NECROMUNDA
YCE
COMMUNITY EDITION

MAIN RULEBOOK

INTRODUCTION

The following series of books consists of reworked rules for second edition Necromunda. Following rules are compatible with Games Workshop's publications. To make it easier to adapt this ruleset into your gaming group, all rules are deliberately split into multiple books, so you can cherry pick things that you specifically like; however it is recommended that you use all books together.

- «Main Rulebook» contains core rules that you'll need in during a single skirmish game of Necromunda.
- INCOMPLETE «House Legacy» contains information on how to start and arm your gang, lists of wargear, weapons and their traits.
- INCOMPLETE «Campaign Guidelines» contains information on how to organize and maintain a campaign, scenarios for gangs to compete in and actions of players between skirmish games that make up campaign.
- INCOMPLETE «Deck of Tactic cards» contains information on how to make a deck of tactic cards as well as ready tables to generate tactics using dice and vast list of existing tactic cards

AUTHOr's NOTES

Greetings! To keep things short and to the point, I'd like to explain the goal of this project.

I love Necromunda, but it pains me how players and arbitrators are forced to constantly fix its faulty ruleset – sometimes in the middle of a game. Each gaming community is forced to come up with their own fixes, which makes it hard to discuss this amazing game with each other. And finally Necromunda is really hard to get into nowadays for new players.

I hope that this project streamlines the experience, sets the base for constant improvement of our beloved game and goes with the principle «for Necromunda fans by Necromunda fans».

From the bottom of my heart I would like to thank members of the «Hive Piterus» community for readily playtesting even the craziest of my ideas, helping me with shaping up the rulebook and creating amazing narrative in the meantime. Also I would like to thank «Yaktribe» community for inspiration, advice, support and keeping Necromunda's torch roaring.

<div align="right">- JawRippa</div>

CONTENTS

Game structure

A battle in Necromunda is split into several rounds. A round is split into three phases, which are resolved one at a time. Note that a term «round» is different to a term «turn» (a time frame during which player activates one of their fighters and does actions with them).

1. PRIORITY PHASE

- Roll for **priority**: **Roll-off** to determine who has priority. In the case of a tie, the gang with priority in the previous round passes it to the opponent (re-roll ties the first round, when neither gang has had priority). In multi-player battles, let dice score determine the order and re-roll any ties.

- Deploying **reinforcements**: Some scenarios use reinforcements. Players set all of their reinforcements in order of priority according to default rules for placing them or ones specified by scenario. Reinforcements can only be activated once there are no fighters left with **ready markers** other than fighters who arrived as reinforcements during this round. Reinforcements cannot be a part of **group activation** or initiate group activations.

- **Ready** fighters: Each fighter is readied by giving them a ready marker. Once a fighter has been activated during an action phase or lost their, they are no longer ready. Normally a fighter that is no longer ready may not activate again, but note that there are some instances in which a fighter may activate again.

2. ACTION PHASE

Starting with the gang with **priority**, take turns to pick one of the ready fighters to activate by removing their ready marker: an activated fighter can make up to 2 **actions**. Note that the actions a ready fighter can perform are governed by their current **status** and **conditions** (some conditions will limit the actions a fighter may make, for example **broken**). If one gang runs out of fighters to activate, the other gang can activate all of their remaining fighters in any order. Once all fighters have been activated, even if they performed no actions during their activation, the action phase ends.

- **Basic** and **simple** actions require spending 1 action; Basic actions can only be made once during a fighter's activation, while simple actions can be made more than once during their activation (each time still uses up one of their action points for the turn).

- **Double action** requires spending 2 actions – meaning that most of the time it takes up the fighter's entire turn. If a fighter only has one action point available for any reason, they can't make a double action. Double actions can only be made once during a fighter's activation, regardless of number of actions they may have available.

- **Free actions** do not cost actions and can only be done once per fighter's activation. Some rules (equipment, skills, tactic cards) allow making actions as a free action. In that case a fighter can do such action as a free action and then as basic, simple or double action (if they have enough actions left).

3. END PHASE

- **Recovery tests**: Make a recovery test for each seriously injured fighter by rolling an injury dice.

- **Bottle tests**: Players make a bottle test according to priority. Calculate current number of your gang's fighters on the battlefield: if the amount of your fighters who **fled the battlefield** or were **sent out of action** is 1/4 or more of that number, select any fighter and pass a **leadership check** for them with a penalty equal to a number of fighters who were sent out of action during this round. Same fighter cannot be selected for this leadership test two rounds in a row. If this test fails, gang bottles during this round and its fighters might flee the battlefield. A gang may voluntarily bottle instead of attempting to pass a leadership test, in that case all of its fighters flee the battlefield automatically.

- **Fleeing the battlefield**: If any gang has bottled during this round, starting with the gang with priority, every fighter from that gang must pass a **cool check**, regardless of their **status** or **conditions**. Fighters that fail will flee the battlefield and their model is removed. For the purposes of the scenario being played, fighters that flee in this way are considered to have gone out of action, unless the scenario states otherwise. After resolving all these cool tests, gangs no longer count as bottling.

- **End of the round**: Players should check scenario objectives and whether or not the game ends. Some effects and rules may reference end of the round.

After resolving the end phase, the **round** is over and a new round starts, unless the game has ended.

General principles and measurements

FIGHTERS, THEIR MODELS AND BASES

In Necromunda, each player controls a «gang», which is made up of a number of models that are placed on bases. Each of these models is referred to as a «fighter» within the rules, even though each fighter may have their own rank within the gang or without such as «Leader», «Ganger», «Underhive Scum», «Brute» and so forth.

MEASUREMENTS

All distances are measured in inches «"». Distances can only be measured when the rules call for it. Therefore, pre-measuring distances of any kind is not allowed. Declare the action and nominate any other fighters involved before range is measured.

Distances between fighters and any other battlefield objects are measured from the closest point of one base to the closest point of the other. If an object does not have a base, measure to or from the closest point of the object overall.

When measuring to or from a pinned or seriously injured fighter, assume that their base occupies the same space as it would if their model was standing (as shown on the right example).

MEASURING THROUGH WALLS AND SOLID TERRAIN FEATURES

Unless stated, distances can't be measured through walls or solid terrain features (as shown on the left example).

BASE TO BASE

Models are considered to be in base to base (B2B for short) when their bases are touching. Models separated by a small obstacle such as barricade (so one of them is touching that obstacle while another is at least within 1" of it) are considered to be in base to base as well.

WOBBLY MODEL SYNDROME

If a fighter's model risks falling physically, you may temporary put it aside and mark its location (with a dice or any other marker). In case if that model could affect the outcome of some rules (for example, your opponent is interested whether or not their shooter has line

of sight to that model before announcing a shoot action), temporary return removed model to that location, while holding it.

TAKE-BACKS AND CHANGING ONE'S MIND

As a general rule, be tolerant of opponents changing their minds. However, once dice have been rolled for any reason, or the range of a declared action is measured, the decision must be abided by. It is then too late to go back and change anything that came before the dice roll or the act of measuring!

MODIFYING CHARACTERISTICS AND COSTS

- If there are multiple modifiers, first do multiplication and division, then addition and subtraction. Any fractions are rounded up unless otherwise instructed.
- The final cost of weapon, wargear, fighters and services is always a power of five. If the result is different, round up to the nearest number that is a power of five.

  For example, if the cost of a 25 credits wargear would be halved, a gang would buy it for 15 credits instead.

RESOLVING SIMULTANEOUS ACTIONS AND EFFECTS

If there are any actions or effects which are resolved simultaneously, their sequencing is determined by whoever is making a turn, otherwise whoever has **priority** (or had priority in the previous **round** if priority hasn't been rolled for yet) determines sequencing. **Roll-off** in case if this is the first round, and priority hasn't been rolled for yet.

RULE'S PRIORITY

Special rules (such as those gained from equipment, skills, weapon traits, scenario's conditions etc.) always supersede general rules.

MOST IMPORTANT RULE

If players can't agree on a decision (for example line of sight, cover etc.) or a situation which is not explained by the rules occurs, simply **roll-off** to avoid lengthy arguments and keep the game running smoothly.
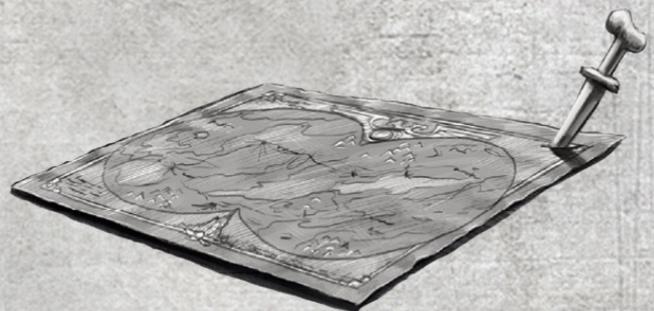
Dice

A number of dice are used to resolve the outcome of various actions in Necromunda: 6-sided dice, scatter dice, serious injury dice and firepower dice. You may use 6-sided dice to replace serious injury dice and firepower dice using conversion table at the end of this chapter.

«D6» is a regular 6-sided dice marked 1 to 6. The game might require rolling several dice and adding them together, for example «2D6» means rolling two D6 and using their sum as a result.

«D3» can be rolled with a D6. Halve the result and round it up.

«D66» can be rolled by rolling two D6 one after the other, counting the first as tens and the second as units, to get a result between 11 and 66. For example, a roll of 2 and 4 would be a result of 24.

MODIFYING ROLLS AND «NATURAL ROLLS»

A modified dice roll, for example D6+1, would add 1 to the result of a D6 roll. If the rules instruct a result to be halved (or divide it in any other way), any fractions are rounded up unless otherwise instructed.

Some rules have special effects depending on the actual roll of the dice, before any modifiers (a 'natural' roll). In these cases, the actual number rolled on the dice, before (and regardless) of any modifiers, are applied.

Do note that rolling a natural «1» on D3 actually means rolling a natural «1» on D6 before halving the result.

Unless otherwise stated, a roll is failed when all dice are 1s (before modifiers) and successful when all dice are 6 (before modifiers).

RE-ROLLING

A re-roll always stands, even if the first roll was preferable, and a dice can never be re-rolled more than once. If multiple dice were rolled together (for example 2D6 or 3D6), all of them must be re-rolled if a re-roll is made. However, if multiple dice are rolled separately, the re-roll can include only some of them.

ROLL-OFF

Both players roll a D6 and whoever rolls higher counts as a winner. In case of a draw, do another roll-off, unless rules state otherwise.

SCATTER DICE

This dice is used to determine random directions, and is most often used when firing weapons that have the Blast (X) trait. It is a 6-sided dice, marked with a «Hit» symbol (a crosshair with a small arrow) on 2 faces and an arrow on the other 4. Unless rules state otherwise, when rolling a «hit», use direction of a small arrow to determine direction.

INJURY DICE

These 6-sided dice are used when a fighter is injured, to see how severe their injury is, or are used when an **injured** fighter is doing a **recovery roll**.

INJURY DICE SYMBOL	RESULT
Out of action (Skull)	The fighter is **immediately removed from play**
Serious injury (Bone)	The fighter becomes **seriously injured** and is laid face-down.
Flesh wound (Cross)	The fighter suffers a flesh wound, reducing their **toughness** characteristic by 1. If a fighter is reduced to toughness 0, they go **out of action**.

FIREPOWER DICE

This dice is used whenever a fighter **makes a ranged attack** using a weapon with an **ammo characteristic** other than '-' or '*'. For the majority of weapons, the firepower dice is rolled to see if there is a chance of the weapon's ammunition being depleted, as shown by the ammo symbol coming up on the roll. The other faces, each showing a number of bullet holes, will only have an effect if the weapon has a trait that specifically mentions them, such as the «rapid fire» trait.

FIREPOWER DICE SYMBOL	RESULT
Ammo symbol	Fighter is required to make an immediate **ammo check** for that weapon. If this is failed, that weapon is now **out of ammo** and a marker is placed on appropriate weapon's profile. If the **hit roll** was successful, this also means one successful hit.
One to three bullet holes	If the hit roll was successful, this also means one successful hit. For a weapon with «rapid Fire» trait number of hits on a successful hit roll is equal to the number of bullet holes.

REPLACING INJURY DICE AND FIREPOWER DICE WITH D6

Use tables below for conversion of D6 into injury dice and firepower dice:

CONVERSION INTO INJURY DICE	D6	RESULT

1-2	Flesh wound
3-5	Serious injury
6	Out of action

CONVERSION INTO FIREPOWER DICE

D6	RESULT

1	One bullet hole and an ammo symbol
2-3	One bullet hole
4-5	Two bullet holes
6	Three bullet holes

Characteristics profiles and their checks

Each fighter and weapon has a characteristics profile, which details their capabilities in battle.

