other Close Combat weapon the miniature might have (opposed to the usual rules about Two Weapons), or use an Improvised Weapon if this unloaded weapon is everything it has left.

These weapons are loaded at the beginning of the game.

- **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.

- **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.

- **TWO-HANDED**

A weapon with this rule needs both hands to be properly used.



CHAPTER V: SCENARIOS

THE BANDS

POINT LIMIT

Before determining what Scenario will they play, both players must first choose which bands will they play with and the point limit of the game.

Whereas the standard game is played with 500 points per side, players can freely choose to play a small skirmish with 350 points each or true pitched fights in the Wasteland with 700 or more points.

Nonetheless, once set this limit can not be surpassed by any meaning. If you are fighting a battle set to 500 points, you can build a band worth 490 or even 499 points, but never one worth 501 or more.

You have to keep in mind that the Miniatures Limit which can be included in your band is also restricted by the Point Limit of the game, as it is explained in Setting Up the Band (page 6 of the Rulebook).

WHAT DOES EACH MINIATURE CARRY?

Your rival ALWAYS has the right to know, and should be conveniently informed about, the profiles of each and every of your miniatures, as well as their Special Rules, capabilities and/or mutations. The equipment of each combatant should be clearly represented in the miniature, or at least leave no doubt about the weapons, armour and gear that it's going to use.

The only secret information during a game will be the number of Bullets each miniature has, as well as the inclusion of miniatures with the ability to deploy later in the game, such as those with the Special Rule Infiltration. Obviously when these miniatures are deployed on the table, your rival will have the right to know their profiles, equipment and capabilities or mutations, as is the case with the rest of your troops.

THE COMBAT TERRAIN

THE GAMING TABLE

Games must be played over a flat surface with a suggested area of 4' by 4' feet, whether it is a table, a board, the floor, etc...

The gaming surface should be filled with scenery elements and obstacles that represent the ruined post-apocalyptic world where the action of this game takes place: collapsed houses, old vehicles, rusting factories, pools of chemical products, rocky formations, crumbling shacks and the like. It is recommended that the table contains a huge amount of scenery elements, so there will be plenty of areas to cover behind and cut lines of sight and create a balance for both sides between shooting and close combats.

If you don't have scenery features that faithfully represent these things you can, of course, use any other stuff such as boxes, cans or whatever you have at hand.

Although this process of creating the layout on the table is a common task between both players, and they are free to set up the battlefield they both like the most to play in, there are those scenarios that require some kind of specific feature. The scenario description will tell you if you need one of these special features.

TERRAIN

After setting up the scenery elements, but before the game begins, both players must agree about the terrain elements they will play with (which zones are difficult terrain, what kind of cover do they grant, etc.). Some missions will require the use of some kind of concrete scenery (doors, lifts, or the like), or terrain (tainted pools, buildings) on the table.

Terrain can be described as follows:

• SAFE TERRAIN

If it is not stated otherwise, this is the default terrain on the table. It is the usual kind of floors, platforms, soil, corridors... and it has no Special Rule associated with it.

• DIFFICULT TERRAIN AND ROUGH TERRAIN

This kind of terrain is explained in the Movement section of Chapter II: Rules (page 9).

• CONTAMINATED TERRAIN

This terrain is full of toxic gas, radiation or other biohazard risk. Staying in this area is highly dangerous to those miniatures not equipped with the right gear.

A miniature will immediately and permanently lose one Toughness point for each Action Turn it ends inside it.

If the miniature's Toughness reaches 0, it will be considered downed.



DEPLOYMENT ZONES AND MINIATURES PLACEMENT

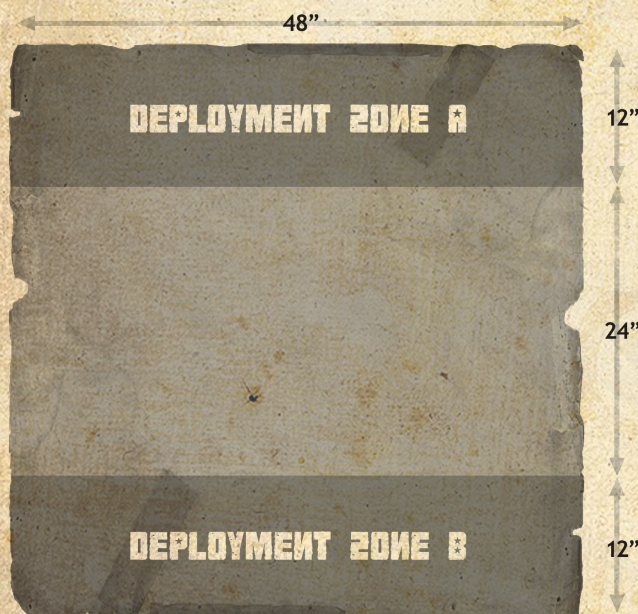
Unless the scenario rules state otherwise, you must follow these generic rules to determine both deployment zones, that will be set randomly between both players by rolling a die or by any other mean they can possibly agree upon.

The deployment zone for each player is the area where they must put their miniatures before the battle begins.

Both players deployment zones' must be on opposite sides of the gaming table, occupying entirely one of the sides and 12" depth to the center of the table.

Each player must choose one of the deployment zones before the battle begins, or assign them randomly if no agreement is reached.

Miniatures with the least Agility deploy first. When there are miniatures from both sides with the same Agility, each player rolls 1d10 and the winner chooses whether he or his rival deploy the first miniature. After that, miniatures will be deployed taking turns between both players until they run out of minis with that Agility attribute.



OBJECTIVES

Some scenarios have objectives. Objectives can represent scenery elements which would provide cover and cut Lines of sight, or not occupying really a physical space (in which case they would not cut Lines of sight, hinder movement and the like), depending on the type of mission in play. Each mission will specify how objectives affect the game in terms of covers or Lines of sight.

Objectives can be represented on the table with markers, tokens or the right scenery elements.

To be in control of an objective you must have a miniature touching it.

If there are miniatures from both sides in contact with an objective, they will mandatorily have to be fighting even if they are not physically in contact with each other, and the objective will be tempo-

rarily in control of the side which has more minis touching it. If both sides have the same number of miniatures in contact with an objective, it will count as disputed and no side will be controlling it. A miniature can't control two different objectives at once, even if they are close enough to touch both of them. It must choose which one to control.

Some scenarios state that objectives must be deployed randomly. This means that the players must roll a d10 die for each objective and put it at a distance from the center of the table equal to the die result multiplied by 2", being the direction determined by the upper pointy end of the die. It is advised that you just simply let the die fall, so it has no tendency to point either way. If after making a roll to place an objective this would be too close to another one to comply with the scenario Special Rules about the minimum distance between objectives, keep moving it in the same direction until those rules are met.



SCENARIOS

Each scenario has its own Special Rules, which will detail the victory conditions. Even so, you have to keep in mind that if a player has no miniatures left on the table, he will immediately lose the game.

