GAMING TABLE, TERRAIN AND SCENARIOS

The gangs

Point limit

Before determining what Scenario will they play, both players must first choose which gangs 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 gang 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 gang is also restricted by the Point Limit of the game, as it is explained in Setting Up the Gang (page 4 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 capabilites or mutations, as is the case with the rest of your troops.

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:

· **Cool terrain:** if it is not stated otherwise, this is the default terrain on the table. It is the usual kind of floors, platforms, soil or corridors, and it has no special rule associated with it.
· **Fucked up terrain:** rubble areas, steep slopes, ladders and the like. Miniatures must follow the Movement through Fucked Up Terrain rules when crossing these areas.
· **Really fucked up terrain:** slippery areas, loose rocks, swams and the like. Miniatures must follow the Movement through Really Fucked Up Terrain rules when crossing these areas.

· **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 it is not equipped with the proper protection). 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.

Miniatures can only be deployed on a scenery element above ground level if this has and easy means of access, such as a ladder. Stated in another way, miniatures can not be deployed on scenery elements or places where they can only get to by Climbing.
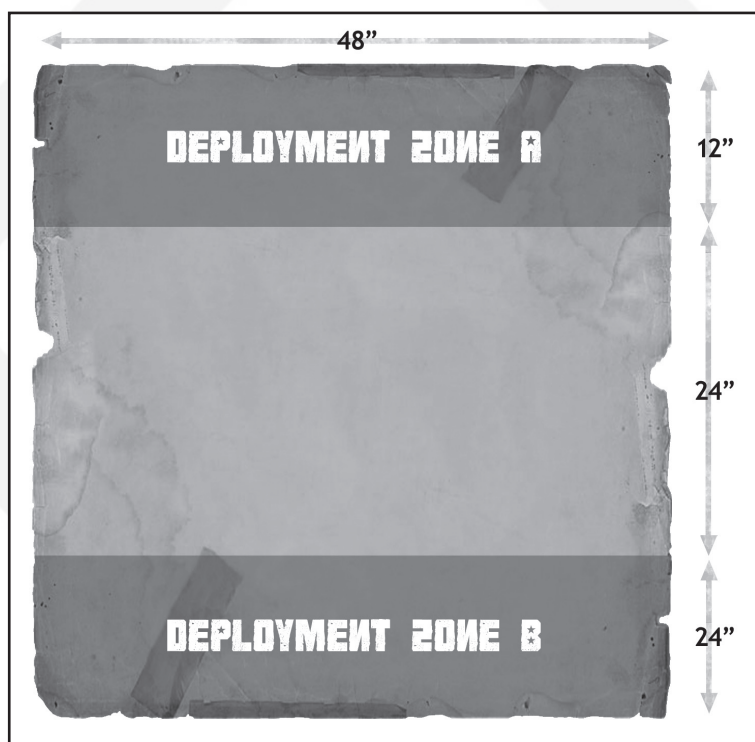
Objectives

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 phyisically in contact with each other, and the objective will be temporarily 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 tendence 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.

This way of placing objectives offers a more random game in which your objectives might be placed anywhere on the battlefield and you must adapt to face each game in a different way, always with the risk of one side gaining advantage due to sheer luck while dispersing objectives. If you want to try a less random method, each player can take turns in placing objectives around the table, outside their deployment zone and leaving at least 12" betweeen them and 6" to any table edge.

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.

d10	Scenario
1	Both players take turns kicking their balls, and the winner chooses a scenario
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
0	Maximum overdrive

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 gang 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 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. An 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 of them 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 gangs in both deployment zones will grant 1 Victory Point to such gang, 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.
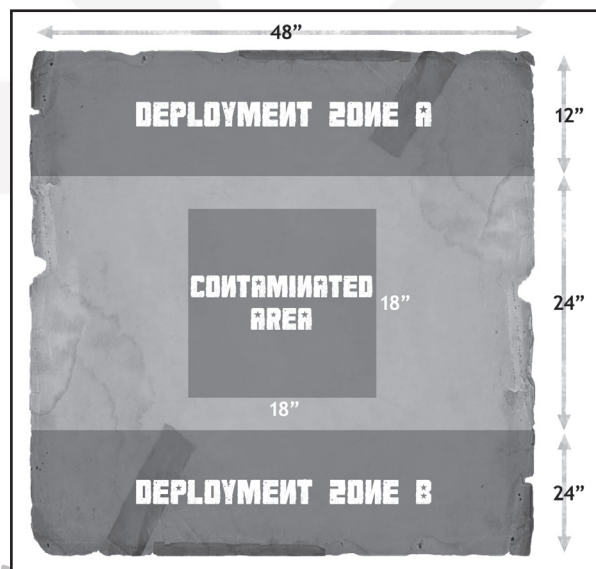
ATTACK!