FIGHTER PROFILE

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	4+	4+	3	3	1	4+	1	7+	7+	7+	7+

PHYSICAL CHATACTERISTICS

- **MOVE (M)** – Distance in inches the fighter can move, for example when making a standard **Move** action.

- **WEAPON SKILL (WS)** – Fighter's proficiency with melee weapons and weapons with the sidearm trait when used in **close combat**.

- **BALLISTIC SKILL (BS)** – Fighter's **proficiency with ranged weapons**.

- **STRENGTH (S)** – How strong the fighter is. Can also represent fighter's ability to **inflict damage** in close combat.

- **TOUGHNESS (T)** – How tough the fighter is. The fighter's resistance to being **wounded by an attack**.

- **WOUNDS (W)** – A measure of **how much punishment a fighter can take** before succumbing to their injuries.

- **INITIATIVE (I)** – The fighter's dexterity and reflexes.

- **ATTACKS (A)** – The **number of attack dice** rolled when attacking in close combat.

MENTAL CHARACTERISTICS

- **LEADERSHIP (LD)** – The fighter's ability to issue or follow commands in the **heat of battle**. Also fighter's ability to effectively organize people or make deals.

- **COOL (CL)** – A fighter's **bravery** and resistance to stress when faced with «**fight or flight**» situations.

- **WILLPOWER (WIL)** – A fighter's mental fortitude, **self-discipline** and resilience against long-term hardships. In case if fighter is a psyker, this characteristic determines how well they are capable of controlling and redirecting warp powers.

- **INTELLIGENCE (INT)** – Intelligence represents a fighter's mental acuity and ability to apply knowledge.

CHARACTERISTICS CHECKS

Players will often be called on to make a characteristic check for a fighter. Characteristic checks are made as follows:

- **Weapon Skill, Ballistic Skill and Initiative**: Roll a D6. If the result is equal to or higher than the characteristic, the check is passed. The lower the number is the better.
- **Strength or Toughness**: Roll a D6. If the result is equal to or lower than the characteristic, the check is passed. Unlike general rules, rolling a natural 1 means automatic success and rolling a natural 6 means automatic failure for these checks. The higher the number is the better.
- **Leadership, Cool, Willpower and Intelligence**: Roll 2D6. If the result is equal to or higher than the characteristic, the check is passed. The lower the number is the better.

MODIFYING CHARACTERISTICS

Sometimes, the rules will modify a characteristic.

- If the characteristic is given a simple number, the modifier is applied as written – for example if a fighter with strength 3 is given a +1 strength modifier, their strength counts as 4.
- If the characteristic is given as a target number the modifier is effectively applied to the dice roll. For example, if a fighter with initiative 4+ is given a +1 initiative modifier, their initiative would effectively be improved to 3+.

MAXIMUM AND MINIMUM CHARACTERISTICS

Each characteristic has a maximum value which cannot be exceeded when gaining advancements during campaign. However, temporary bonuses (for example combat drugs) can improve a characteristic beyond its limit. A characteristic can never be reduced beyond a certain level.

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+ (even with temporary bonuses and modifiers). They cannot become worse than 6+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the fighter's current type) and cannot become lower than 1 (except for Toughness, which can become 0 through flesh wounds and cause fighter to go out of action).
- Mental characteristics cannot be improved beyond 4+ and cannot be reduced to worse than 12+.

NERVE TEST

To make a nerve test, a fighter must make a cool check with +1 modifier for each operational friendly fighter within 3". The same fighter cannot make more than one nerve test per round, regardless of the result of first nerve test during this round.

AMMO CHECK

When fighter is required to make ammo check for a weapon, roll a D6: if the result is equal or higher than its ammo characteristic, then the check is successfully passed.

Weapon profiles

In the same way as a fighter, each weapon has its own characteristics profile:

BASIC WEAPON	RNG		ACC		S	AP	D	AM	Traits	Cost
	S	L	S	L						
Autogun	8"	24"	+1	—	3	—	1	4+	Rapid Fire	25

- **RANGE (RNG)** – Each weapon has two ranges: Short (S) and Long (L). If a weapon's range is listed as an E, it is usually a close combat weapon only usable against targets that are **engaged** with the wielder. Otherwise, it is a ranged weapon.

  All weapons with short range «T» have the template trait and use **flame template** when fired.

- **ACCURACY (ACC)** – Modifiers that are applied to the **hit roll** when attacking with the weapon. The «S» modifier applies at Short range and «L» applies at Long range.

- **STRENGTH (STR)** – The weapon's strength used when making **wound rolls**. For some weapons this may be shown as «S», meaning the strength of the wielder should be used. If listed as «S» with a modifier, use wielder's strength with modifier applied.

- **ARMOUR PENETRATION (AP)** – The weapon's ability to punch through armour. This modifier can increase or reduce the target's **save roll**.

- **DAMAGE (D)** – This represents how much damage the weapon inflicts. This in turn indicates how many wounds the targets loses or how many injury dice are rolled against it as **a result of unsaved wound roll**.

- **AMMO (AM)** – If this characteristic is a numerical value, a **firepower dice** must be rolled when attacking with it, as there is a chance of it **running out of ammo**.

- **TRAITS** – Most weapons have one or more traits, each of which gives the weapon an unique bonus or changes the way it attacks.

- **COST** – Weapon's price which is measured in credits.

Gang, crew and fighter cards

Each player's gang is made up of a number of fighters, each of which is represented by a model on the tabletop and a fighter card filled in with their characteristics, equipment and other useful reference information. Players should have a fighter card for each of their models to make a deck of fighters to draw from. Alternatively players can have a list of all fighters that make up their gang, with their profiles, wargear, skills and costs and a way to randomly select fighters from that list.

GANG AND CREW

While a gang can be made of many fighters, sometimes only some of them take part in the battle. A crew is collection of fighters from the same gang, who are currently taking part in the scenario.

EXAMPLE OF FIGHTER'S CARD

1. Fighter's name and rank

2. Fighter's value in credits, to calculate gang's rating and crew's rating.

3. Fighter's characteristic.

4. The weapons the fighter is carrying.

5. Any skills the fighter may have.

6. Any equipment (including armour carried by the fighter).

JELENA (LEADER) — 240 CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	3+	3	3	2	2+	3	5+	6+	6+	7+

Weapon	Rng S	Rng L	Acc S	Acc L	Str	Ap	D	Am	Traits
COMBI-WEAPON									
BOLTER	12"	24"	+1	–	4	-1	2	6+	COMBI, RAPID FIRE (1)
NEEDLER	9"	18"	+1	–	–	-1	–	6+	COMBI, SCARCE, TOXIN
SHOCK WHIP	E	3"	–	–	4	–	1	–	MELEE, SHOCK, VERSATILE

SKILLS: RALLYING SHOUT

WARGEAR: CHEM SYNTH, FLAK-ARMOUR

Visibility and cover

VISION ARC

Each fighter has a vision arc of 90° to their front, starting from the center of their base (as shown on the right example).

When measuring if an attack originates from the front, use the center of the attacking fighter's base. For **blasts** not centered directly above the fighter's base, use the center of the blast instead. A **pinned** or **seriously injured** fighter does not have vision arc, thus any attack against them would count as originating from outside of their vision arc.
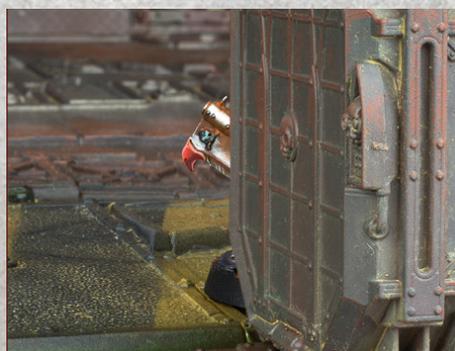
LINE OF SIGHT

While a fighter's vision arc is determined by their facing, their line of sight (LOS for short) is determined by the presence of **terrain**. Line of sight determines what they can see while turning their head around. Unlike measuring distances, which can only be done when the rules call for it, a fighter's line of sight can be checked at any time.

To check a fighter's line of sight, stoop down to look from the first fighter's point of view or to draw an imaginary line from any part of their body, except for insignificant elements (a protruding hairstyle, the barrel of a gun or a spike from their armour, for example). If the other fighter is not entirely obscured by terrain, the first fighter has line of sight to them. If the fighter is entirely obscured except for their base and any insignificant elements, the first fighter does not have line of sight to them.

> *For example, a fighter would have a line of sight (or LOS for short) to an enemy behind their back, outside of their vision arc, as long as that enemy was not fully covered by terrain.*

Do note that a terrain, that fighter is standing behind, won't obstruct line of sight as long as at least a part of their body is sticking out. Fighter's models never fully obstruct line of sight – they may be temporary removed from the battlefield to check line of sight. **Pinned** and **seriously injured fighters**, as well as model's bases are ignored for LOS obstruction.

There would be line of sight to the fighter on the left example, but not on the second example on the right.

«VISIBLE»

Sometimes rules will refer to fighters or objects as being «visible». This means that that they are within **vision arc** and there is a **line of sight** to them at the same time.
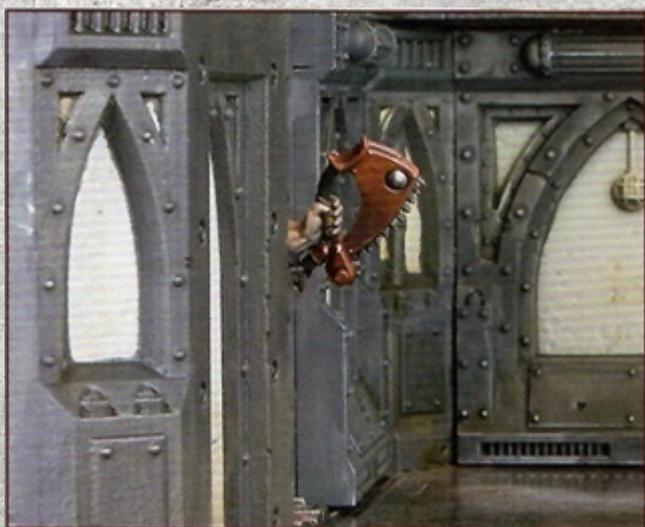
COVER

When determining cover, disregard friendly fighters in **base to base contact** with the attacker. Move them aside temporarily if necessary, as long as they return to the right place (and facing) once the shot has been resolved.

If the target is fully visible, they are not in cover, as shown on the top example (i.e., they are «in the open»). Otherwise, if less than half of the model is obscured by terrain of fighters, they are in partial cover as shown on the middle example. If at least half of the model is obscured by terrain or fighters, they are in full cover as shown on the bottom example. As with **line of sight**, ignore their base and any insignificant elements.

Models of intervening fighters cannot provide cover better than partial, regardless of how much they obscure the target. Ignore pinned, seriously injured fighters and bases of any fighters when determining cover.

Do note that determining cover is subjective, so we recommend selecting the type of cover which is more preferable for your opponent, when you are not sure what kind of cover they have. In return, opponents should allow you to determine cover without double-checking. If both players take this approach (with both line of sight and cover), the game will flow smoothly and will be much more satisfying.

On the left example you could count opponent as being within line of sight of your shooter and in full cover, since we have line of sight to the target's arm; however if the target was slightly pivoted beforehand, you would only see an insignificant element of a model (a chainaxe). Thus, we would recommend treating such situation as target being outside of line of sight entirely.

LINE OF SIGHT AND COVER IN ZONE MORTALIS

A few changes apply when playing on a fully flat battlefield such as Zone Mortalis made with cardboard tiles:

ZONE MORTALIS' LINE OF SIGHT

Line of sight is achieved by straight line can be drawn from the center of the first fighter's base to any part of the other fighter's base without crossing a wall or closed door. Obstacles and other fighters do not block line of sight.