Players will agree beforehand which one will be considered as Player A and which one as Player B, and then will roll a d10 die in this table to determine the Scenario to be played.

1D10	Scenario
1	Player A choice
2	Toxic effect
3	Attack!
4	Bite the bullet
5	Splash
6	The lost world
7	The hunt
8	The perfect storm
9	The living daylights
10	Player B choice

SCENARIO: TOXIC EFFECT

There is a place in the Wasteland where there seems to be a lot of useful technology, but the problem is that most of it is in an extremely toxic area and it is gonna take time to drain the contaminated pools. A rival band seems to be thinking the same way and they are not willing to share the loot.

SCENERY

This scenario needs a quite big contaminated area in the center of the table, measuring about 18"x18". This area can be represented by a physical element, like a toxic lake, or just delimited by signals and considered to be full of lethal gas. Inside this area all rules about Contaminated terrain will apply.

Apart from that, scenery should be set up using the usual rules. Even the contaminated area can include other scenery inside it, it doesn't need to be perfectly clear.

DEPLOYMENT

Follow the generic rules for deployment zones and miniatures placement..

DURATION

The game will last 6 Game Turns.

RULES

You have to deploy 9 objective markers.

These objectives will represent the rubble heaps with valuable materials such as tech stuff, weapon pieces, industrial parts, etc. They will be represented by an appropriate scenery element or a marker. In game terms they will be considered as scenery elements half the height of a human miniature and which grant an Armour +5 cover.

Each objective must be at least at 12" from any other objective and at least at 6" from the edges of the table.

ONE objective will be placed in the center of the gaming table (the center of the contaminated area).

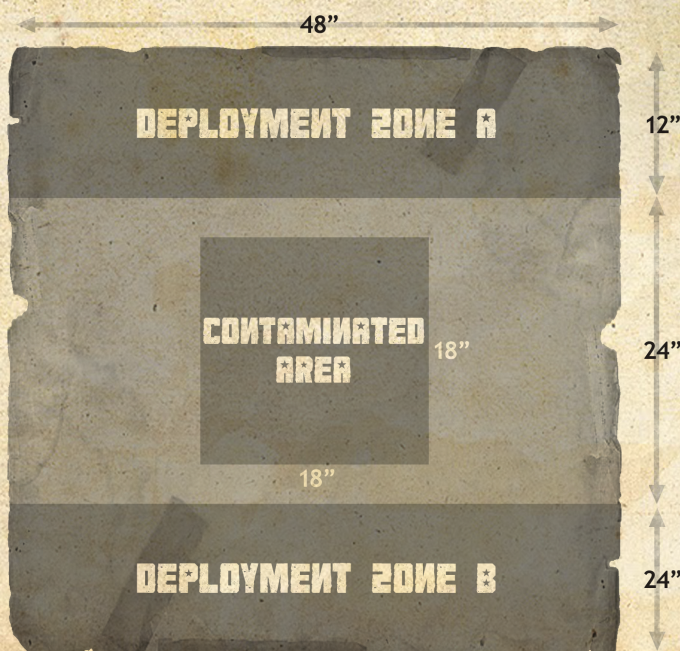
Each player will then take turns to put TWO objectives in his deployment zone, and finally another TWO each at least 2" inside his side of the contaminated area.

VICTORY CONDITIONS

At the end of each Game Turn, each objective under control of any of the bands in both deployment zones will grant 1 point to such band, each objective in the contaminated area will grant 2 points and the central objective will grant 3 points.

At the end of the game the side with the most points will be the winner.

If both players get the same points, the game is a tie.



SCENARIO: ATTACK!

There comes a moment when all bands must prove their worth, as respect always keeps greedy claws away from what it is yours, and weakness is seen in the Wasteland as an open invitation for even the most dumb people to claim your territory. So sometimes it is required to gather your crew, flex your muscles and dare your rival to an open brawl on neutral ground. Whether he flees away like a chickar and loses all his respect, or stands up like a man and fights back. Then you will teach those rascals why it is not a good idea to cover the things others have earned with honest violence.

SCENERY

Scenery must be placed in the usual way.

DEPLOYMENT

Follow the generic rules for deployment zones and miniatures placement.

DURATION

The game will last 6 Game Turns.

RULES

You have to deploy 6 objective markers.

These objectives will represent the enemy positions to be taken, to punish their weaklings and cast them away with their tails between their legs.

In this mission those objectives don't occupy a physical space, so they don't cut Lines of sight, grant cover or hinder movement in any way, and they should be indicated with appropriate tokens.

Each objective must be at least at 12" from any other objective and at least at 6" from the edges of the table.

Each player will take turns to put ONE marker in his own deployment zone, then another ONE in his rival's deployment zone, and finally another ONE each in the central zone.

All objectives should be placed at ground level.

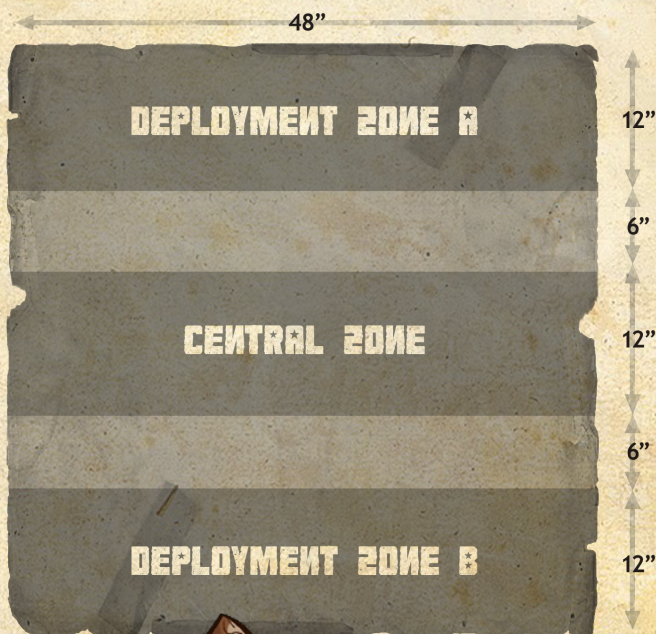
VICTORY CONDITIONS

At the end of each Game Turn, each objective marker will grant victory points to the side that has it under control.

The objectives in the own deployment zone grant NONE points, those in the central zone grant 1 point to both sides, and the objectives in the rival deployment zone grant 3 points.

At the end of the game the side with the most points will be the winner.

If both players get the same points, the game is a tie.



SCENARIO: BITE THE BULLET

Someone has discovered what seems to be an old military outpost, where there is likely to be some ammo left. Bullets, is there anything more important in the Wasteland?

SCENERY

The center of the table should be made up of industrial buildings or a group of smaller buildings.

Each player must place, outside the deployment zones, ONE scenery element each that will be considered as contaminated terrain (about 8" x 8" in size).