There comes a moment when all gangs 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 chickarz 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 covet 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 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.

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 zones will grant no points to your gang and 3 to the rival's. Those in the center of the table will grant 1 point to the side controlling each one of them.

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.

DEPLOYMENT ZONE A   12"

6"

CENTRAL ZONE   12"

6"

DEPLOYMENT ZONE B   12"

PUNKAPOCALYPTIC
the game
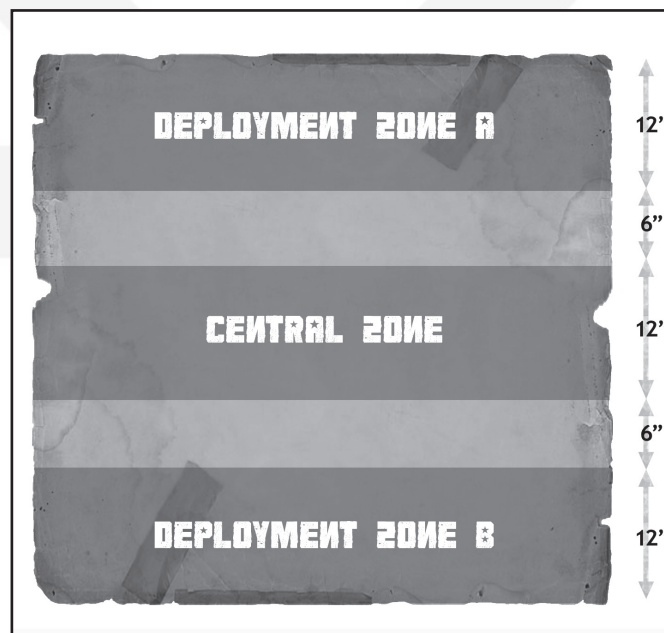
BITE THE BULLET

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 interconnected 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 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:
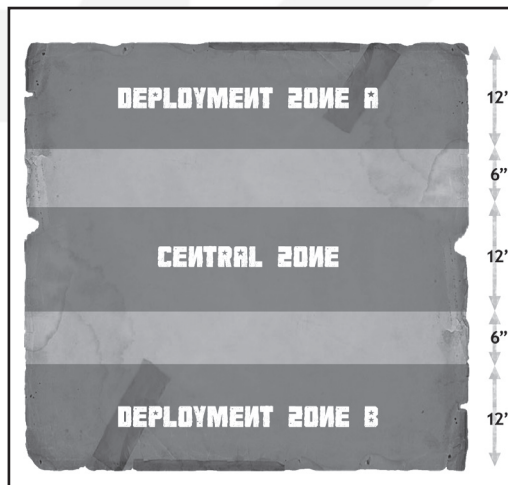
1-2	Empty
3-4-5	Has 1 bullet
6-7-8	Has 2 bullets
9-10	Booby trap

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 gangers will be the winner. To check this, just sum the point costs of the miniatures downed or removed from play.

DEPLOYMENT ZONE A — 12"

6"

CENTRAL ZONE — 12"

6"

DEPLOYMENT ZONE B — 12"

PUNKAPOCALYPTIC
the Game

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 underground water. 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 (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 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. If it is successful, the pump will be activated, but if it fails the extraction system will break down and won't be able to function for the rest of the game.

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. Broke down pumps will grant no points. The side with the most points will be the winner. If both players get the same points, the game is a tie.