ZONE MORTALIS' COVER

To see if a target is in cover from the attacker's point of view, trace a straight line from the center of the attacker's base to the target. Ignore friendly fighters in base contact with the attacker and any obstacles within 1" of the attacker. Cover gained from other fighters cannot be better than partial and pinned or seriously injured fighters are ignored. If the line can be traced to all parts of the target's base without crossing any terrain features or the base of another fighter, the target is in the open. Otherwise, if the line can be traced to at least half of the target's base, they are in partial cover. If the line can only be traced to less than half of the target's base, they are in full cover.
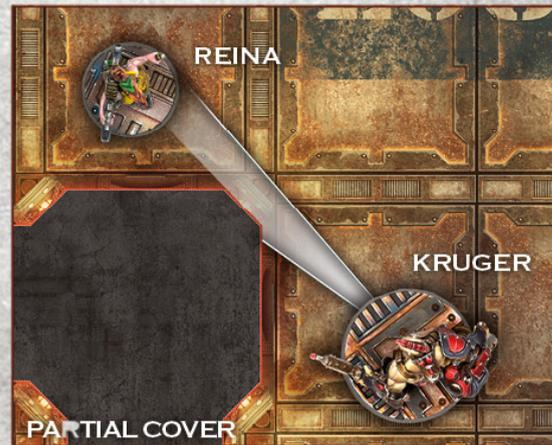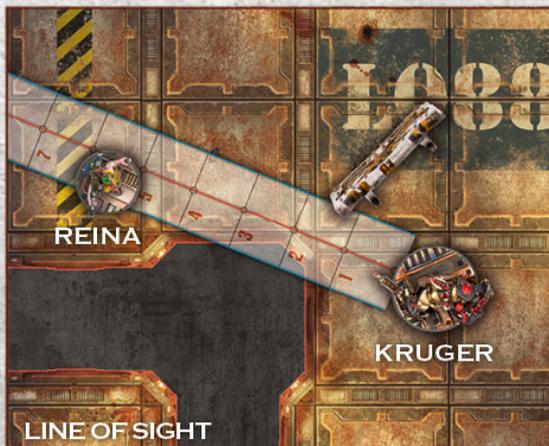
In the left example Kruger has a line of sight to Reina; on the right example the line can only be traced to at least half of the target's base, they are in partial cover.

Priority phase

ROLL FOR PRIORITY

Roll-off to determine who has priority. In the case of a tie, the gang with priority in the previous round passes it to the opponent (re-roll ties the first round, when neither gang has had priority).

DEPLOYING REINFORCEMENTS

Some scenarios use reinforcements, and specify how many fighters' cards will make reinforcement deck. Players set all of their reinforcements in order of priority according to default rules for placing them or ones specified by scenario.

STANDARD RULES FOR DEPLOYING REINFORCEMENTS

D3 random fighters is chosen from the reinforcements deck and are deployed on a ground level within 3" of any battlefield edge and within 3" of each other, but not within 12" of any enemy fighters. If that is impossible, place reinforcements as far as possible from enemy fighters.

READY FIGHTERS

Each fighter is readied by giving them a ready token. Once a fighter has been activated during an action phase or lost their, they are no longer ready. Normally a fighter that is no longer ready may not activate again, but note that there are some instances in which a fighter may activate again.

PRIORITY IN MULTIPLAYER BATTLES

Sometimes, more than two gangs find themselves fighting on the same battlefield. In multiplayer battles, let dice score determine the order and re-roll any ties.

For example, if four players roll for priority and score a 5, 4, 4 and 2, the player that rolled 5 has priority, the player that rolled 2 goes last and the players that each rolled a 4 roll off again to determine who is going second and third.

You can greatly speed up determining priority if all players agree before the multiplayer game that second player is a player on the left side from first player (next player clockwise), third player is on the left side from second player, etc. This way you'd only need to determine priority of one player and alternate taking turns in a clockwise manner.

Action phase

ACTIVATE FIGHTERS

Starting with the gang with **priority**, take turns to pick one of the **ready** fighters to activate by removing their ready marker: an activated fighter can make up to 2 **actions**. If one gang runs out of fighters to activate, the other gang can activate all of their remaining fighters in any order. Once all fighters have been activated, even if they performed no actions during their activation, the action phase ends.

Unlike the rest of fighters, reinforcements can only be activated once there are no friendly fighters left with ready markers other than fighters who arrived as reinforcements during this round. The turn they arrive, reinforcements cannot be a part of group activation or initiate group activations.

GROUP ACTIVATION

When activating an **operational** fighter with the «Group Activation (X)» ability, additional **operational** and **ready** friendly fighters within 3" can be activated at the same time. Most leaders and champions have this ability:

- **Leader**: 2 additional ready fighters.
- **Champion**: 1 additional ready fighter.

If a leader or champion is activated in this way, then they may not perform group activation themselves! All fighters must be nominated for group activation before any of them makes an action. Then activate each fighter in the group as normal, fully resolving their activation before picking the next fighter. Each fighter activates individually, groups never activate simultaneously.

Do note that group activation is a tactical tool that should be used sparingly – if you initiate group activations too often and early, your opponent will

have advantage, since they can react knowing which of your fighters no longer have ready markers and thus are not a threat during this round.

Types of actions

An activated fighter can make up to two actions or may choose to do none. There are four types of actions a fighter can make:

BASIC ACTION

This type of action uses up one action; Each basic action can only be made once during a fighter's activation.

> *For example, an engaged fighter can **Fight(basic)** and then **Shoot(basic)** if they won their melee combat and became active, but they can't **Fight(basic)** or **Shoot(basic)** twice during their activation.*

SIMPLE ACTION

This type of action uses up one action; simple actions can be made more than once during their activation (each time it still uses up one action).

DOUBLE ACTION

Double action counts as making two actions – meaning that most of the time it takes up the fighter's entire turn. If a fighter only has one action available for any reason, they can't make a double action. Each double action can only be made once during a fighter's activation, similar to a basic action, regardless of number of available actions a fighter may have.

FREE ACTION

Free actions do not cost actions. Some rules (usually ones gained from equipment, skills, tactic cards) allow making actions as a free action instead of its usual type. In that case a fighter can do such action as a free action once and then as basic, simple or double action (same as it was originally, provided that they have enough action points).

> *For example if a rule allows fighter to **Shoot** as a free action, they can **Shoot** twice: once as a free action and once as a basic action, and they would have one action left. If a fighter had an additional rule which allowed them to **Shoot** as a simple action, they could **Shoot** up to three times during their activation!*

Statuses and available actions

The actions a ready fighter can perform are governed by their current status and **conditions** (some conditions will limit the actions a fighter may make, for example «**broken**»). There are **four** types of statuses: **active**, **engaged**, **pinned** and **seriously injured**. Do note that an active or engaged fighter may **turn to face any direction** when activated, before making actions.

ACTIVE

An active fighter is a fighter who is ready for action. Their model is standing upright, not in base to base contact with enemies.

Active fighters are able to perform any of the following actions:

- MOVE (SIMPLE) – Fighter may **move** a distance up to their **movement characteristic**, but has to stay **further than 1" away from enemies** who are not **seriously injured**, unless a fighter selects an enemy and decides to **engage** them with this movement.

  - *Rules on how to engage an enemy are properly described in «Movement» chapter. To put it shortly, try to get into base to base contact with the selected enemy, while travelling full distance and using the shortest path possible. Other active enemies in the way will prevent you from reaching the target.*

  - *Fighter's movement can be slowed down due to barricades and obstacles in the way, difficult or dangerous terrain. A fighter can use ladders, or squeeze through windows and gaps in the walls. During movement a fighter can climb vertically upwards or downwards, leap over pits and gaps between platforms, or attempt to jump down with a risk of falling! A fighter can never move through impassable terrain such as solid walls. Fighter can move through friendly fighters and drag seriously injured friendly fighters, loot or ammunition crates.*

- CHARGE (DOUBLE) – You may **engage** an enemy, moving up to double of your **movement characteristic**, but no more than 12". If your charge movement ends with you being **engaged**, then you may (but don't have to) immediately make a free **Fight(Basic)** action. If the enemy fighter in base to base contact is **seriously injured**, then you may **only** make a free **Coup de Grace(Simple)** action instead. This action is slightly different when done by a **pinned** fighter.

  - *If during Charge a fighter wants to engage multiple enemies, or there is no sufficient space to place their model, additional rules for these kinds of situations can be found at «Movement» chapter.*

  - *Do note that when modifying movement characteristic, during Charge, you double your movement characteristic first and then add to it or subtract from it. For example, a stimmed-up (a combat drug, improving movement characteristic by +2") goliath ganger with M4" would charge up to 10", not 12".*

    $$(4" * 2) + 2" = 10"$$

- COUP DE GRACE (SIMPLE) – Pick a **visible** and **seriously injured** enemy fighter within 1" of the fighter making the action. That fighter immediately **goes out of action**.

- SHOOT (BASIC) – Select a **visible** target then pivot your fighter so the target is in the middle of shooter's **vision arc**. You might require passing a **target priority** test.

- AIM (BASIC) – If the fighter makes a subsequent **Shoot(Basic)** action, add +1 to the result of any **hit rolls** during that **Shooting**.

- RELOAD (SIMPLE) - Pick a weapon that is **out of ammo** and make an **ammo check using one of weapon's profiles**. If passed, the weapon is reloaded and is no longer out of ammo.

- TAKE COVER (SIMPLE) – Move up to half **movement characteristic**, then become **pinned**. Note that voluntarily becoming pinned cannot result in **falling** from edge of platform, pitfall or similar.

ENGAGED

An engaged fighter is a fighter who is fighting for their life in chaotic close combat. Their models are standing straight and are in base to base with an enemy (who is not seriously injured).

Engaged fighters can stand within 1" of enemies and are able to perform any of the following actions:

- FIGHT (BASIC) – Make **close combat attacks** against one or more engaged enemies.

- RETREAT (BASIC) – Make an **initiative check** for this engaged fighter. If it is passed, they can move up to D6", staying further than 1" from enemies. If the initiative check is failed, each enemy fighter that is engaged with them can make reaction attacks, as if retreating fighter tried to **Fight** them.

PINNED

A pinned fighter is a fighter who is lying low, suppressed by enemy fire or recovering after falling. Their models are laid face-up instead of standing on their base. If pinned fighter ever gets in base to base contact with an active enemy, they stand up and become engaged - in that case enemy player chooses such fighter's facing instead of controlling player. If a fighter ever becomes pinned within 0.5" of an edge of a level or platform, they are at risk of **falling**.

Pinned fighters are able to perform any of the following actions:

- STAND UP (BASIC) – The fighter stands up, returning to **active** status. The controlling player can choose the fighter's facing.

- CRAWL (DOUBLE) – The fighter may move up to half of their movement characteristic.

- RELOAD (SIMPLE) - Pick a weapon that is **out of ammo** and make an **ammo check using one of weapon's profiles**. If passed, the weapon is reloaded and is no longer out of ammo.

- CHARGE (DOUBLE) – Fighter **Stands up** as a **free** action, becoming **active** and makes a **Charge**, however they can move up to their movement characteristic instead of double of their movement characteristic.

SERIOUSLY INJURED

Seriously injured fighter is a downed fighter, bleeding out on the ground. Their models are laid face-down instead of standing on their base. If an active or engaged fighter ever becomes seriously injured within 0.5" of an edge of a level or platform, they are at risk of **falling**. Enemies can move within 1" of such fighters or through them. Seriously injured fighters cannot change their status from seriously injured or make **recovery rolls** or when within 1" of enemies who are not seriously injured.

Seriously injured fighters are **non-operational** and are able to perform only the following action:

- CRAWL (DOUBLE) **–** The fighter may move up to half of their movement characteristic.

Fighter's conditions

While a fighter always has one of four **statuses**, a fighter may be subject to several conditions at the same time. Any in-game effect that results in a marker being placed on a fighter should be considered a condition. Some conditions can be applied when a fighter is attacked with a specific weapon, in that case a weapon trait will describe the applied condition. Most common conditions are: **Ready**, **Operational** (or **Non-operational**), **Hard target**, **Broken**, **Insane**, **Reduced actions**, **Out of Ammo** (which is applied to a weapon the fighter carries rather than the fighter themselves).
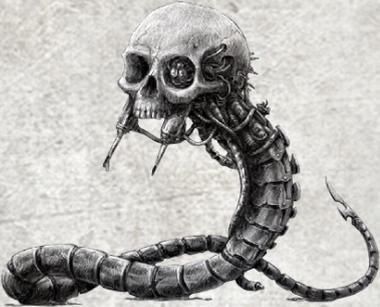
READY

A fighter with a ready marker counts as being ready: this means that they can activate during this round by spending their ready marker. If a fighter loses their ready marker, they no longer count as being ready.