Apart from that, scenery should be set up using the usual rules.

DEPLOYMENT

Follow the generic rules for deployment zones and miniatures placement..

DURATION

The game will last 8 Game Turns.

RULES

You have to deploy 4 objective markers.

These objectives will represent ammo boxes, most likely military crates or drums. In game terms they will be considered as scenery elements half the height of a human miniature and which grant an Armour +3 cover.

Each objective must be at least at 12" from any other objective and at least at 6" from the edges of the table.

Each player will take turns to put TWO of them each in the Central Zone of the table.

When a miniature gets into contact with an ammo crate, it can spend an Action to open it. Roll a die to see how many bullets it has inside:

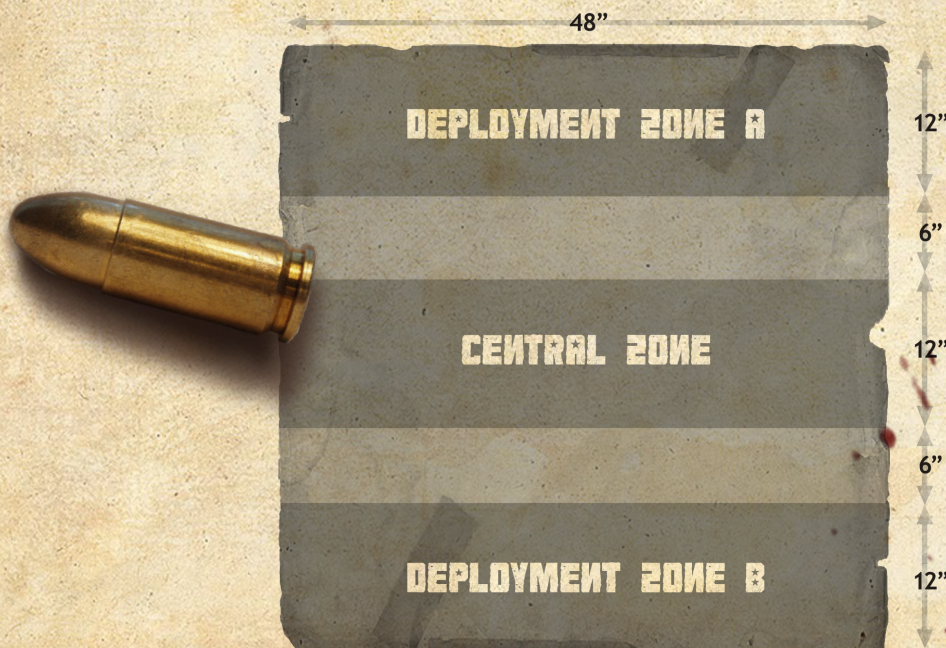
1D10	Content
1-2	Empty
3-5	Has 1 bullet
6-8	Has 2 bullets
9-10	Booby trap

If the box contains bullets, the miniature will be immediately equipped with them and will be able to use them in the usual way if it has a firearm.

If you get a "Booby trap" result, all miniatures in a 2" radius from the container will suffer a Pen 3 Str 6 hit.

VICTORY CONDITIONS

At the end of the game the player who has killed more enemy band members will be the winner. To check this, just sum the point costs of the miniatures downed or removed from play.



SCENARIO: SPLASH

In the Wasteland water is gold, and pure water is pure gold. In a remote area there have been several automated water pumps discovered, that extract clean water from the subsoil. The fight to control them has begun.

SCENERY

Scenery must be deployed in the usual way, except that each player will take turns to place TWO contaminated pools that will be considered as contaminated terrain (about 8" x 8" each) anywhere he wants on the gaming table.

DEPLOYMENT

Follow the generic rules for deployment zones and miniatures placement..

DURATION

The game will last 6 Game Turns.

RULES

You have to deploy randomly 6 objective markers.

These objectives will represent the water pumps and their complex extraction systems. They will be represented by an appropriate scenery element or a marker. In game terms they will be considered as scenery elements the height of a human miniature and which grant an Armour +5 cover.

All markers must be at ground level. If the die result makes this impossible, move the marker to the nearest available space at ground level.

The pumps might be activated. To do so, a miniature in contact with a marker must pass a Tech roll without modifiers.

VICTORY CONDITIONS

At the end of the game each pump activated and controlled by a player will grant him 3 points, while those controlled but not activated will grant only 1.

The side with the most points will be the winner.

If both players get the same points, the game is a tie.



SCENARIO: THE LOST WORLD

For some strange reason there is a place in the Wasteland where contamination and radiation not only haven't wiped out all life, but instead they have made natural growth wilder and way more aggressive. Even so, it is worth the risk wandering in this area to search for fruits and vegetables that no one has tasted for years.

SCENERY

Scenery must be deployed in the usual way, but if possible there should be great amounts of vegetation, like trees, thick bushes, etc.

Moreover, both players will take turns to place ONE scenery element each that will be considered as contaminated terrain (about 8" x 8" in size) anywhere he wants on the gaming table.

DEPLOYMENT

Follow the generic rules for deployment zones and miniatures placement.

DURATION

The game will last 6 Game Turns.

RULES

You have to deploy randomly 6 objective markers.

These objectives will represent the trees and plants full of food and fruit. They will be represented by an appropriate scenery element or a marker. In game terms they will be considered as scenery elements the height of a human miniature and which grant an Armour +2 cover.

Does this look "inanimate" to you, punk?

These objectives are protected by the plants themselves. At the end of each Turn, every miniature at 2" or less from an objective marker will be attacked by weeds, branches and roots.

Roll a d10 for each miniature in that radius; with a result of 1, it has been hit and must make a Toughness check. If failed, the miniature will be removed from play as it's dragged screaming and kicking into the jungle.

It will count as downed, but it won't leave any marker or token on the table and its body can't be searched for equipment.

VICTORY CONDITIONS

At the end of each Game Turn, each objective under control by any miniature will grant 1 point to its side.

At the end of the game the side with the most points will be the winner.

If both players get the same points, the game is a tie.

SCENARIO: THE HUNT

There are rumors about a place in the Wasteland full of martabbits, which skin is much appreciated. All the bullets you could get selling them are worth the risk, specially if you catch a fat one.

SCENERY

Each player must place ONE scenery element each that will be considered as contaminated terrain (about 8" x 8" in size).

Apart from that, scenery should be set up using the usual rules.

DEPLOYMENT

Follow the generic rules for deployment zones and miniatures placement.

DURATION

The game will last 6 Game Turns.

RULES

You have to deploy randomly 6 objective markers.

These objectives represent the martabbits, that will occupy the 25 mm space of their bases, but don't cut Lines of sight, hinder movement or grant cover. They will be represented with the appropriate marker, token or miniature.

All markers must be at ground level (if the scatter roll would make this impossible, move it to the nearest available space).

The martabbits movement.

Then you must roll a d10 for each martabbit at the beginning of each Turn, including the first one.