PUNKAPOCALYPTIC
the game
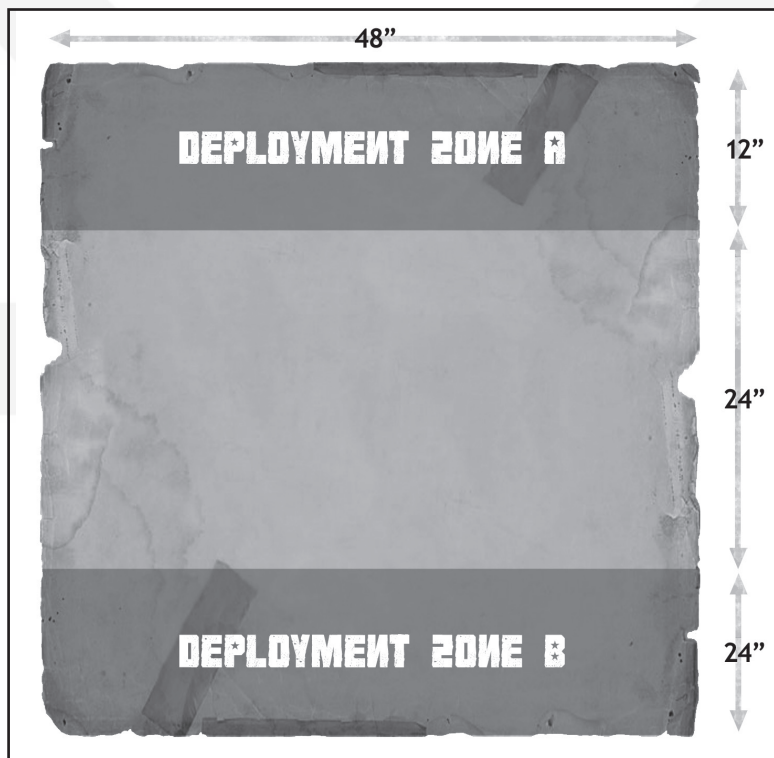
THE LOST WORLD

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 contaminated pool each (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 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.

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.

These objectives are protected by the plants themselves. At the end of each Agility round 1, 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.

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
Scenery must be deployed in the usual way, except that both players will take turns to place one contaminated pool each (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 turns.

Reglas
You have to deploy 6 objective markers.

These objectives represent the martabbits, that will ocuppy 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). From the center of the table, roll a d10 to scatter each martabbit as many inches as the result of the die x 2, in the direction determined by the die's pointy end.

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 elemento where it can't be placed, move it back to the last valid position along its route.

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 con-sequences for the nearby miniatures, but will be removed from the game table.

A miniature can take a martabbit from another friendly miniature or give it willingly by using an Action.

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 begginning of the next Turn.

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.

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 gangs 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

Scenery must be deployed in the usual way, except that both players will take turns to place one contaminated pool each (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 turns.

Rules

There must be 6 random objectives on the table.

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.

At the beginning of each turn after the first, you must roll a d10 and check the following table. If you get a Dust cloud or Waste rain you will have to apply the next effect to that currently in effect on the table, until you reach the worst one.

Roll	Rules
1	Nothing happens
2-5	Dust cloud
6-9	Waste rain
10	The storm calms

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 inches
· Second effect: Maximum visibility drops to 12 inches
· Third effect: Maximum visibility drops to 6 inches

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 Safe terrain on the table.
· First effect: Cool terrain becomes Fucked up terrain. Fucked up terrain becomes Really fucked up terrain.
· Second effect: The whole gaming table becomes Really fucked up terrain.
· Third effect: The whole gaming table becomes Really fucked up and Contaminated terrain.
· Fourth effect: The whole gaming table becomes Really fucked up and Contaminated terrain and, at the end of each Turn, each miniature on the table must succeed on a Toughness check or be considered downed.

The storm calms. Results of Dust cloud and Waste rain active on the table are reduced in one effect; if any of them are in their first effect, they will be cancelled.

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 gang.

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.