OPERATIONAL / NON-OPERATIONAL

Any fighter counts as operational by default. Some conditions might make a fighter non-operational in addition to their effects. «Non-operational» condition is the opposite of «operational» and these two conditions are used interchangeably within rules. The following common statuses and conditions make fighter count as non-operational:

- **Seriously injured**
- **Broken**
- **Insane**

Whether or not fighter is operational or non-operational affects various rules - most common rules affected by these conditions are:

- A **group activation**; non-operational fighter cannot initiate nor be a part of one.
- Assisting fighters during **recovery**; an operational fighter can assist another friendly fighter during recovery roll.
- Making a **bottle check**; when a gang might bottle, an operational fighter has to be picked to take the **leadership check** to prevent it.

HARD TARGET

When targeted with a shooting attack, a fighter with «hard target» condition counts their **cover** as one step better than it is, up to full cover: «in the open» counts as partial cover, partial cover counts as a full cover and full cover is unmodified. Fighter loses «hard target» condition upon activation, becoming **pinned**, **engaged** or **seriously injured**. To gain a hard target condition, a fighter has to do any of following without becoming engaged:

- Make two **Move(Simple)** actions in a row.
- **Consolidate(Free)** after completing a **Fight** action.

BROKEN

A fighter may become broken as the result of failing a **nerve test** when a friendly fighter within 3" of them becomes **seriously injured** or gets taken out of action. Do note that the same fighter cannot make more than one nerve test per **round**, regardless of the result of first nerve test during this round. Also a friendly fighter taking a **flesh wound** within 3" of other friendly fighters does not trigger a nerve test (unless that would cause them to go **out of action**).

Broken fighters count as being **non-operational** and have to spend available actions to perform one of these two actions: **Running for Cover(Basic)** when **active**, **pinned** or **seriously injured** or **Retreat(Basic)** when engaged. After taking an action a broken fighter's activation ends; at the end of their activation a broken fighter may attempt to rally and stop being broken by passing a **cool check**, adding 1 to the roll for each operational friendly fighter within 3" of them. If the check is failed, the fighter remains broken. A broken fighter counts their **weapon skill** as being 6+.

RUNNING FOR COVER (BASIC) – A broken fighter immediately ends this action if they are further than 3" away from enemy fighters and do not have **line of sight** to enemies; otherwise the broken fighter must select the closest enemy fighter and attempt to move 2D6" if they are active, or half of their movement characteristic if they are pinned, away from the selected enemy. They have to end their movement in order of this priority:

1. So they are more than 3" away from enemy fighters.
2. So that they are out of line of sight of enemy fighters. Broken fighter immediately stops their movement once they are of line of sight of enemy fighters and are not closer than 3" to enemy fighters.
3. In partial or full **cover** relative to the chosen enemy. They may immediately stop their movement once they improve their cover relative to the chosen enemy.
4. As far away from all enemy fighters they have a line of sight to as possible if they can't get into cover or break line of sight.

REDUCED ACTIONS

Sometimes fighters act slow from getting caught off guard or having a huge hangover. This fighter can only make one action during their next activation instead of two. This condition is lost at the end of fighter's activation. Fighter always can make at least one action even if they are affected by multiple conditions of this type.

OUT OF AMMO

This condition is applied to a weapon profile, whenever a weapon fails an **ammo check**. This condition is applied to a weapon the fighter carries rather than the fighter themselves. A weapon with this condition can't be used until it has been **reloaded**.

INSANE

Many situations can lead to temporary insanity. Insane fighters count as **non-operational**. When activating, roll a D6:

D6	RESULT
1-2	The fighter is immediately **broken**, if already broken, they flee and are removed from the battlefield (even if their gang has not failed a bottle test).
3-4	An opposing gang (**roll-off** if playing multi-player) can control fighter this turn, treating them as part of their gang. As soon as the activation ends, the insane fighter no longer counts as being part of the opposing gang.
5-6	The fighter act as normal. Once the activation is over, pass a **willpower check** to lose the insanity condition.

Movement
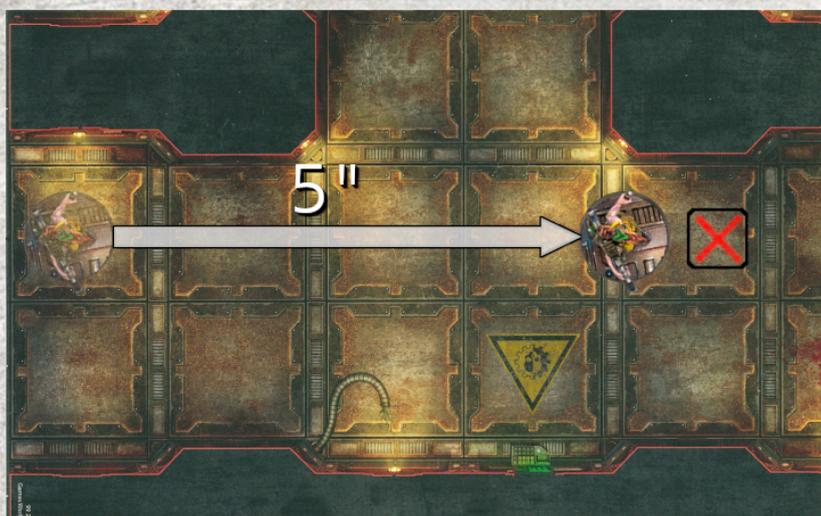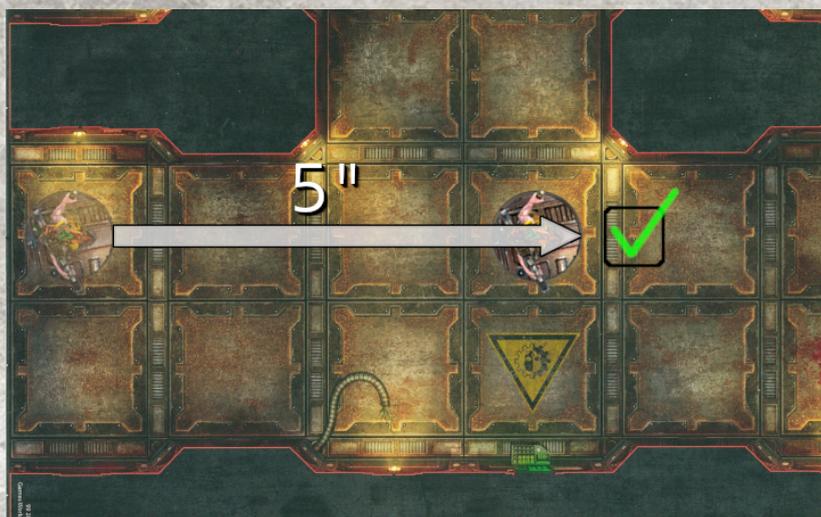
GENERAL MOVEMENT

Fighters move by making actions, usually the **Move(Simple)** action. A fighter might **Charge(Double)** to get into close combat, or **Crawl(Double)** to change their position while keeping their head low. All actions that allow movement must be declared before any measuring is carried out. If a measurement makes it obvious that a fighter does not have as much movement as hoped, the movement will end short of where it was planned. In this case, move the fighter as far as possible in the desired direction, and try to make good use of any available **cover**!

When making a **Move(Simple)** action, a fighter can move up to their full movement allowance, which is equal to their **movement characteristic**. The movement path can bend and curve in any fashion (it does not have to be in a straight line). When moving a fighter, measure from the same spot on the fighter's base, as shown on the example picture above, to avoid adding fighter's base length to travelled distance. Do note that when making two **Move(Simple)** actions in a row, fighter receives a «**hard target**» condition.

MOVING THROUGH FRIENDLY FIGHTERS AND OVER BARRICADES

Fighter can move through friendly fighters, but can't end their movement overlapping bases of other fighters. When traversing over **barricades** (small pieces of terrain, lower than 2" but higher than 0.5"), fighter has to pass **initiative check** or subtract 2" from their total movement in addition to movement. Fighter cannot end their movement on barricades.

CHANGING FACING

When activated, an **active** or **engaged** fighter may turn to face any direction they wish, and before making either of their actions. After moving, a fighter can turn to face any direction.

CONTINUING MOVEMENT

During movement a fighter may temporarily end up in illegal spot – for example with their base on top of barricade or on space occupied by another friendly fighter. In that case, a fighter can do one of two things: they can immediately follow up with another Move(Simple) action to continue moving (provided that they have a leftover actions available), or they have to move back just enough so their base does not overlap obstacles or other fighter's bases.

On the right example an activated escher fighter with 2 actions fails an initiative check and wastes 2" when traversing over barricade and would end her movement on top of a barricade (which is an illegal placement), so she spends an additional action to continue her movement.
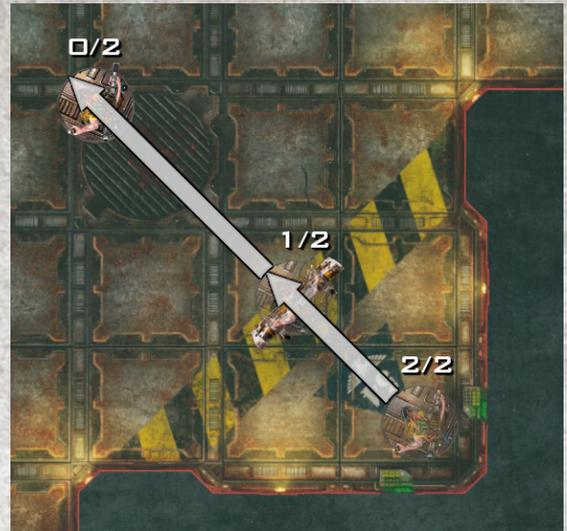
CARRYING OBJECTS AND INJURED FIGHTERS

During movement a fighter can carry one object such as loot or ammo crate, one seriously injured friendly fighter or an object specified by scenario. To do that, they have to get into base to base with an object or start their movement in base to base contact with it. During such movement, fighter's movement characteristic cannot exceed their strength characteristic (i.e. a fighter of S3 and M5" can't move more than 3" with a single Move(Simple) action if he decides to carry something). When carrying an object, it remains in base to base contact with them. They may drop it at any point of movement, but their movement still cannot exceed their strength characteristic until their current action ends.

Some objects are light enough to be carried with ease and usually are picked up automatically when moving over them. Scenario's description will state what type of object it is.

PLAYER'S INTENT DURING MOVEMENT

Sometimes it is a good idea to notify opponent of your intent when moving your fighter. For example, when you are moving them into cover relative to their heavy gunner announce your intent and ask for opponent to estimate your fighter's cover at the end of their movement. In return, they should help you finding the best spot in your chosen location, while looking from perspective of their heavy gunner, so that your fighter has the best cover available or is outside of line of sight completely. If both players use this simple routine to help each other out, the game will run faster and more smoothly.

...ND DIRECTLY AWAY FROM

Sometimes the rules will say that a fighter needs to move directly towards another fighter. To do this, trace an imaginary straight line that crosses the center of each fighter's base – the moving fighter then moves towards the other fighter along this line the required distance. Moving directly away is done in a similar manner.

This cannot make a fighter move through a **wall, impassable terrain or a closed door**. Should they contact one of these features, they stop and do not move further.

THE 1" RULE AND ENGAGING ENEMIES

Normally fighters can't move within 1" of any enemy fighter during their activation, unless that enemy fighter is seriously injured. However, some movement actions allow engaging enemies.

ENGAGING AN ENEMY

A fighter can become engaged with an enemy as a result of movement which allows 'engaging', but they have to announce this intent at the beginning of action, choose an enemy fighter as a target and move towards them. During such movement, the fighter can move within 1" of enemy fighters. Note that a fighter has to use shortest route possible and travel full distance when doing so. However, once within 1" of an active enemy fighter, they must move into base to base contact, becoming engaged (and stop 1" away if they don't have sufficient movement). You must take the shortest route possible to enter base to base contact.