If you get a result between 1 and 8 the creature will move 4" in the direction given by the graphic below.



If this movement forces the martabbit to go off the table, it will have fled for good and be removed from play.

Martabbits will ALWAYS move on ground level and in a straight line and won't climb any terrain feature, but will ignore them in terms of movement (they can just dig under them or just scurry through small holes and the like).

If this movement would make the martabbit end its turn inside a scenery element where it can't be placed, move it back to the last valid position along its route.



The martabbits evolution.

If the result is 9 or 10 the martabbit will evolve and stay still; put an evolution marker next to it.

If the same martabbit gets three evolution markers, it will explode with a loud and gory "Chof!", without any harmful consequences for the nearby miniatures, but will be removed from the game table.

Catching the martabbits.

Any miniature able to control objectives can grab a martabbit by getting into contact with it and spending an Action.

Each miniature can carry up to TWO of these creatures.

If a miniature dies while carrying a martabbit, the animal will start moving again on the beginning of the next Game Turn.

A miniature can take a martabbit from another friendly miniature using an Action.

VICTORY CONDITIONS

At the end of the game each martabbit held by a miniature will grant 1 point to its side, plus another additional one for each evolution marker it had.

The side with the most points will be the winner.

If both players get the same points, the game is a tie.

SCENARIO: THE PERFECT STORM

Those zones swept by toxic storms are deadly barren lands hostile to any lifeform since many decades ago, which makes them places full of remnants of the World of Before the apocalypse.

This also lures those bands desperate or brave enough which, taking advantage of those rare moments when the storms ease a bit, make quick incursions in these areas. They must face other raiders while trying to take all the loot they can carry, before the storm that is gathering up in the horizon engulfs them all.

SCENERY

Each player must place ONE scenery element each that will be considered as contaminated terrain (about 8" x 8" in size).

Apart from that, scenery should be set up using the usual rules.

DEPLOYMENT

Follow the generic rules for deployment zones and miniatures placement.

DURATION

The game will last 6 Game Turns.

RULES

You have to deploy randomly 6 objective markers.

These objectives will represent the rubble heaps with valuable materials such as tech stuff, weapon pieces, industrial parts, etc. They will be represented by an appropriate scenery element or a marker. In game terms they will be considered as scenery elements half the height of a human miniature and which grant an Armour +5 cover.

Objectives must be deployed on ground level. If the die result makes this impossible, move the marker to the nearest available space at ground level.



The storm approaches!

At the beginning of each turn after the first, you must roll a d10 and check the following table.

1D10	Storm
1-2	Nothing happens
3-6	Dust cloud
7-10	Waste rain

If you get a Dust cloud or Waste rain result more than once, you will have to apply the next effect described further down, until you reach the maximum one.

Dust cloud.

A terrible cloud of dust forms up and hinders visibility all around the table. Miniatures won't be able to shoot or assault beyond the stated distance:

First effect: Maximum visibility drops to 24"

Second effect: Maximum visibility drops to 12"

Third effect: Maximum visibility drops to 6"

Waste rain.

All kind of scrap and waste fall from the sky, bigger and more toxic each minute. You must apply the indicated Terrain rules on all terrain on the table.

First effect: Open terrain becomes Difficult terrain.
Difficult terrain becomes Rough terrain.

Second effect: The whole gaming table becomes Rough terrain.

Third effect: The whole gaming table becomes Rough and Contaminated terrain.

Fourth effect: The whole gaming table becomes Rough and Contaminated terrain and, at the end of each Game Turn, each miniature on the table must succeed on a Toughness check or be considered downed.

VICTORY CONDITIONS

At the end of the game, each controlled objective will randomly give between 1 and 5 points (roll a d10 and halve the result, rounding up) to the miniature's band.

During the game a miniature that controls an objective can spend an Action to dig in the pile of junk and guess the points that objective will grant at the end of the game.

The side with the most points will be the winner.

If both players get the same points, the game is a tie.

SCENARIO: THE LIVING DAYLIGHTS

In what was an old industrial zone there still are some active automatic defense turrets. This place is dangerous as hell, but if someone could tear these machineguns down and take their parts and ammo away, they would be rich for the rest of their (probably short) lives.

SCENERY

Scenery must be placed in the usual way.

DEPLOYMENT

Follow the generic rules for deployment zones and miniatures placement.

DURATION

The game will last 6 Game Turns.

RULES

Before placing the scenery, you must place 5 automatic defense turrets. The first one will be placed in the center of the table, and the rest at the cardinal directions directly at 12" from it in the same axis (as shown in the graphic included at the end).

After placing the scenery there will be also placed 4 control panels, which can activate or deactivate the defense turrets. To place these panels you will have to divide the gaming table into four quadrants (24"x24" each) and, from the center of each one, randomly place them in the usual way but halving the die result to half (as the space is smaller in each quadrant).



After deploying the bands you must roll a d10 die for each turret. With a result of 1 or 2 the turret will begin the game inactive due to some malfunction in its systems. With the rest of results, the turret will be active.

Defense turrets.

They will be represented with an appropriate miniature in a 25 mm base, the height of a human miniature and which grant an Armour +5 cover. They will be indestructible under any type of attack or effect.

These turrets can be in one of these two states:

Inactive: They can only try to launch their Reactivation Protocols.

Active: At the end of each Game Turn, but before making any Reactivation Protocol or counting the points granted to each side, each active defense turret will make three Shooting actions that will follow all the usual shooting rules. The turrets have a 360° arc of sight and will assign each shot to a different miniature beginning with the closest one. If the turret has more shots (3) than eligible targets, the remaining attacks will be assigned again to the same miniatures starting with the closest one.

Turrets lack of proper maintenance and have been exposed to the elements along the years, so they only have Precision 2. They are Firearms with infinite ammo, Penetration 4, Strength 6 and range 6"/12"/18".

Reactivation protocols.

At the end of each Game Turn and before counting the points granted to each side, roll a d10 die for each Inactive defense turret. With a result of 1 the turret will be able to reactivate its basic operative system and will start acquiring targets in its surroundings. The turret will change its state to Active and will immediately make its three Shooting Actions, as described before.

Control panels.

They will be represented by an appropriate scenery element in a 25 mm base, half the height of a human miniature and which grant an Armour +3 cover. They will be indestructible under any type of attack or effect.

Any miniature in base to base contact with a control panel can spend an Action to make a Tech roll. If the roll is successful, ONE active turret at the player's choice will change its state to Inactive. If the roll fails, roll randomly which of the five turrets is affected by the panel. That turret will immediately make its 3 Shooting Actions, and then become Inactive (if it was Active) or Active (if it was Inactive).

VICTORY CONDITIONS

At the end of each Game Turn, each inactive turret controlled by a member of a band will grant 1 victory point to its side.

The side with the most points will be the winner.

If both players get the same points, the game is a tie.