PUNKAPOCALYPTIC
the game
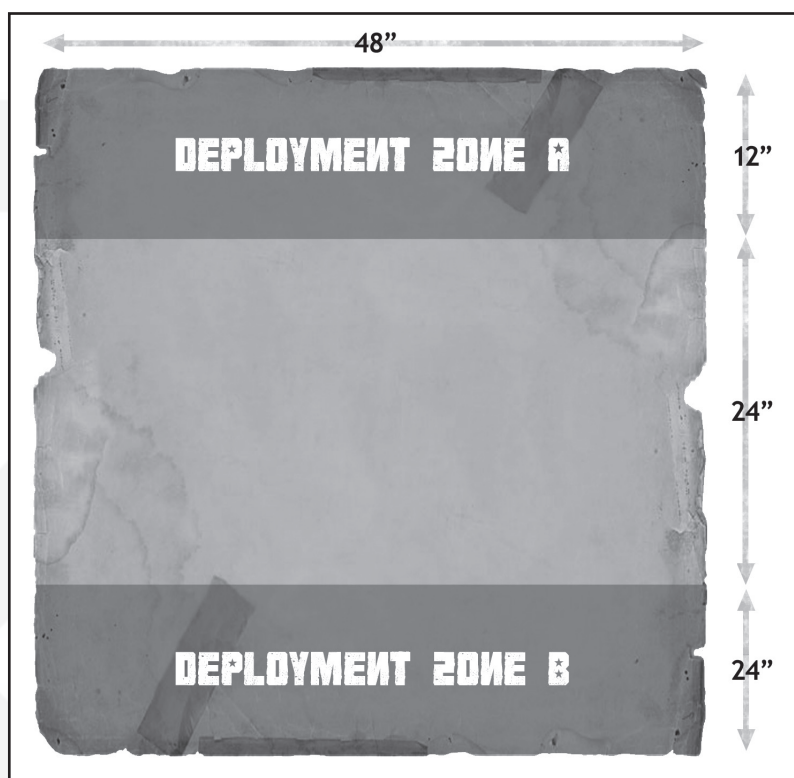
THE LIVING DAYLIGHTS

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) lifes.

Scenery
Scenery must be deployed in the usual way.

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

Duration
The game will last 6 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 gangs 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 manteinance 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.
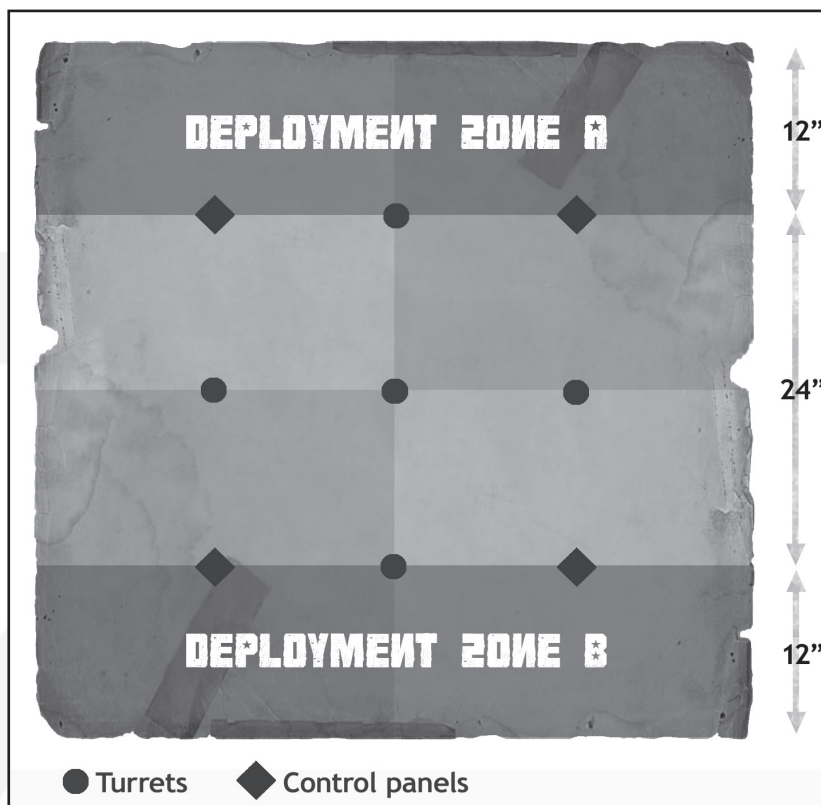Any miniature in base to base contact with a control panel can spend an Action to make a Tech roll. If the roll is successful, ONE active turret at the player's choice will change its state to inactive. If the roll fails, the other player will roll randomly which of the five turrets is affected by the panel. That turret will immediately make its 3 shooting Actions and then become inactive (if it was active), or activate and then immediately make its 3 shooting Actions (if it was inactive).

Victory conditions

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

The side with the most accumulated points at the end of the game will be the winner.