On the left example an escher ganger wants to engage a goliath fighter armed with a grenade
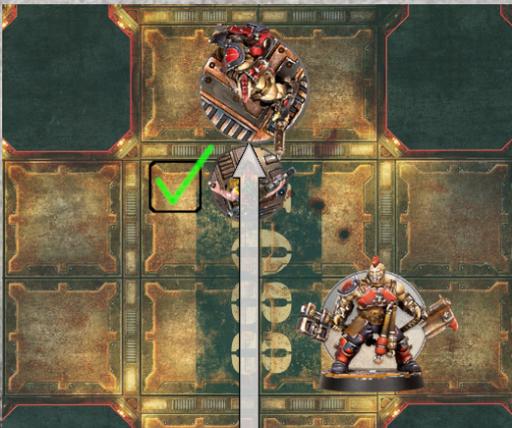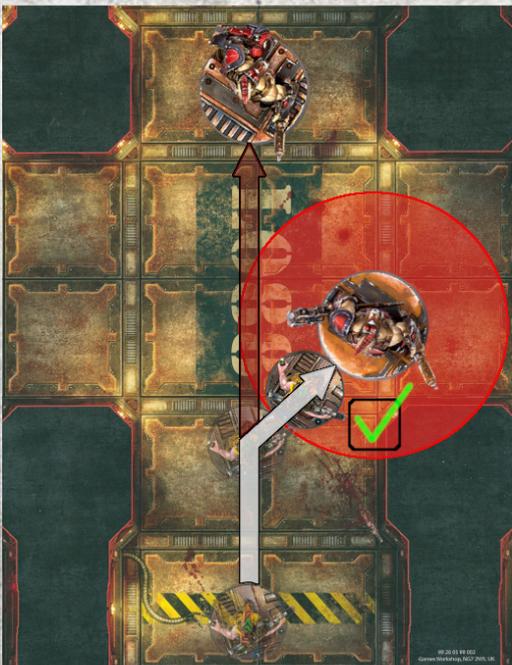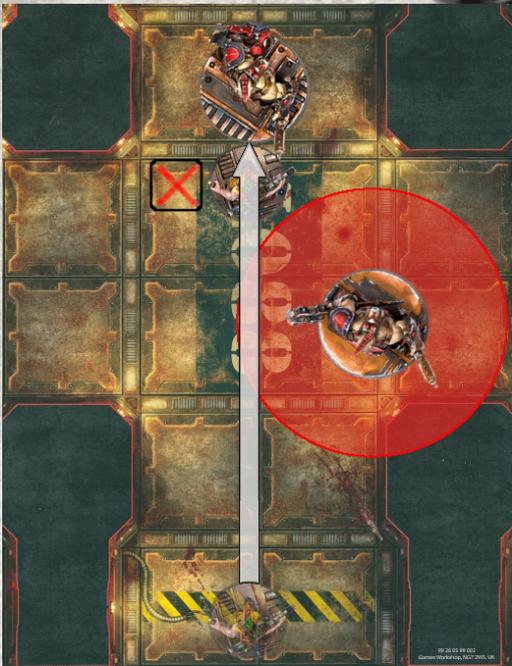
*launcher, so she **Charges** and selects him as a target. However there is an **active** enemy within 1"
of the shortest path to selected target, so she'd have to move into **base to base** contact with them
instead, unless they were **pinned**, **engaged** or **seriously injured**.*

When **engaging** an enemy, if there are a [...] the
target enemy fighter, you may move aroun [...] e
possible. In other words, no need risk jum [...] a
ladder nearby.

> *An escher fighter on the right*
> *example can **leap** over pit or run*
> *across bridge when **Charging** an*
> *enemy: both options are valid.*
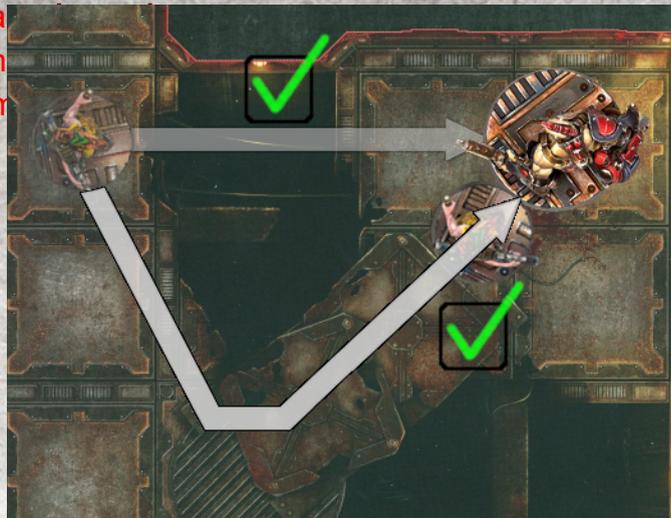
The normal **1" rule** does not apply when moving involuntarily within 1" of an enemy fighter (for example, when knockbacked into an enemy). The normal rules described previously are temporarily suspended until the movement and any other effects it causes have been fully resolved. Once they have been and if neither fighter is **seriously injured**, move the fighter that was involuntarily moved by the shortest route possible until they are 1" away from the enemy fighter.

Sometimes, when attempting to **engage** enemy fighters you may encounter these situations:

MULTIPLE ENEMIES TO ENGAGE

A fighter can select multiple enemies as targets to engage, if they are capable of getting into **base to base** contact with all of them at the same time. If this is possible, engage both of them using shortest route. If not, select one of them as a target to engage.
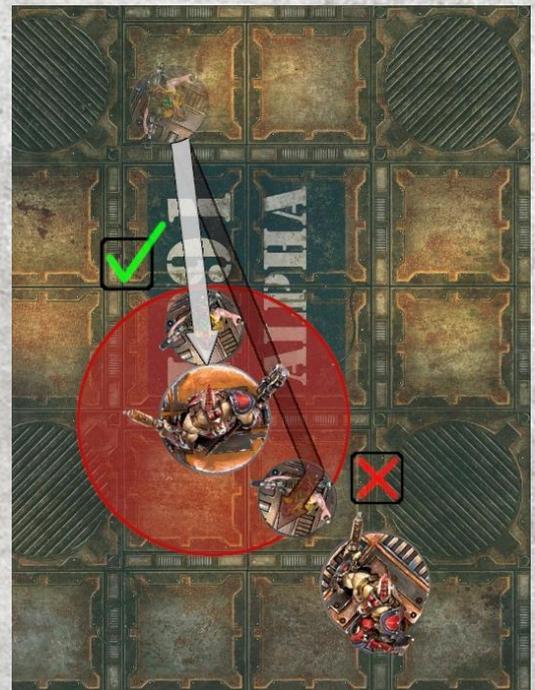
NOT ENOUGH SPACE FOR ENGAGING FIGHTER

Sometimes an **engaging** fighter won't be able to be placed into **base to base** contact due to not having enough space for their base to occupy (for example, the target they wanted to charge is behind a window on second floor, and they have to **climb** the wall to reach them). In that case a good rule of thumb is to move whoever is being engaged just enough

to allow fighters to get into base contact (and allowing both players to pivot fighters as they see fit).

*On the right example, an escher fighter wants to charge a goliath ganger next to a **pit's edge**. Since there is no space to occupy when engaging the enemy while using the shortest route possible, the goliath fighter moves just enough to allow their opponent to get into base to base contact, and both players pivot their fighters.*

Terrain types

Players should agree which elements of terrain or parts of the battlefield represent open ground, difficult terrain, dangerous terrain and impassable terrain.

- ## OPEN GROUND
  Open ground does not have any special rules. Examples: tabletop surface, walkways, room floors.

- ## DIFFICULT TERRAIN
  For every 1" a fighter moves through any difficult terrain, they count as having moved 2". Examples: shallow pools of waste, areas of fallen rubble.

- ## DANGEROUS TERRAIN
  Dangerous terrain slows down fighters in the same way as difficult terrain. In addition a fighter who activates or enters dangerous terrain during their activation must make an initiative check. If it is failed, they immediately go out of action. Examples: vats of molten metal, spinning turbines set into the floor.

- ## IMPASSABLE TERRAIN
  Fighter cannot be moved through or into impassable terrain. Measurements cannot be made and line of sight cannot be drawn through impassable terrain. Examples: battlefield's edges, solid walls, closed doors.
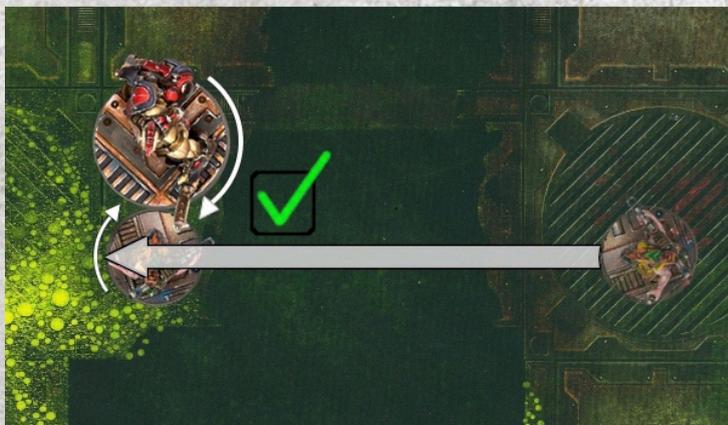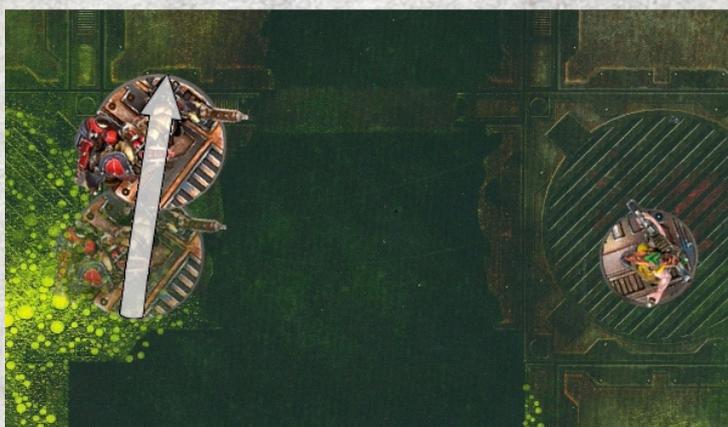
Note, that some terrain like the one on the picture might have a lot of holes and it can be too easy to draw line of sight through to shoot fighters. In this case, we recommend players to agree before the game that gaps in the terrain cannot be seen through (i.e. they are a part of impassable terrain).

Following terrain elements can be found on the battlefield:

● BARRICADES AND OBSTACLES

Any free standing terrain feature measuring at least 0.5" high, but no more than 2" high and no more than 2" across. Fighter may cross an obstacle as they move, but doing so reduces their movement by additional 2", unless they successfully pass an initiative check. A fighter may not end their movement on top of an obstacle. Examples: fences, stacks of barrels, low walls.

● STRUCTURES

Structures are any terrain feature measuring more than 2" and 2" across. Fighters may climb up and onto structures and between the various levels and platforms.

● LADDERS AND STAIRS

When climbing a ladder or stairs between the levels of a structure, there are no modifiers to a fighter's movement.

● WALLS

Walls are impassable terrain and follow all appropriate rules. Before the game players need to agree whether or not walls are infinitely high, so they cannot be climbed onto or over and so a line of sight cannot be drawn through them from any angle (such as walls for plastic or cardboard kits of Zone Mortalis)

● GAPS IN TERRAIN

Fighters may move through gaps in terrain such as windows, breaches in walls, 'half-opened' doors no more than 2" across. A fighter can only move through those if their model is proportional to the gap. Before the game players need to agree which gaps in terrain can be moved through. If a gap has a connecting obstacle which is a part of it, treat it as obstacle when moving through.

● PITS

Terrain elements, which cause fighters who fell into them to immediately go out of action. Examples: bottomless holes, pits full of spikes.

There are two general archetypes of terrain placement: Zone Mortalis and Sector Mechanicus. However a built battlefield does not necessarily adhere to given description:

you could have a very open battlefield made out of Zone Mortalis tiles or terrain, or extremely claustrophobic and stacked terrain representing Sector Mechanicus.

ZONE MORTALIS

Zone Mortalis terrain represents the dense corridors and tightly packed terrain that in common throughout a hive city, particularly in the lower levels. Battles fought over this type of terrain are often very tense and fierce affairs: cover is often sparse and gangs can easily be ambushed in a bottle-neck. Zone Mortalis can be built using cardboard (made out of 'tiles') or plastic terrain sets with appropriate name.

SECTOR MECHANICUS

Sector Mechanicus terrain allows gangs to clash amid the sprawling machinery that fills the immeasurably vast hive domes from ground to ceiling. Such sprawling industrial complexes offer open battlefield in which long ranged firefights become common and multiple skirmishes may occur on different levels at the same time. Sector Mechanicus is usually built with multiple sets of ruins connected with walkways and gantries.

