

# Quick REFERENCE FOR YCE

## ROUND SEQUENCE

A round is split into three phases, which are resolved one at a time.

### 1. PRIORITY PHASE

- **Roll for priority**

Each player rolls a D6 – the player with the biggest result has the priority. In the case of a tie, the gang with priority in the previous round passes it to the opponent

- **Deploying reinforcements**

Should the scenario use reinforcements, players select their own side of the battlefield and then alternate in setting up D3 random fighters from their gang within 3" of any battlefield edge, but not within 6" of any enemy fighters on a ground level (all of which is done in the priority order). Fighters that arrived as reinforcements this round can only be activated once there are no friendly fighters left with ready markers other than them.

- **Ready fighters**

Each fighter is readied by giving them a ready token. This token is removed when a fighter activates during the action phase.

### 2. ACTION PHASE

Starting with the gang with priority, players take turns to pick one of their ready fighters to activate by removing their ready marker: normally an activated fighter can make up to 2 actions. Double actions count as two actions, while basic and simple count as one. Simple action can be repeated multiple time during the activation unlike others (each time it still uses up one action).

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

### 3. END PHASE

- **Recovery test**

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

- **Bottle tests**

After recovery rolls, each player will be required to make a bottle test for their gang if the total number of their fighters who were taken out of action or fled the battlefield as a result of previous bottle tests is at least

1/2 of the current number of their fighters on the battlefield (regardless of their status or conditions). To make a bottle test, select one operational fighter from your gang on the battlefield, who is operational and has not been selected to pass a bottle test in the previous round.

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

- **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 condition. 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. After all fighters from the bottling gang have passed or failed a cool check, gang no longer counts as bottling (but it could bottle again in the following round). 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" may pass their cool check when fleeing the battlefield.

- **End of round**

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

## CHARACTERISTICS TESTS

Players will often be called on to make a characteristic check for a fighter. Unless otherwise stated, a roll is failed when all dice are 1 (before modifiers) and successful when all dice are 6 (before modifiers).

- **Weapon Skill (WS), Ballistic Skill (BS) and Initiative (I):** Roll a D6. If the result is equal to or higher than the characteristic, the check is passed.
- **For mental characteristics such as Leadership (LD), Cool (CL), Willpower (WP) and Intelligence (INT):** Roll 2D6. If the result is equal to or higher than the characteristic, the check is passed.
- **Strength (S) or Toughness (T):** 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.

# STATUSES AND AVAILABLE ACTIONS

The actions a ready fighter can perform are governed by their current status.

## ACTIVE

Fighter's model is standing upright, not in base to base contact with enemies (unless they are seriously injured). Active fighters are able to perform any of the following actions:

- **MOVE (SIMPLE)** – Fighter may move a distance up to their movement characteristic. This movement allows engaging enemies (entering base to base contact with them while using the shortest possible route). **Moving** twice in a row gives the fighter «Hard target» condition (which improves fighter's cover against shooting attacks by one step, up to full cover).
- **CHARGE (DOUBLE)** – You may engage an enemy, moving up to double of your movement characteristic, to a maximum of 12". Alternatively, if you are pinned, you can only move up to your movement characteristic instead of double. 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.
- **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)** – Make a ranged attack against an enemy fighter within line of sight.
- **AIM (BASIC)** – If the next action the fighter takes during this activation is a **Shoot(Basic)** action, add +1 to the result of any hit rolls during that action.
- **RELOAD (SIMPLE)** – Pick a weapon that is out of ammo and make an ammo check using one of the weapon's profiles. If passed, the weapon is reloaded and is no longer out of ammo.
- **TAKE COVER (BASIC)** – 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.
- **CARRY OBJECT (SIMPLE)** – Fighter within 1" of a friendly seriously injured fighter, loot casket, ammo cache or other object which can be carried, can move up to their **movement characteristic**, or **strength characteristic** – choose the lower characteristic out of the two. Carried object moves with the fighter, while being within 1" of them

## ENGAGED

Fighter's model is standing and is in base to base contact 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 their movement characteristic, after leaving base contact with an enemy. Enemies who were previously engaged with the retreating fighter can pivot after the fighter's movement. If the initiative check is failed, each enemy fighter that is engaged with them can make reaction attacks, as if the retreating fighter had tried to **Fight** them – these attacks cannot be defended against and do not cause reaction attacks themselves.