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

DEPLOYMENT ZONE A

12"

24"

DEPLOYMENT ZONE B

12"

● Turrets   ◆ Control panels

PUNKAPOCALYPTIC
the game

MAXIMUM OVERDRIVE

Maybe there are some cars from the days of before no one had discovered so far, or some stupid wastelanders have left their nitropowered wheels unguarded; the fact is that there are some really nice and tempting vehicles to go siphon their gas, which will sell good at Scrapbridge markets.

But of course, nothing is easy in the Wasteland and some other rival band has had the same idea, so you will have to drop some bodies to get the prize.

Scenery

Before setting the scenery up, both players will take turns putting the cars on the table (the one who rolls higher in a d10 die will start doing so). They must put one car on the table for each 150 points of the game (rounding up). These cars must be in the Central zone, at a minimum distance of 6" from both Deployment zones and at a minimum distance of 6" from each other (unless it is no longer possible due to car overcrowding).

After that, scenery should be deployed in the usual way.

Deployment

Follow the generic rules for deployment zones and miniatures placement.

Duration

The game will last 6 turns.

Rules

Before beginning the game, both players must choose two miniatures from their bands (which must be capable of controlling and taking objectives), to be the ones in charge of carrying the gasoline cans. These miniatures carrying the jerry cans will be always considered to be moving through Fucked up terrain (unless they are crossing Really fucked up terrain, in which case they will suffer the worst effects). Besides, they will not be able to perform any other Action apart from Moving (no Assaults, no Climbing, no Shooting, etc...) unless they drop the cans. Dropping the jerry cans is an automatic move that requires no Action, but to pick them up again they will have to spend one of their Actions.

If a miniature carrying a can is Downed, it will fall to the ground as if the miniature had dropped it.

When one of the miniatures carrying the jerry cans gets into contact with a car, it will be able to spend its Actions to siphon gasoline from the car tank to the cans. You can use a die, for example, to keep track of the level of gasoline carried by each can (ie, if a miniature has been sucking gas during 3 Actions, you can put a die with a 3 beside it). But obviously the cars have a limited and variable amount of gas in their tanks, so after each Action a miniature uses to siphon gasoline from any single tank, you will have to roll a d10 die. If you get a result of 6 or more, the tank will be dried for good and no more gas can be obtained from that car.
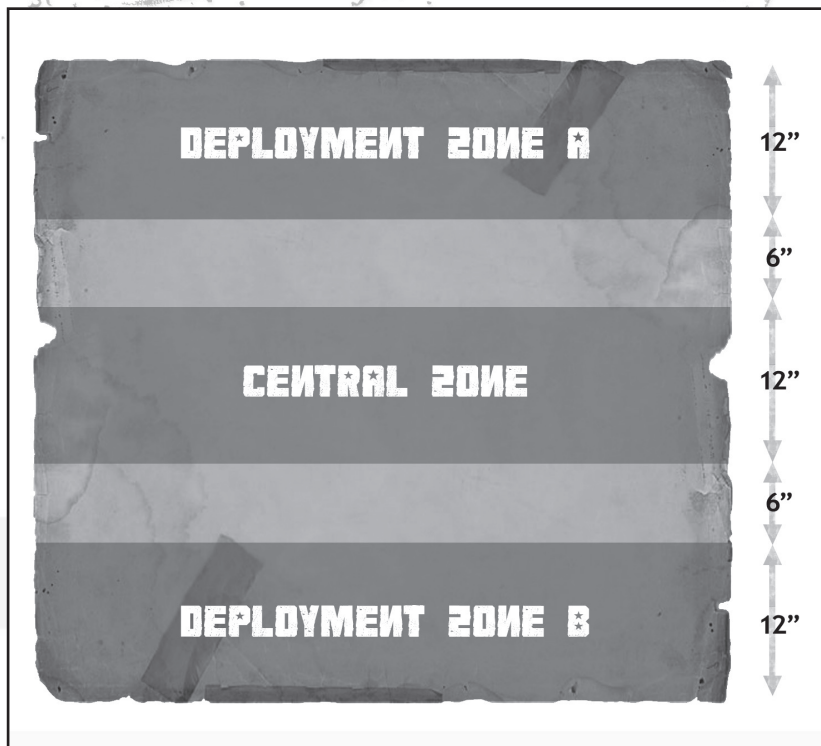
Being the cars much bigger objectives than the usual ones, two rival miniatures in contact with the same vehicle need not to be fighting each other (only if they are actually in physical base to base contact). Nevertheless, while there is an enemy miniature in contact with the same vehicle, no miniature will be able to spend Actions in stealing gas, as it is quite difficult to suck anything with hostiles in the area so close to you.