Movement and terrain
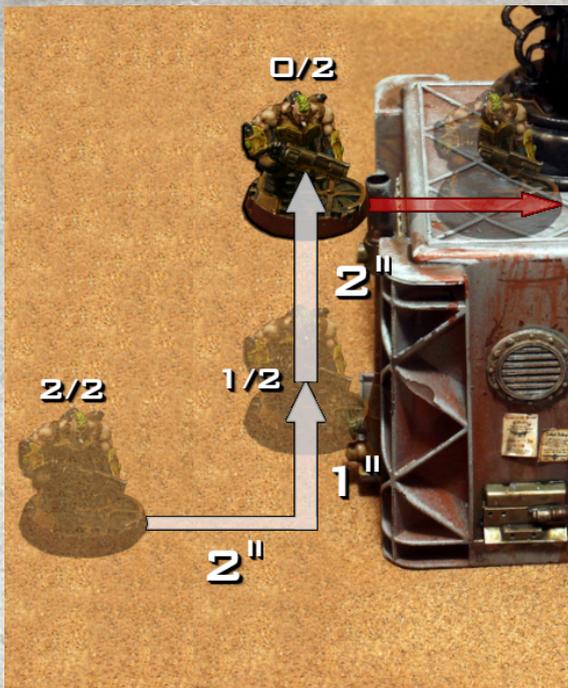
CLIMBING

Climbing is equal to moving through **difficult terrain** (for every 1" a fighter moves vertically by climbing, they count as having moved 2"). Any vertical surface that is 2" or taller can be climbed upwards, downwards, horizontally or diagonally. Note that a fighter may spend an action to do another **Move(Simple)** action mid-climb to continue climbing. A fighter cannot do any other actions other than **Move** or **Charge** while climbing. A fighter can end the activation mid-climb; they must be marked to notify that they are still climbing, while their model is set aside (following wobbly model syndrome rules). It might be handy to mark such fighters with a D6, where the result which is turned face up marks the fighter's mid-climb height.

However, a fighter who started and ended their activation mid-climb automatically **falls down**, unless they end the mid-climb on a **ladder**. Should a fighter become pinned mid-climb, they automatically fall down.

> *On the picture above, an activated goliath fighter with 2 actions and a move characteristic of 4" makes a single* **Move(Simple)** *and begins climbing (spending 2" of his remaining movement to climb 1" upwards). Mid-climb he spends another action to continue climbing, however it is still not enough to reach the platform and he is forced to finish his activation mid-climb.*

Fighters can traverse overhangs as long as they protrude no more than 1" from the vertical surface. Overhangs that protrude more than 1" are considered **impassable** when climbing.

STEPPING UP

A fighter may freely 'step up' onto another level or platform of a structure, provided it is no more than 0.5" higher than the level they are currently on. If the difference in height is more than 0.5", they must climb instead.

JUMPING DOWN

A fighter may attempt to jump down to a level below. When doing so, the vertical distance does not cost any **movement**. If they jump down a distance of 1" or less, they succeed automatically, however if they distance is bigger than 1", they must pass an **initiative check** with a cumulative -1 modifier for every additional 2" jumped. If the check is failed, they fall. If a player wants to reduce risks, they can **climb down** with their fighter and jump down at safe height of 1" (without the need to pass an initiative check).
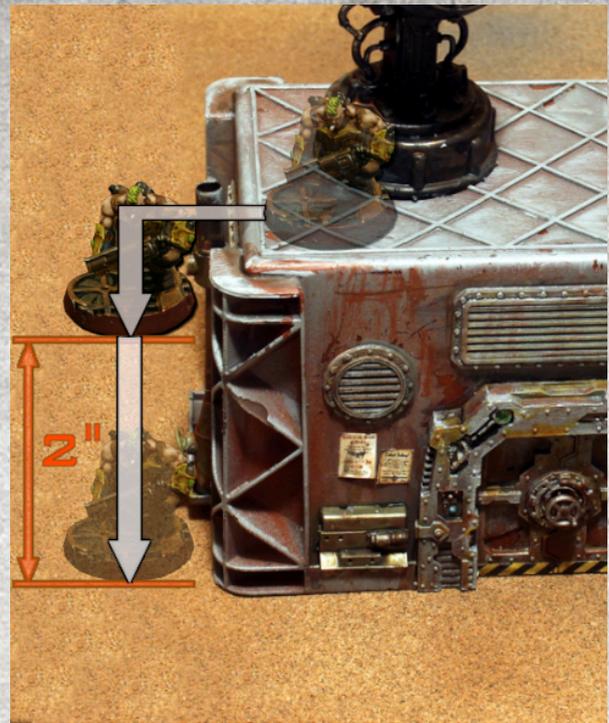
On examples above a goliath fighter moves 2" to the side and jumps down:

- *On the left example the jump's distance is 3", so the fighter has to pass an initiative check with a -1 penalty. If he succeeds, he will jump down and can continue moving horizontally, using his leftover 2" of movement. Should he fail, he will become pinned and suffer an automatic hit of strength 3 and immediately end his activation.*

- *On the right example the fighter decides to climb down an additional 1" to reduce distance of jumping. Now that it is less than 3", the initiative check will have no penalty. A fighter could spend an additional action to keep climbing down and jump down at 1" height, with no need to check the initiative.*

FALLING DOWN

When a fighter falls, they become automatically **pinned**. If the distance of fall was 3" or more, they will take an automatic **hit** described in table below (this may lead to them becoming **seriously injured** instead of pinned).

FALL DISTANCE	INITIATIVE PENALTY WHEN JUMPING DOWN	STRENGTH	AP	DAMAGE
More than 1" but less than 3"	-	-	-	-
3" or more but less than 5"	-1	3	-	1
5" or more but less than 7"	-2	5	-1	1
7" or more but less than 9"	-3	7	-2	2

9" or more	-4	9	-3	3

If falling down results in landing on top of another fighter, both are **pinned** and **suffer the same damage**. Move the falling fighter the shortest possible distance so that they are not overlapping (if neither went out of action). If falling on an enemy fighter (and neither fighter is seriously injured), move the falling fighter 1" away from the enemy fighter (use the shortest route possible).

FALLING HAZARDS

A fighter is at risk of falling if they become **pinned** or **seriously injured** whilst within 0.5" of an edge. Pass an **initiative check** to avoid **falling**. If the nearest edge of a level or platform is bounded by a railing or similar barrier at least 0.5" tall, the chance of falling is reduced. Add +1 to initiative check to see if the fighter falls. If a falling fighter lands within 0.5" of a platform edge, they must pass an initiative check or will fall again.

If the fighter is forced to move (for example if they are running around while being on fire) and their base touches an edge of platform, they stop and have to pass an initiative check to avoid falling (getting +1 to that check if railing or similar barrier is present). A fighter who started their activation **mid-climb** automatically falls down, unless they end the mid-climb on a **ladder**. Should a fighter become pinned mid-climb, they automatically fall down.

LEAPING GAPS

During movement a fighter may attempt to leap across a gap that is bigger than their base. To do that, a fighter moves to the edge of a gap and then travels across gap in a straight line, using their leftover movement. Should a fighter stop mid-air, they have to spend an action to continue movement in a straight line, otherwise they automatically **fall** down. When leaping over a gap, measure distance between its edges, this is called a jump's length. Check rules below to see if fighter is at risk of falling:
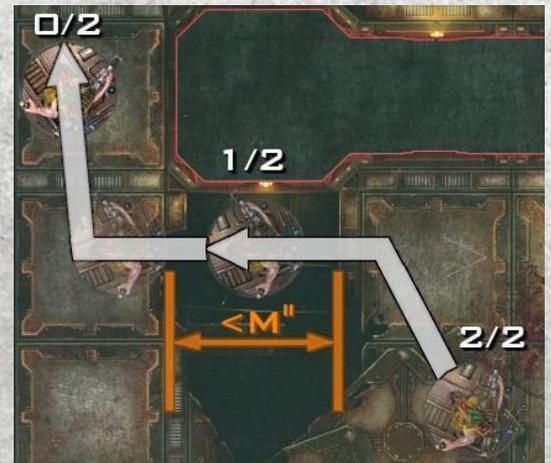
- If the jump's length is smaller or equal to half of fighter's **movement characteristic**, they easily leap over the gap.
- If the jump's length is more than half of fighter's movement characteristic, pass an **initiative check** – no matter the outcome a fighter makes it to the other edge. In that check was successful, then fighter remains active, otherwise they become **pinned** as they desperately grab onto the edge (which can lead to their fall!).
- If the jump's length was bigger than fighter's movement characteristic, they travel full distance and fall down.

If jumping diagonally down, do a single initiative check both for leaping across and jumping down, whichever is harder to pass (or do it automatically if both are automatically successful).

On the example picture an activated escher fighter with two actions spends one action to initiate a leap over the gap; since she is currently mid-air, she spends another action to continue movement (otherwise she'd fall down automatically). The jump's length is less than half of her movement characteristic, so she automatically makes it to the other side, without having to test initiative.

Shooting

Whenever a fighter makes a shooting attack against one or more enemy fighters with a ranged weapon, this sequence is followed:

1. DECLARE THE SHOT
2. CHECK THE RANGE
3. MAKE THE HIT ROLL AND FIREPOWER DICE ROLL
4. TARGET IS PINNED
5. RESOLVE HITS

1. DECLARE THE SHOT

Pick a ranged weapon and then declare an enemy that the shooter has a line of sight to. Pivot the shooter, so the target becomes centered in shooter's vision arc. Determine an eligible visible target using target priority or pick the previously declared target if you pass a willpower check (failing to do so, use target priority).

TARGET PRIORITY
- Shooter must target the closest visible enemy (if they are engaged, it can lead to friendly fire).
- Shooter can target a more distant enemy if they are easier to hit.
- Shooter can ignore pinned and seriously injured enemies.

FIGHTERS IN HIDING
A fighter that is pinned or seriously injured and in cover (partial or full) can't be targeted by shooting attacks.

2. CHECK THE RANGE

Measure the range from the shooter to the target. If beyond the weapon's long range, the attack automatically misses. Even though the hit roll in step №3 automatically fails, the firepower dice still needs to be rolled, as the weapon might run out of ammo.

3. MAKE THE HIT ROLL AND FIREPOWER DICE ROLL

Shooter makes a hit roll; to do that they must successfully pass a ballistic skill check, using following modifiers to the roll when target is...

- …in partial **cover** (-1)
- …in full **cover** (-2). A hit roll against target in full cover always fails on **natural 1 and 2**!
- …is **pinned** or **seriously injured** in the **open** and within weapon's **long range** (-1)
- …affected by other modifiers, for example a weapon has an **accuracy modifier** and target is in appropriate range. (+/-)

THE FIREPOWER DICE

Roll a firepower dice alongside a hit roll. This has to be done even if the hit roll automatically fails (for example if the target is out of range).

If the ammo symbol is rolled, make an ammo check for the used weapon's profile. To do that, roll a D6: if the result is equal or higher than its ammo characteristic, then the check is successfully passed. If failed, the weapon itself becomes subject to the out of ammo condition after resolving the entire shooting sequence. If the weapon has more than one profile, all are considered to have failed an ammo check, unless they have a «melee» trait. A weapon that is out of ammo can't be used until a successful Reload action has been performed, using any one of the weapon's available profiles.

FULL COVER

If the target is in full cover, any hit rolls against it fail on natural 1 and natural 2 regardless of any modifiers.

FIGHTER'S MODELS AS COVER

Models of intervening fighters cannot provide cover better than partial, regardless of how much they obscure the target. Ignore pinned, seriously injured fighters and bases of any fighters when determining cover.

IMPROBABLE SHOT

Unlike most rolls in Necromunda, shooting hit rolls do not automatically succeed when the roll is a natural 6. If the hit modifiers applied to a ranged attack mean that it is succeeds on 7+ or worse, the attack is an improbable shot. To make a hit roll for improbable shot, first roll a D6: on 1-5 the attack misses, on a natural 6 the shot has a chance to hit. Make a hit roll as normal, using only the fighter's ballistic skill and ignoring any modifiers. The firepower dice is still rolled for an improbable shot.

> Note that a cover gained from obscuring fighters becomes full instead of partial, if the target has a «hard target» condition.

TARGET IS ENGAGED

If the target is engaged, shooter makes a hit roll as usual, but ignores any obscuring fighters engaged with the target (combatants swing and circle around each other, allowing for a possibility to take a shot at the intended target). However due to chaotic nature of close combat, there is a chance to hit a wrong melee combatant! If the hit roll was successful, roll a D6: on a 4+ you hit the intended target, otherwise you hit the closest friendly fighter engaged with the target. If the attack would have caused more than one hit, follow this sequence for every hit.

In case of blast or template, all engaged fighters in the same close combat are hit once, regardless of how many were clipped by blast or flame template.

STRAY SHOT

If a ranged attack misses, there is a chance that other fighters (friend or foe) will be hit if they are within 1" of the measured line (between attacker and target). Ignore fighters engaged with the target when resolving stray shots.