GANGERS



Life in the Wasteland is hard and, if you don't want or simply can't stay in a settlement, it is vital to team up. Gangers are probably the most common faction you can find in this part of the Wasteland, from groups of raiders to vigilantes. These gangs make a living attacking settlements or travelers to get bullets and gas, acting as mercenaries to carry out the wishes of some local chief, patrolling the surroundings of a colony, or just roaming the Wasteland as free spirits with the strength of the group to improve their chances of survival.

There are some gangs that follow a distinct and well defined style, such as using the same clothes, showing some tribal tattoos off or shaving half their heads. Others are totally mixed and don't have any distinctive feature.

Disambiguation: When a given rule refers to **Gangers (troop)** it will affect the type of miniature with that name. When it refers simply to **Gangers**, it will affect the band as a whole.

GENERIC EQUIPMENT:

ALL Gangers have these pieces of equipment at their disposal.

Bullets.....	15 pts/bullet
Bayonet	4 pts
Biohazard protection.....	5 pts

SCUMBAG

20 POINTS

They might have different names in each particular gang: puppies, bitches, fodder, robins... but in the end they are all the same, the newcomers that still have to earn the other's respect. They are usually young, but here and there you can find the occasional grown-up adult that has decided to leave his settlement to join a gang, and their age won't spare their asses to be considered as cannon fodder. In the Wasteland you have to fight for what's yours, and the fact that they are at the bottom of the food chain doesn't mean they won't put up a good fight. They do have worse equipment than the rest, that's true, but to be a full time ganger you have to knuckle down to it.

A	C	P	A	S	T	T
ctions	ombat	recision	gility	trength	oughness	ech
2	4	4	4	4	3	3

WEAPONS:

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed Special Rule).

Bow.....	10 pts	Light mace.....	3 pts
Pistol.....	5 pts	Small blade	5 pts
Throwing knives	3 pts		

ARMOUR:

Thick Clothes.

SPECIAL RULES:

The kids aren't alright. Bands don't usually take too many scumbags to a combat mission due to their low performance. You can't have more scumbags in your band than the sum of the rest of the crew (chief, badasses, brutes and gangers (troop)).



GANGER (TROOP)

30 POINTS

In some gangs you have to overcome some kind of test, in others you only have to survive for a year, there are those where the issue is put to vote... but in the end, if a scumbag does not screw it up, the time arrives to promote him to be a full time ganger.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCn
2	5	5	5	4	3	3

WEAPONS:

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed Special Rule).

Bow	10 pts	Light mace	3 pts
Crossbow	8 pts	Mace	5 pts
Pistol	5 pts	Medium blade	10 pts
Rifle	8 pts	Small blade	5 pts
Shotgun	6 pts		
Throwing knives	3 pts		

ARMOUR:

Thick Clothes.

Can replace their Thick Clothes with:

Hardened Leather	5 pts
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BRUTE

40 POINTS

Every gang can make good use of a big, muscled guy. Maybe they are not the smartest or most skillful blokes in the universe, but they can beat you up and floor you down in no time.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCn
2	5	4	4	5	4	2

WEAPONS:

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed Special Rule).

Shotgun	6 pts	Heavy blade	8 pts
		Heavy mace	6 pts
		Mace	5 pts
		Shield	6 pts

ARMOUR:

Hardened Leather

Can replace their Hardened Leather with:

Metallic Armour	10 pts
Metal Plate	15 pts



BADASS

40 POINTS

These are the gang's tough guys, the seasoned warriors, those who earn all the looks of respect from the others. They are veterans of a thousand fights, in such a dangerous place as the Wasteland.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCh
2	6	6	5	4	4	4

WEAPONS:

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed Special Rule).

Automatic rifle	10 pts	Mace	5 pts
Crossbow	8 pts	Medium blade.....	10 pts
Pistol	5 pts		
Rifle.....	8 pts		
Shotgun.....	6 pts		

ARMOUR:

Thick Clothes.

Can replace their Thick Clothes with:

Hardened Leather.....	5 pts
Metallic Armour	15 pts

CHIEF

70 POINTS

To get to the top of the food chain in a gang you have to be tough and smart. The chief is the leader of the gang, respected by his men and feared by the rest. This is a person weathered in the battlefield and with unquestioned leadership ability.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCh
3	6	6	6	4	4	5

WEAPONS:

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed Special Rule).

Automatic rifle	10 pts	Mace	5 pts
Crossbow	8 pts	Medium blade.....	10 pts
Pistol	5 pts		
Rifle.....	8 pts		
Shotgun.....	6 pts		

ARMOUR:

Hardened Leather

Can replace their Hardened Leather with:

Bulletproof Vest.....	10 pts
Metallic Armour	10 pts

SPECIAL RULES:

The ayatollah of Rock'n'Rolla! There can only be one chief in each Gangers band.



MUTARDS



No one knows exactly when the first mutants started to appear, but there were rumors about people with strange powers even before the population was expelled from the Megalopoli and thrown out to the Wasteland. Their origins can vary a lot; maybe all the chemical agents and radiation levels that accumulated in the marginal areas back in the days took a heavy toll on their inhabitants, or they might be the flawed outcomes of sinister genetic investigatory experiments, or just plain and simple natural selection. The fact is that their ranks have increased notably since people have been forced to live in the Wasteland. Mutants are not very popular and most people have reactions that vary from grudging acceptance to hunting posses in some towns. Some individuals with small mutations try to hide their condition to the others, while those far beyond human appearance are shunned even in the most open-minded places. Most mutards have established themselves in their own settlements or gangs, whether to live in peace or to start a “pure” colony populated exclusively with what they see as the next evolutionary stage.

As a rule of thumb Mutards are not very well equipped, as usually nobody trades with them, but they possess a wide array of mutations that can counter that drawback.

Disambiguation: When a given rule refers to **Mutards (troop)** it will affect the type of miniature with that name.
When it refers simply to **Mutards**, it will affect the band as a whole.

BAND SPECIAL RULES:

ALL Mutards band members must apply this Special Rules.

We’ve been in worse places! All Mutards are immune to the effects of Contaminated Terrain.

Better than nothing. Due to the fact that almost anyone will trade with them, and everything they can get is just garbage, all “blade” weapons (small blade, medium blade and heavy blade) used by the Mutards will have the Rust Special Rule.

MONGRELMORPH

16 POINTS

Under this wide meaning we can find all those mutant creatures that still keep some resemblance to a dog. They are the usual pets of the Mutards and some of them are trained to fight.

A ctions	C ombat	P recision	A G ility	S trength	T oughness	T eC h
2	4	-	7	4	3	-

MUTATIONS:

Claws.