A miniature can take from or give to a friendly miniature a jerry can by spending an Action.

Victory conditions

At the end of the game you will have to sum up the gas level of each jerry can controlled by miniatures from each side. The band with the highest total will win the game.

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

DEPLOYMENT ZONE A

12"

6"

CENTRAL ZONE

12"

6"

DEPLOYMENT ZONE B

12"

PUNKAPOCALYPTIC
the Game

Alternative scenery

In these previous scenarios we have tried not to use very specific scenery elements for a good reason. Not everybody has every item to use as certain scenery, so we have decided to make the basic scenarios as simple as possible. A scenary with a huge ruined bridge crossing the table from side to side can be a really cool thing, but few people would probably have it. But the Punkapocalyptic rules give the possibility to use many more interesting elements, so you can set up your own scenarios or modify some of the existing ones using new bits of scenery with their own special rules.

In this section we will give you some ideas on how to use different elements of scenery in your games. You are, of course, free to modify them or invent your own.

Doors

There can be doors, trapdoors or hatches both in buildings or walls or fences. If the door is open, obviously it won't be a problem. If the door is closed, you will have to decide beforehand if it is somehow locked. If it is just closed, the miniature will only need to spend an Action to open it. If the door is locked, the miniature will have to succeed on a Strength test to break it. If the players agree, they can decide that a certain door has some kind of special opening system, which will require a Tech test to be cracked.

Shacks and buildings

It's quite usual that the gaming table contains some type of building, whether shacks or more complex edifications. If these buildings have interiors, moving inside them would be as easy as using the usual rules of play. If the building has not a detailed interior, miniatures will be considered in Line of sight with cover if the building has windows, or completely out of Line of sight it it does not. Once inside, a mniature will have to spend an Action to get out and in contact with any available door. If there is a trapdoor to the roof or wherever, the miniature will be able to open it by spending an Action the same as with doors.

These rules will stack with those concerning doors. For example, a miniature inside a building with a locked hatch to get to the roof, will have to succeed on a Strength test to pry it open, and then spend another Action to go through it and get on the roof in contact with the hatch.

Oil pools

Oil pools are Fucked Up terrain. But also, when in contact with certain weapons or situations, all the pool will follow the same rules as an *Incendiary* marker (see Special rules). This will happen if they get into contact with: an Incendiary weapon marker or a flamethrower template, a Burnt which uses a *For the Black Blood*! Special rule, or a miniature with a *Gasoline* Special rule weapon explodes.

Lava

Lava is considered Really Fucked Up terrain. Besides, it will follow the same rules as an *Incendiary* weapon (see Special rules) except that the hits caused will be Strength 7 and ignore any Armour.

Machinery

There are a lot of contraptions that can be used as scenery, from cranes to activate and let their cargo fall onto your enemies' heads, to drawbridges your gang has to lower in order to gain access to certain areas. As long as it is fair and comprehensive, only the players' imagination will set their limits and uses.

This type of "working machinery" scenery should have a specific place where it can be activated or controlled by a miniature that gets into contact with the controls. Players should agree beforehand if operating this machinery is something trivial (such as pushing a big, red button) in which case the miniature will only have to spend an Action, or if some technical knowledge is needed (to unravel the complexities of a full operating panel, for example) in which case it will have to succeed in a Tech test.

Explosive material

Sometimes you can use some type of scenery, such as gas stations, old army depots, petrol tanks, etc., which will be prone to explode when hit by any projectile (we know it might only be bullets, but to let every band have their chance and for the sake of the spectacular nature of this game, let's pretend that even an arrow has a chance to create a spark that blows everything up).

When a piece of explosive scenery is hit by a ranged weapon it will have a chance to blow up causing a Pen 5, Str 5 hit to every miniature in a 2" radius. You can willingly shoot at this type of scenery as if it was a miniature, or hit it unwillingly while shooting at a miniature behind its cover. Either way, the explosive material will blow up if the Precision roll is an odd number, remaining in its unstable state if the roll is an even number.