If the attack misses, roll a D6 for each fighter that is at risk of being hit, starting with the fighter closest to the attacker, adding +1 to the roll if the target is in partial cover or +2 if the target is in full cover relative to shooter or is either pinned or seriously injured.

- **1-3: Hit** - The fighter is hit by the attack instead of the target.
- **4-6: Miss** - Move on to the next fighter at risk of being hit.

For example, there are two fighters at risk of being hit by a stray shot, closer one is pinned and the other is in light cover relative to shooter: this means that first one is only hit by a stray shot on a roll of 1, and the other one suffers a hit on a roll of 1-2, should the first one end up not being hit.

If the ranged attack would have caused more than one hit, follow this sequence for every hit. A ranged attack which uses blast or flame template can never cause a stray shot.

POINT BLANK

If shooter and their target are within 3" of each other when a ranged attack is made, and line of sight can be drawn between them, ignore all obstructions between them for the purposes of cover.

Note that a «hard target» condition can still lead to target having a partial cover bonus.

TWIN GUNS BLAZING

A fighter with two sidearms can attack with both as part of a single Shoot action. Make hit rolls for each pistol with a -1 penalty before resolving any successful hits. Both ranged attacks must be made against the same target. If one or both pistols use flame templates, these templates have to be used against the same target.

In other words, even if the one of the pistols hits the target and would cause it to get pinned behind cover, making it so it can't be targeted due to «fighters in hiding» rule, the second pistol's hit roll is still resolved against same target.

4. TARGET IS PINNED

When an active fighter is hit by a ranged attack, they are automatically pinned – lay their model down and turn it face up. Note that engaged fighters can't become pinned.

5. RESOLVE HITS

Each ranged attack that scores a hit is resolved using «Resolving hits» rules.

Shooting with blast weapons

Blast weapons use round templates, called blast markers. These can be 3" or 5" in diameter. If you don't have blast templates, simply measure 1.5" or 2.5" from the point where center of the blast marker is supposed to be – everything within that range is covered by blast marker.

If attacking with any weapon with the «blast(X")» trait, this sequence is followed:

| 1. DECLARE THE SHOT |
| 2. PLACE A BLAST MARKER |
| 3. CHECK THE RANGE |
| 4. MAKE THE HIT ROLL AND FIREPOWER DICE ROLL |
| 5. SCATTER |
| 6. DETERMINE HIT FIGHTERS |
| 7. RESOLVE HITS |

1. DECLARE THE SHOT

Pick a ranged weapon with a «blast(X")» trait and then pick an enemy that the shooter has a line of sight to. Pivot the shooter, so the target becomes centered in shooter's vision arc. Pick an eligible visible target using target priority just like you'd do for weapon without «blast» trait.

2. PLACE A BLAST MARKER

Place an appropriate blast marker so that it is at least partially above target's base and the central hole is anywhere within shooter's line of sight and long range of the weapon. If you are not sure if the center of the blast marker is within line of sight, temporarily place the targeted enemy model on that spot and check line of sight to it.

3. CHECK THE RANGE

Check if the center of blast template is within the long range of the used weapon and proceed to next step if it is. If this is not the case, the shot counts as missed, but ranged attack still goes ahead: the location of blast marker's center is moved directly back towards the shooter until it is within long range. Even though the hit roll in step №4 automatically fails, the firepower dice must still be rolled, as the weapon might still run out of ammo. Note that this will also automatically cause a scatter.
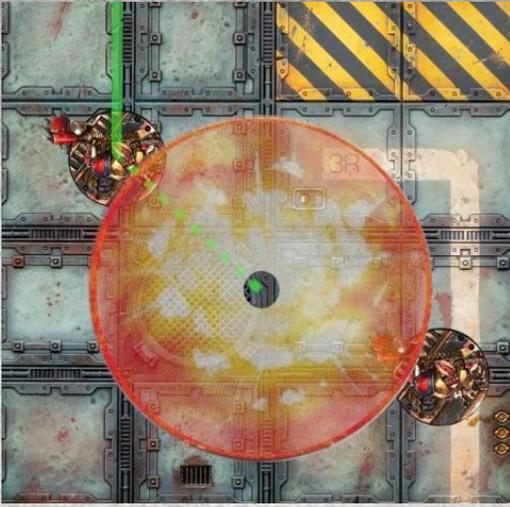
An example of placing a blast marker: shooter (who is making a ranged attack from outside the top edge of the picture) selects a goliath fighter in top-left corner as a target. Then the player places a blast marker, so it partially covers target's base and its center is visible to the shooter. This allows the shooter to clip two goliath fighters with a single blast!

4. MAKE THE HIT ROLL AND FIREPOWER DICE ROLL

Shooter makes a **hit roll** and a **firepower dice** roll, following all rules mentioned in «**Shooting**» chapter. Note that target's **cover** is unaffected by placement of the blast marker.

> *For example if a target is in heavy cover, and center of the placed blast marker is in front of it, in the open, the following hit roll still receives a -2 penalty.*

5. SCATTER

If the hit roll was successful, skip this step. If this is not the case, roll a D6" and a **scatter dice**. The marker moves in the horizontal direction shown by the scatter dice (using the small arrow if the «hit» symbol is rolled) a number of inches equal to the number rolled on the D6. The marker will stop moving if the center of the marker comes into contact with **any terrain feature taller than 2"** or **impassable** terrain feature.

If scatter ends up in blast marker leaving the battlefield or getting suspended mid-air by going over the edge of platform, the blast dissipates harmlessly.

MISFIRE

A misfire may occur if a «hit» symbol and a natural 1 on the D6 are rolled simultaneously. Roll another D6: on a 2-6 the shot is a dud and nothing happens. On a 1 the weapon has misfired; center the blast marker over the shooter.

6. DETERMINE HIT FIGHTERS

Once the blast marker's position has been established, each fighter (friend or enemy) whose base is even partially beneath the blast marker is hit by this shooting attack

- A fighter is not hit if there is a wall or solid terrain feature fully obscuring them from the center of the blast marker.
- If blast marker is hard to place above its final position, you may measure from the position where its center was supposed to be placed. All fighters within radius of blast (X"/2) are hit (unless fully obscured by terrain).
- If an **engaged** fighter is hit, all engaged fighters in the same close combat are hit once.

7. RESOLVE HITS

Each scored hit is resolved using «Resolving hits» rules.

HAND THROWN GRENADES

Hand thrown grenades are especially good at blasting fighters out from behind cover, as they can be simply lobbed over barricades or bounced around bulkheads. Their drawback, however, is limited available ammo.

- A fighter throwing a grenade counts target's cover as being one step worse, but no worse than «in the open».

  For example, a Shoot action targeting fighter behind a full cover will treat it as partial cover and receive a -1 penalty instead of -2.

- A fighter can only carry a limited number of hand thrown grenades. The firepower dice is not rolled when making a shooting attack with a grenade, instead, after the attack has been resolved, an ammo check has to be made. If grenades run out of ammo, they cannot be Reloaded; the fighter has run out of that type of grenade and cannot use it for the remainder of the battle.

- To represent the unique arc of a grenade, if a model throws a grenade at a target that is on a level below him, then the distance is not measured from model to model as with any other ranged attack, instead only the horizontal distance is measured. This allows grenades to be thrown over a greater distance if the fighter has the high ground.

Shooting with template weapons

Flame weapons (or any weapons which 'spew' substances such as gas or web) use tear-shaped templates, called flame template. These can be 3" or 5" in diameter. If you don't have flame template, simply measure 8.1" from the fighter's base. If it is enough to reach the target, the target is hit.

If attacking with any weapon with the «template» trait, this sequence is followed:

1. PLACE A FLAME TEMPLATE AND ROLL FIREPOWER DICE

2. DETERMINE HIT TARGETS

3. RESOLVE HITS

1. PLACE A FLAME TEMPLATE AND ROLL FIREPOWER DICE

Instead of targeting an enemy, place the template so that the narrow end is touching the front of the attacker's base and the entire template is within their vision arc. Wide end of a flame template can be lifted or lowered to hit enemies on other levels. Flame templates do not require line of sight to be used and ignore target priority rules. Flame templates can be used even if enemies are in hiding (pinned behind cover). When using a flame template, roll firepower dice as normal.

2. DETERMINE HIT TARGETS

Each fighter (friend or foe) whose base is at least partially beneath the template is hit automatically by the attack (unless there is a wall or solid terrain in between them and shooter).

If an engaged fighter is hit, all engaged fighters in the same close combat are hit once.

3. RESOLVE HITS

Each scored hit is resolved using «Resolving hits» rules.

Close combat

Activated fighter that is **engaged** (referred to as 'attacker') can make close combat attacks against selected enemy by performing a **Fight** action. Do note that a **Fight** can be used as a free action as a part of **Charge**. When attacking in close combat, this sequence is followed:

1. TURN TO FACE
2. PICK WEAPOS
3. DETERMINE ATTACK DICE
4. DECLARE TARGETS
5. TARGET CHOSES WHETHER TO DEFEND OR NOT
6. MAKE HIT ROLLS AND DEFENCE ROLLS
7. RESOLVE HITS
8. REACTION ATTACKS
9. CONSOLIDATE OR COUP DE GRACE

1. TURN TO FACE

To make close combat attacks against an enemy, they have to be within fighter's **vision arc**. A fighter can turn during this step, however a fighter making reaction attacks, suffers a -1 penalty to their **hit rolls** until the end of this **Fight** if they choose to turn during this step. This penalty stacks with **defender's penalty** of -1WS.

2. PICK WEAPONS

The controlling player declares which weapons the fighter will use. A fighter can use up to two weapons with the «melee» or «sidearm» trait (which is not **out of ammo**) in any combination, but only one if it also has the «unwieldy trait». Alternatively, the fighter may make unarmed attacks.

A defender has to pick at least one weapon with «melee» trait.

UNARMED ATTACKS

Unarmed attacks use the fighter's unmodified **strength characteristic**, has a positive save modifier of **AP+1** and a **damage** of 1.

3. DETERMINE ATTACK DICE

The number of attack dice is equal to the fighter's **attack characteristic**, plus the following modifiers:

- *Charging:* fighter has initiated the **Fight** as a part of a **Charge** (+1A)
- *Dual weapons:* fighter is using two weapons with «melee» or «sidearm» trait (which are not **out of ammo**) in any combination. (+1A)

4. DECLARE TARGETS

Declare a target enemy fighter that is both **engaged** with the attacker and within their **vision arc**. Attacker can split their **attack dice** between eligible enemy fighters as the player wishes. Fighter who is making reaction attacks can only target their attacker.

5. TARGET CHOSES WHETHER TO DEFEND OR NOT

Attacker's targets which have at least one weapon with «melee» decide whether they defend or not. Those who decide to defend are called defenders during this **Fight**. Defenders reduce their **weapon skill** by 1 until the end of this **Fight**, but get to use some of their attack dice as defense dice to protect themselves.

Defender goes through steps 2-3 (picks weapons and determines attack dice). Then the defender sets aside any number of attack dice to convert them into defense dice, however:

- Defender needs to have at least a single attack die left.
- Defense dice number can't exceed attacker's number of attack dice

6. MAKE HIT ROLLS AND DEFENSE ROLLS

Attacker selects one of targets which have been allocated some of their attack dice to. To speed things up, we recommend both fighters rolling their dice simultaneously as instructed below:

- If selected target decided to be a defender, roll all of their defense dice: each one is used to make a WS check. Note that this is not a hit roll, so modifiers for hit rolls do not apply to defense dice roll. Defender does not need to have their attacker in their vision arc to make this roll.

- An attacker makes hit rolls: a WS check with all of attack dice assigned to the selected target with appropriate modifiers. Either roll attack dice for different weapons separately or use different dice to represent different weapons (do note that these hits are still considered to be resolved simultaneously).

    MELEE HIT ROLL MODIFIERS
    - Assists: an **operational** friendly fighter is engaged with the target, but not **engaged** with any other enemies. (+1 for each assist)
    - Interference: an **operational** enemy fighter from the same gang as the target is engaged with you (-1 for each).
    - A **barricade** separates you from the target (-1)
    - Other modifiers, for example a weapon's **accuracy** modifier. (+/-)

    DUAL WEAPONS

A friendly fighter who picked two different weapons has to make at least a single hit roll with each of them.