SPECIAL RULES:

Beast. (this Special Rule is explained on page 20, Chapter IV: Special Rules)

Swift. (this Special Rule is explained on page 20, Chapter IV: Special Rules)



ADDLER

6 POINTS

Contamination, chemical products or radioactivity have taken a heavy toll on some people, to such an extent that they have been turned into little more than empty mindless husks, the closest thing you will find in the Wasteland to a zombie. They are slow and clumsy, but in return they are also tireless and can be really dangerous in large numbers. They attack any living thing they can "sense" nearby... except, for some unknown reason, the Mutards (maybe because they just see them as their own). Although they are usually seen more like things than even beasts, in combat they can be a great asset. They are usually tossed in great numbers against the enemy, to hinder and distract them for a while.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCh
1	1	-	1	2	2	-

MUTATIONS:

Claws.

REGLAS ESPECIALES:

Who pulls the strings. Addlers are too dumb to cooperate or coordinate their acts, but Bobbleheads seem to be able to control some small groups of these beings. There can only be a maximum of TWO groups of Addlers for each Bobblehead present in the band.

Pack. (this Special Rule is explained on page 20, Chapter IV: Special Rules)

Mongler. (this Special Rule is explained on page 20, Chapter IV: Special Rules)

MUTARD (TROOP)

12 POINTS

This is the typical Mutard, someone with a general human appearance but with something else. He might have tentacles instead of arms, two heads, fin-feet or the like.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCh
2	3	3	3	3	3	3

WEAPONS:

Can be equipped with ONE of the following weapons.

Throwing knives.....	3 pts	Light mace.....	3 ptos
		Mace	5 ptos
		Medium blade.....	10 ptos
		Small blade	4 ptos

MUTATIONS:

MUST choose at least ONE and up to THREE different mutations from the **Mutations List** (page 38) paying their point cost.

SPECIAL RULES:

Children of the atom. Due to the genetic diversity among them, Mutards (troop) can't repeat the same mutation more than THREE times in the same band.



PIT BEAST

70 POINTS

Some mutards are quite big and strong creatures, a huge mass of muscles that sometimes reaches 9' high. But for some reason their brains not only haven't increased their size accordingly, but they have grown even smaller. In the typical fighting pits found in many settlements, these Mutards are the usual evil beast held by the local overlord to win every combat, where they are treated little better than slaves.

In a Mutard band, among other people who share their "differences", you could think this situation would be different, but let's get it straight: these fellows are quite dumb and they are only appreciated for the mighty blows they can deliver, so they are usually used as first line fodder with little concern about their safety.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
2	4	2	2	6	6	1

WEAPONS:

Can be equipped with ONE of the following weapons.

Mace 5 ptos Heavy blade..... 8 ptos
Heavy Mace..... 6 ptos

MUTATIONS:

Hunk, Resilent (included in the profile) and Tough skin [3].

It can choose another ONE among Acid spit, Brutal charge, Extra limbs, Poisons claws, Prehensile limb, Sharp tail, Sure feet or Thorns paying their point cost specified in the Mutations List (page 38).

SPECIAL RULES:

Berserk. (this Special Rule is explained on page 20, Chapter IV: Special Rules)

BOBBLEHEAD

80 POINTS

Among mutards those usually in charge are called bobbleheads, individuals whose intellect has been boosted beyond human limits. Their superior brains allow them to achieve wonders such as telekinesis, telepathy, mental control... but in exchange for weak and crippled bodies. Some of them have lumps and over-deve-loped brain mass, while others look like parasites attached to a human body. Truth is none of them is pretty.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
3	1	3	2	2	2	4

SPECIAL RULES:

Psychic Powers. A bobblehead has ALL the psychic powers detailed in the page 39.



MUTATIONS LIST

Every Mutard has some kind of strange mutation, to a greater or lesser extent. After all, they wouldn't be mutards otherwise.

ATTRIBUTE MUTATIONS

- **ABLE** 20 POINTS

The mutard is more able than the average.

It gets a +1 bonus to the Actions Attribute.

- **EXTRA LIMBS** 10 POINTS

The mutard has some extra limb that allows it to fight more effectively.

It gets a +2 bonus to its Combat Attribute.

- **HUNK** 10 POINTS

The mutard has a higher-than-normal strength.

It gets a +2 bonus to its Strength Attribute.

- **RESILIENT** 10 POINTS

The mutard has a higher than normal toughness.

It gets a +2 bonus to its Toughness Attribute.

- **SHARP SENSES** 8 POINTS

The mutard has almost supernatural senses that allow it to move more precisely.

It gets a +2 bonus to its Agility Attribute.

- **TOUGH SKIN (X)** 5/10/20 POINTS

The mutard has some thick skin

Gives it Armour 1, 3 or 5.

Each Armour value counts as a different Mutation ONLY for purposes of the Mutards (troop) Special Rule: **Children of the atom**.

COMBAT MUTATIONS

- **ACID SPIT** 5 POINTS

The mutard can spit highly corrosive saliva.

When assaulting or being assaulted, a miniature with Acid spit which is not already engaged in Close combat can make a free shooting Action with the following profile:

Stats: Penetration 3, Strength 1.

This shoot is not modified by distance or cover, unless the cover is granted by the enemy's equipment (such as a shield, for example).

- **BRUTAL CHARGE** 8 POINTS

The mutard is able to ram with savage energy when it assaults an enemy.

It gets a +1 bonus to Penetration and Strength for each movement Action made to Assault.

- **CLAWS** 2 POINTS

The mutard has Claws and teeth to fight with.

- **PREHENSILE LIMB** 5 POINTS

The mutard has a limb with an outstanding strength or grippers of some kind.

One enemy miniature engaged in Close combat with the mutard will suffer a -1 penalty to its Combat rolls. Besides, if that same enemy miniature wants to Disengage from Combat, it will suffer a -1 penalty to its Agility check.

- **POISONED CLAWS** 8 POINTS

The mutard's body contains a highly venomous poison.

This works exactly as the Claws mutation, except for the fact that the attacks made with them also have the Special Rule Poison (2).

- **SHARP TAIL** 10 POINTS

The mutard has a sharp tail capable of delivering mighty slashes against its enemies.

The mutard can make an extra Close combat attack with the stats of a Small blade (which does not count as a weapon for the equipment limits), but with a -1 penalty to its Combat Attribute in this extra attack.

SHOOTING MUTATIONS

- **THORNS** 6 POINTS

The mutard's body is covered with a great number of thorns or spikes, that can be shot at great speed against the enemy.

The mutard is considered to have a Ranged weapon with this statistics:

Range: 4/8/12 inches

Stats: Penetration 3/2/1, Strength 2

- **ORGANIC MISSILE** 10 POINTS

The mutard is capable of projecting something lethal out of its mouth (or any other body hole) to a notable distance. The only problem is that the mutard usually won't have enough "ammo" for a long combat.

The mutard is considered to have a Ranged weapon without long range (only short and medium) with this statistics:

Special Rules: Pellets, KABOOM!!!

Distancia: 4/8/- inches

Stats: Penetration 4, Strength 3

SPECIAL RULES MUTATIONS

- **FROG** 14 POINTS

The mutard has incredibly strong legs that allow it to make giant leaps.

It gets the Special Rule Jump.

- **MIMETISM** 6 POINTS

The mutard can disguise itself with its surroundings with great skill, maybe changing its skin tones or the like.

It gets the Special Rule Camouflage.

● **PSYCHIC ECHO..... 20 POINTS**

This mental power has less physical foul effects on the mutard, and its main utility is being used as psychic relays by the greater minds of the bobbleheads.

A bobblehead will be able to cast any of its psychic powers (except Psychic barrier) on a mutard with Psychic echo. This power will then be immediately re-cast from this second mutard, with no further Action spending, to another target that is within the power's usual range and line of sight limitations.

This way, a bobblehead will be able to use Enhancement on a mutard with Psychic echo within the usual 12" range, and then redirect the power to any other second mutard within 12" of the one with Psychic echo. Or, likewise, use Mindshock on a mutard with Psychic echo within 6" and in Line of sight, and then redirect it at once against any enemy within 6" and in Line of sight of the one with this power.

● **RUNNER..... 10 POINTS**

The mutard has strong legs that allow it to reach faster speeds. It gets the Special Rule Swift.

● **SONAR..... 5 POINTS**

The mutard has the ability to pinpoint its enemies on the surrounding area, even without a direct line of sight towards them.

The mutard has a full arc of vision of 360a (instead of the usual frontal 180a) and, besides, when making a Charge, it will always be considered to all purposes that it could see its target at the beginning of all its Actions.

● **STICKY 8 POINTS**

The mutard exudes some kind of sticky substance all over its body.

This miniature gets the Special Rule Creeper, and every rival in base contact with it who tries to Disengage from combat will get a -3 penalty to its Agility check.

● **SURE FEET 6 POINTS**

The mutard has an extra leg, or maybe its limbs are abnormally wide or with claws to grab onto any surface.

It gets the Special Rule Offroad.

PSYCHIC POWERS

A Bobblehead can spend an Action to automatically use a psychic power. No power can be cast twice on the same miniature. These powers have a maximum range, beyond which they can't be used. Unless stated otherwise, these powers don't need Line of sight to the target.

● **DISARM**

By telekinesis, the bobblehead can disarm an enemy.

The bobblehead can try to disarm a disengaged enemy miniature in Line of sight. To avoid losing a weapon, the target miniature must pass a Strength test. If failed, one of his weapons (bobblehead's choice) will fall to the floor, and must spend an Action to get it back.

Range: 12 inches

● **ENHANCEMENT**

The bobblehead can enhance other miniatures by raw psychic energy.

This power will grant a +3 bonus to Combat, Precision or Tech to a friendly miniature. That miniature will enjoy the granted bonus from this power until it is used for the first time, in which moment it will be spent and lost. Until this happens, the miniature will not be able to benefit from this power a second time, even if applied to a different Attribute.

Addlers have a weaker mind, easily manipulated, so this power will allow the bobblehead to enhance a whole group of addlers instead of only one.

Range: 12 inches

● **MASTER OF PUPPETS**

The bobblehead can get inside the mind of other Mutards, taking actions in their name.

The bobblehead can spend one Action to able another miniature from his band to make a free Action immediately.

Addlers have a weaker mind, easily manipulated, so this power will allow the bobblehead to control a whole group of addlers instead of only one.

Range: 12 inches

● **MINDSHOCK**

The bobblehead can unleash a psychic wave to fry an enemy's brains.

It can be used to eliminate a disengaged enemy miniature in his Line of sight. The bobblehead makes an opposed Strength roll against the target's Toughness. If the mutant gets the same or better result, the target will go down.

Range: 6 inches

● **PSYCHIC BARRIER**

This power creates a barrier of pure energy that grants Armour 5 to the bobblehead.

From that moment, if the bobblehead wants to keep this power active he will have to spend one Action each turn to do so (i.e., he will only have two Actions each subsequent turn). The bobblehead can choose to stop this power at the beginning of any following Action Turn, not being able to use it again until the next Turn.

Range: -



JUNKERS

Finding tools, weapons, vehicles or almost anything in the Wasteland is hard and dangerous. But the Junkers, also called Scavengers by some, make a living of it. They search among the piles of rubble of old cities and the disposal waste of the Megalopoli, and they always find things to sell or trade at this settlement or the other. They are adept on repairing and "patching" machines, although not very neatly, and more often than not they end up creating complex apparatus to solve simple tasks, and not the other way around.

They are probably the faction that can roam this side of the Wasteland with more freedom of movement than any other, as everyone is interested in trading with them to get good stuff, and it is not wise to attack the people that can get them. That doesn't mean they are totally safe, and from time to time a gang of Junkers is attacked to steal their goods, so although they are not the best fighters in the world, they have wits and devices with which to defend themselves, and they are used to move around dangerous places like no other.

GENERIC EQUIPMENT:

ALL Junkers have these pieces of equipment at their disposal.

Bullets	15 pts/bullet
Custom bullets.....	10 pts/bullet
Bayonet.....	4 pts
Biohazard protection.....	5 pts

DYNAMO

15 POINTS

Every Junker loves to build things, but dynamos have no other thing in their minds. They are the keystone in each and every junker settlement, natural born inventors obsessed with knowing how things work or making them work in some other way. In their creativity freakiness they usually take more risks than would be prudently advisable, so most of them bear the marks of old burns, or lack some fingers or even whole limbs as the result of their failures. It is not unusual to see a dynamo's shack suddenly blowing away, or watch them using a weapon as dangerous for the enemy as for themselves. Junkers withstand their dangerous minds, as they realize that dynamos are the real engines behind their society.

A ctions	C ombat	P recision	A Gility	S trength	T oughness	T eCh
2	2	2	3	3	3	6

WEAPONS:

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed Special Rule).

Bomb	5 pts/each	Crack'n'snap	
Pumper.....	8 pts	and electric suit.....	25 pts
Vaporeta.....	8 pts		

ARMOUR:

Thick Clothes.

SPECIAL EQUIPMENT:

Gadgets of the trade	3 pts
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GEAR

16 POINTS

When a dweller of the Wasteland thinks of a Junker, he is thinking of a gear. They are the regular and most numerous among them. They dress in their strange attires and contraptions, flashing off and boasting of all the stuff they have been able to scavenge along their lives, and as such, an indicative of their own status among the Junker society.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCh
2	3	3	3	3	3	5

WEAPONS:

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed Special Rule).

Blunderbuss..... 5 pts	Light mace..... 3 pts
Pistol..... 5 pts	Mace..... 5 pts
Pumper..... 8 pts	Medium blade..... 10 pts
Rifle..... 8 pts	Small blade..... 5 pts

ARMOUR:

Thick Clothes.