PISTOLS AT CLOSE QUARTERS
Each picked weapon with the «sidearm» trait can only have one attack dice allocated to it. Any remaining attacks must be allocated to a weapon with a «melee» trait, or be treated as unarmed attacks. Pistols in melee always roll a firepower dice alongside their hit rolls, even if they are removed by defense dice (and can run out of ammo in close combat). Pistols' hit rolls are not affected by modifiers from short range and their hit rolls use a weapon skill test similar to all other hit rolls in melee combat.

IMPROBABLE CLOSE COMBAT ATTACKS
Unlike ranged attacks, close combat attacks always succeed on a natural roll of 6 regardless of modifiers. However, any weapon traits, skills or other effects that usually trigger on natural 6 do not trigger when the hit roll is 7+ or worse.

For every defender's success, an attacker has to remove one of their successful hit rolls starting from lowest score to highest score (defender picks the attack die to remove if there are tied scores). An attacker's roll of natural six can only be cancelled by a natural roll of six on defense die. Defense dice which can't cancel anything are discarded.

If an attacker has another declared target which has been assigned attacker's dice to, repeat this step against them. Continue until every declared target was selected for this step (same target can't be selected more than once).

7. RESOLVE HITS
Each attacker's successful hit roll which was not removed by a defense roll is resolved using «Resolving hits» rules.

8. REACTION ATTACKS
If there are still enemies that were declared as target by the attacker and who are still engaged with the attacker, they may make reaction attacks, following steps 1-7, as if they were the attacker. Defender skips steps 2 and 3 and uses leftover attack dice when doing reaction attacks. Their ex-attacker can't choose to be a defender and does not get reaction attacks.

9. CONSOLIDATE OR COUP DE GRACE
If all enemy fighters the attacker was engaged with are now seriously injured or were removed from the battlefield, the attacker may make one of two actions as a free action:

- COUP DE GRACE (SIMPLE) – Pick a visible seriously injured enemy fighter within 1" of the fighter making the action. That fighter immediately goes out of action.

- CONSOLIDATE (FREE) – Fighter can move up to 3" or engage an enemy within 3".

Note that only the fighter who initiated the **Fight** can **Coup de Grace** or **Consolidate** – so if they became seriously injured because of reaction attacks, their enemies can't **Coup de Grace** them as a free action.

Resolve hits

When a fighter is hit by an attack, follow these steps:

1. WOUND ROLL
2. SAVE ROLL
3. INFLICT DAMAGE

1. WOUND ROLL

Roll a D6 and compare the **weapon's strength** with the **target's toughness** on the table below to determine if the fighter is wounded by the attack.

STRENGTH vs TOUGHNESS	D6 ROLL REQUIRED
Is the strength TWICE the toughness or greater?	2+
Is the strength GREATER than the toughness?	3+
Is the strength EQUAL to the toughness?	4+
Is the strength LOWER than the toughness?	5+
Is the strength HALF the toughness or lower?	6+

2. SAVE ROLL

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

Saves require rolling a D6 and getting a result equal or above a certain threshold listed in the description of armour or invulnerable save source. Save rolls are made either:

- After the wound roll is made but before the wound is removed from the fighter, in which case the wound is 'saved' and not removed.
- If the attack has a damage '-' characteristic and causes an injury dice to be rolled against the fighter for any reason, a save roll is made before any injury dice are rolled.

There are two types of saves that follow a successful wound roll: armour save and invulnerable save (only one save roll may be made for each hit that successfully wounds, or leads to an injury roll being made, even if fighter has both armour save and invulnerable save).

- Armour saves can be modified by positive or negative modifiers. One of most common negative modifier for armour save is armour penetration (**AP**) characteristic of weapons. If an armour roll ever gets modified to being 7+ or worse, it automatically fails. If a fighter with no armour is affected by a positive modifier to armour, consider their armour save being 7+

  - *A fighter in mesh armour (with an armour save of 5+) is hit by a AP-1 weapon. Their saving roll becomes a 6+. If the attack had AP-2, the fighter would not get save roll at all.*
  - *A fighter with no armour is hit by an attack with AP+2 modifier. Usually they would not get save roll at all, however in this case their saving roll becomes a 5+.*

- Invulnerable saves can't be modified by positive or negative modifiers. Unlike armour saves, they are designated with a '++' symbols, for example a 5++.

Note that some weapon traits will disallow save rolls. In such cases, regardless of any modifiers, no save roll can be made.

3. INFLICT DAMAGE

Damage is inflicted following a successful unsaved **wound roll**, as follows:

- Each point of **damage** caused by a weapon removes one wound from a fighter.
- When a fighter is reduced to 0 **wounds** by damage from an attack, immediately roll one **injury dice** and apply the result to the fighter (as shown in the table below).
- If the weapon has additional points of damage to cause after the last wound has been removed, immediately roll an additional Injury dice for each and apply the result. All injury rolls are resolved simultaneously.
- After all points of damage were resolved, if a fighter was reduced to 0 wounds and is not out of action, their wounds are restored to 1.

For example, if a fighter with two wounds is wounded by a weapon which causes 3 points of damage (either a single unsaved wound roll with damage characteristic of 3 or three unsaved wound rolls with damage characteristic of 1 each), two injury dice will be rolled. The first point of damage removes a wound, the second reduces the fighter to 0 wounds and the third and final point of damage will cause another injury dice to be rolled. Both injury dice effects are resolved simultaneously. If the fighter is not removed from play, their wounds are restored to 1.

INJURY DICE OUTCOME	RESULT
Out of action (Scull)	The fighter is immediately removed from play.
Serious injury (Bone)	The fighter is becomes seriously injured and is laid face-down. They may successfully recover in a later end phase. If this injury was inflicted in close combat, the fighter may be vulnerable to an immediate Coup de Grace action. Multiple results of this type have no additional effect.
Flesh wound (Cross)	The fighter suffers a flesh wound, reducing their toughness by 1. Keep track of accumulated flesh wounds for each fighter. If a fighter's toughness is reduced to 0 or lower, they go out of action.

NERVE TESTS

Fighters have to take a nerve test when a friendly fighter is **seriously injured** or **taken out of action** within 3" of them (note that taking a flesh wound does not force a nerve test, unless that caused a fighter's toughness to be reduced to 0 or lower and lead to fighter going out of action). All fighters must test regardless of their status and conditions, unless they are already **broken**.

To make a nerve test, a fighter must make a **cool check** with +1 modifier for each **operational** friendly fighter within 3". The same fighter cannot make more than one nerve test per round, regardless of the result of first nerve test during this round. If the test is failed, the fighter immediately becomes broken.

SPECIAL SAVE ROLLS

Some exotic equipment and special skills confer a special save. Unlike more conventional means of an armour or invulnerable saves which prevent harm after a fighter was hit, special saves make it so a hit never occurs in the first place by nullifying attack with a field save, dodging it with awesome agility or mysteriously sensing an incoming attack moments before it happens.

Special saves occur right after any successful **hit roll**, but before a **wound roll** occurs. Should a special save succeed, the attack does not affect fighter: they are not **pinned** and weapon traits that were supposed to trigger on hit do not. This means that the same attack can be attempted to be saved twice if a fighter has a special save and a 'normal' save (such as armour or invulnerable save). In a rare case a fighter has multiple special saves, only one special save can be made against a successful hit roll. Special saves are designated with a '+++' symbols, for example a 5+++.

> For example, a fighter knows a «Dodge» skill, which provides a special save of 6+++ against shooting attacks and is dressed in mesh armour (a 5+ save). This fighter is shot at and hit by a lasgun shot: first they roll a special save to dodge the shot entirely, looking for a 6, and should that fail, a successful hit roll of lasgun is followed by a wound roll. If the wound roll is successful, the fighter can attempt an armour save of 5+ to stop the shot.

SAVE ROLLS AND VISION ARC

Some save rolls have positive modifiers, if the attack came from within fighter's **vision arc** (such as furnace plates of Goliaths or riot shields of Enforcer subjugators).

- If a fighter is **pinned** or **seriously injured**, they do not have vision arc at all, so any attacks will come from outside fighter's vision arc.
- If a fighter is covered with a **blast template**, and the center of blast is directly above fighter's base, the attack is considered to be coming from shooter; If the center of blast is not above fighter's base, the attack is considered to be coming from the center of blast template.
- If fighter is covered with a **flamer template**, the attack is considered to be coming from shooter.

End phase

In order of priority, players resolve each part of the following sequence:

1. RECOVERY ROLLS
2. BOTTLE TEST (IF NECESSARY)
3. FLEEING THE BATTLEFIELD (IF NECESSARY)
4. END OF ROUND

RECOVERY ROLLS

Make a recovery test for each **seriously injured** fighter *not within 1" of enemy who is not seriously injured* by rolling an **injury dice**.

- **Out of Action**: The fighter is removed from play.

- **Seriously Injured**: The fighter remains seriously injured.

- **Flesh Wound**: The fighter suffers a flesh wound reducing their **toughness** by 1. If their toughness became 0 or less, they go out of action, otherwise they become **pinned**.

ASSISTANCE

When making a recovery test, one **active** and **operational** friendly fighter within 1" can offer assistance. If they do so, roll one extra injury dice, then pick one of the injury dice to resolve and discard *the rest*.

A fighter can only assist one recovering fighter in each end phase. Only one fighter can offer assistance during recovery roll.

BOTTLE TESTS

After recovery rolls, each player will be required to make a bottle test for their gang, if the total number of fighters who were taken **out of action** or **fled** the battlefield because of previous bottle tests is at least 1/4 of current number of fighters on the battlefield (regardless of their **status** or **conditions**).

To make a bottle test, select a single fighter from your gang still on the battlefield, who matches both of the following conditions:

- The fighter is **operational**.
- This fighter was not selected to pass a **bottle test** in the previous **round**.

Selected fighter makes a **leadership check** with a **penalty** equal to number of fighters who were taken **out of action** during this round. Should the bottle test fail or no fighter can be selected, the gang as a whole is bottling out during this round and its fighters may flee.

For example, a gang of 7 fighters has lost 2 fighters in one round. A player selects their leader who is still on the battlefield to pass the bottle test. They make a leadership check with a penalty of -2. Whether they succeed or fail, next round this leader cannot be selected to make a bottle test, but they can be selected in the round after the next.

«ONE IN THE FIELD BUT WITHOUT A SHIELD»

The crew automatically bottles if there is only one fighter left – there is no one left to inspire!

VOLUNTARILY FLEEING

If the gang decides to cut their losses, they can bottle out voluntarily. However they can only do that if they were required to take a bottle test this round. When voluntarily fleeing, all fighters from this gang automatically fail their cool checks when fleeing the battlefield.

FLEEING THE BATTLEFIELD

Once a gang has bottled out, fighters may flee the battlefield.

Starting with the gang with priority, every fighter must pass a **cool check**, regardless of their **status** or any **conditions**. Fighters that fail will flee the battlefield and are removed from play. For the purposes of the scenario being played, fighters that flee in this way are considered to have gone out of action, unless the scenario states otherwise.

Note that while fleeing the battlefield removes fighter's model from the battlefield, it does not trigger nerve tests for friendly fighters within 3".

LEADING BY EXAMPLE

After the gang bottles out, if a fighter with the «Leading by example (X")» ability passes the **cool check** to resist fleeing the battlefield in the end phase, any friendly fighters within X" automatically pass the cool check and will not flee. For leader it is usually 12" and 6" for champion.

END OF ROUND

Players check scenario's objectives and whether or not the game continues. Some effects and rules may resolve or refer to the end of round, for example overdose from stimm-slug might happen at the end of round.

Deck of tactic cards

Before the game players should prepare a deck of either 18 or 36 different tactic cards (36 is more preferable). Player can use a premade tactic card table instead of making a deck. In that case, instead of drawing cards a player will have to secretly roll D66 and note the rolled result (rerolling if same result was rolled again).

SELECTING TACTIC CARDS

When the rules instruct player to select X cards, it means that they have to randomly draw X+1 cards from their deck and select one to discard. Discarded and used cards do not return into the deck.

MAKING USE OF SITUATIONAL TACTICS

Sometimes a player can't play a drawn tactic card, due to specific circumstances it can be only be used at (for example, if a player draws a tactic card that is supposed to be used pre-battle). A player can discard any tactic card before rolls for priority are made and may reroll their next roll for priority.

TACTICAL BLUNDER

Sometimes a player mistakenly reveals and tries to use a tactic card, which can't be used at the moment (for example, a player tries to make an opponent's weapon run **out of ammo** before that opponent announced **Shoot** as an action using a «Click!» tactic card, which can only be used after an enemy makes a shooting attack). In such case the card has no effect and is returned into player's hand.