Can replace their Thick Clothes with:

Hardened Leather..... 5 pts

SPECIAL EQUIPMENT:

Scope..... 10 pts

PISTON

30 POINTS

Pistons are the physical work force among the Junkers. The guys that tighten things up or beat things down for other things to work properly, even if they don't quite get how. Their hard labor and brutish life make them sturdy, bulky and prone to rampaging and bar brawling. The low skilled jobs they have move most of them to earn a second pay as muscle in Junker's raiding parties, but there they can shine as better fighters than any of their fellows.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCh
2	4	4	4	4	3	4

WEAPONS:

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed Special Rule).

Harpoon gun..... 15 pts	Ballistic punch..... 6 pts
Pistol..... 5 pts	Heavy blade..... 8 pts
Shotgun..... 6 pts	Heavy mace..... 6 pts
	Mace..... 5 pts
	Medium blade..... 10 pts

ARMOUR:

Hardened Leather

Can replace their Hardened Leather with:

Metallic Armour..... 10 pts



PROBE

40 POINTS

Probes have skinny and highly flexible bodies, which allow them to scurry through holes impossible for any other human. Physically they are worthless even for a man-eater's soup, (they are thin people, midgets or even children), but they are the scouts of the junker society, in charge of finding the most valuable scraps among the ruins of the abandoned cities and bring them back, or guiding other groups of junkers to them. By avoiding lethal dangers they develop some abilities that make them really stealthy, or they just disappear forever.

A	C	P	AG	S	T	TeCh
ctions	ombat	recision	ility	trength	oughness	h
2	3	3	5	2	3	5

WEAPONS:

Must be equipped with ONE of the following weapons and up to two.

Pistol 5 pts Small blade 5 pts
 Throwing knives 3 pts

ARMOUR:

None.

SPECIAL RULES:

Camouflage. (this Special Rule is explained on page 20, Chapter IV: Special Rules)

Creeper. (this Special Rule is explained on page 20, Chapter IV: Special Rules)

Infiltration. (this Special Rule is explained on page 20, Chapter IV: Special Rules)

Offroad. (this Special Rule is explained on page 20, Chapter IV: Special Rules)

JUNKER EQUIPMENT

Besides, Junkers have their own pieces of equipment that don't share with any other faction.

Wat is dis?! If any miniature from a different band wants to use that equipment, it will have to make a successful Tech roll for each item it wants to use, or discard it at once as useless junk.

CLOSE COMBAT WEAPONS

● BALLISTIC PUNCH

This is a mechanical gauntlet that, using a spring and several gears, can boost a single punch with an amazing strength and power.

Special Rules: Really dead slow.

Stats: Combat +2, Penetration 2, Strength +5

● CRACK'N'SNAP

It's a conductive rod that, plugged into an Electric suit (check its description ahead, under Armours), is capable of delivering deadly shocks.

Special Rules: Shock

Stats: Combat +2, Strength 6

RANGED WEAPONS

● BLUNDERBUSS

A blunderbuss is a primitive version of a shotgun and it is used in a similar way. But it doesn't need firearm ammo, though, and can shoot gravel, small rocks or tiny pieces of junk.

Special Rules: Dead slow, Pellets, Two-handed.

Range: 4/6/8 inches

Stats: Penetration 2, Strength 5/4/3

● BOMBS

Whether they are made of a mix of chemical products or just a rag inside a bottle with gas, the aim is the same: the aim is the same: killing or incapacitating all enemies around.

Special Rules: Disposable, Indirect fire.

Range: Miniature's Strength x 2 inches

Rules: A bomb can not be used in Close Combat as an Improved Weapon; a miniature equipped only with Fire Bombs will count as Unarmed in Close Combat.

A miniature can buy up to a maximum of 5 bombs, chosen among the three available types:

FIRE

The typical basic Molotov cocktail, or a more sophisticated flask with some mixture of chemical ingredients that burns in contact with oxygen.

Special Rules: Incendiary (5).

GAS

Gas bombs are used to incapacitate the enemy using a mixture of toxic fumes.

Rules: Gas weapons explode on impact, affecting every miniature in a 2 inches radius, measured from the point of impact.



Every miniature affected by the effects of a gas bomb must make a successful Toughness check or immediately and permanently lose a Toughness point. Mutards, due to their natural exposure to contaminated zones, get a +2 bonus to their Toughness for this check. Any miniature equipped with Biohazard protection will automatically pass this check.

Besides all the previous effects, any miniature affected by a gas bomb will make all its next Action Turn's actions as if it was inside Difficult terrain.

SMOKE

These bombs are used to create smoke screens to hinder the enemy's lines of sight through them.

Rules: They explode on impact, leaving a 2-inch-radius marker centered on the bomb's point of impact.

Any miniature shooting with a line of sight that crossed over this marker will get a -2 penalty to its Precision roll.

This marker will be removed from the table in the next Game Turn, at the end of the same Agility Round in which it was placed.

For example: A dynamo throws a smoke bomb on the Agility Round 3, so the bomb marker will be on the table until the end of the Agility Round 3 of the next Game Turn.

- **HARPOON GUN**

A smaller version of the one found in some present day fishing ships, this one is perfect to get through cover... and flesh, of course.

Special Rules: Bulky, Cumbersome, Really dead slow.

Range: 8/16/24 inches

Stats: Penetration 10, Strength 7

- **PUMPER**

This gun has some kind of hydraulic or compressed air mechanism, which has to be pumped to increase its performance.

Special Rules: Pump-action, Two-handed.

Range: 4/8/12 inches

Stats: Penetration 1, Strength 1

- **VAPORETA**

A huge boiler attached to a tube and a sprayer, this device is capable of delivering deadly gusts of hot steam.

Special Rules: Cumbersome, Steam, Two-handed.

Range: 8 inches

Stats: (see the Steam Special Rule)

ARMOURS

- **ELECTRIC SUIT**

This is a suit that includes a high-performance battery, with a series of wires and filaments all over it. Between the inner layer and the surface of the suit there is a thin metal surface, electrified by the battery. Some insulating material under the metal protect the wearer, but anyone who touches the wearer will get an unpleasant shock.

It will replace any armour the miniature could have.

Special Rules: Cumbersome, Electrified

Armour: 2

SPECIAL EQUIPMENT

- **CUSTOM BULLETS**

Junkers can manufacture their own bullets with various materials. These custom bullets are cheaper and easier to produce than normal bullets, but tend to fail.

Rules: if one of these bullets is fired you must apply the KA-BOOM!!! Special Rule.

- **GADGETS OF THE TRADE**

A set of tools, spare parts, cans with all types of oils and fluids, and all the things you could possibly need to perform urgent on site maintenance and repair duties.

Rules: a miniature equipped these trappings will be able to try to repair a weapon disabled after getting a KABOOM! result, by succeeding in a Tech check.

- **SCOPE**

An optical system used to improve the sharpness and visibility of the aimed target, improving aim and accuracy when shooting a firearm at long ranges.

Rules: you can add a Scope to any rifle.

The modifiers for firing that weapon at different ranges will change to -1/+2/+1