## PINNED

Fighter's model is laid down face up. If a pinned fighter ends up in base to base contact with an enemy, they stand up, but the player who controls said enemy chooses the fighter's facing. 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 only 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)** – see **Reload(Simple)** action above.
- **CHARGE (DOUBLE)** – see **Charge(Double)** action above.

## SERIOUSLY INJURED

Fighter's model is laid face down. 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 seriously injured fighters and move through them. Seriously injured fighters cannot change their status from seriously injured or make recovery rolls when within 1" of operational enemy fighters. Seriously injured fighters are non-operational (which means that they can't group activate or assist other seriously injured fighters during recovery rolls) and are able to perform only the following action:

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

# CLOSE COMBAT

## 1. TURN TO FACE

A fighter can turn during this step, however doing so reduces fighter's weapon skill by 1 until the end of this Fight. To make close combat attacks against an enemy, they have to be visible.

## 2. PICK WEAPONS

Fighter picks up to two weapons: only weapons with «Melee» trait or loaded weapons with «Sidearm» trait are allowed in any combination. Fighter can only pick only one weapon if it has the «Unwieldy» trait. Alternatively, the fighter may make unarmed attacks.

### UNARMED ATTACKS

An unarmed attack uses the fighter's unmodified strength characteristic, has no AP and has a Damage of 1.

## 3. DETERMINE ATTACK DICE

The number of Attack dice is equal to the fighter's attacks 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)

Put aside an appropriate number of D6 attack dice.

## 4. DECLARE TARGETS

If the fight is happening one on one, skip this step – your target is your only engaged enemy.

If the fighter is engaged with multiple visible enemies, they can split their attack dice between eligible enemy fighters as the player wishes. In that case, resolve steps 5,6,7 and 8 with each of the selected enemies.

## 5. CHOOSING TO DEFEND

Selected target has to pick weapons and determine their attack dice (steps 2 and 3). If the target sees the attacker and has more than one attack dice, then they can defend (but do not have to). If the target cannot see the attacker, they cannot defend.

Fighter who chose to defend is called a 'defender' during this **Fight** and lowers their weapon skill by 1 until the end of the **Fight**. Then the defender sets aside any number of attack dice to convert them into defence dice, however:

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

## 6. HIT ROLLS AND DEFENCE ROLLS

Attacker makes a **Weapon Skill** check with each attack dice – they are called hit rolls. Each success means one successful hit with a picked weapon. Unmodified hit roll of 6 can only be canceled by an unmodified roll of 6 with a defence roll.

Defender makes a **Weapon Skill** check with each defence die – they are called defence rolls. Each success cancels one successful attacker's hit roll, starting from lowest score to highest score (defender picks the attack die to remove if there are tied scores). Unmodified defence roll of 6 can cancel any of attacker's successful hit rolls.

## WEAPON SKILL MODIFIERS

- Weapon accuracy (+/- WS, does not affect defence rolls)
- Assistance: +1WS (for each other friendly fighter)
  - For the attacker: each other operational ally who is engaged with the target of the close combat attacks, but not engaged with any other enemies of the attacker.
  - For the defender: each other operational ally who is engaged with the attacker, but not engaged with any other enemies of the defender.
- Interference: -1WS (for each other enemy)
  - For the attacker: each other operational enemy who is engaged with the attacker, but not engaged with any other allies of the attacker.
  - For the defender: each other operational enemy who is engaged with the defender, but not engaged with any other allies of the defender.
- Other modifiers (+/- WS)

## 7. RESOLVE HITS

Each attacker's successful hit roll which was not cancelled by a defence roll is resolved using «Resolving hits» rules.

## 8. REACTION ATTACKS

If the target is still engaged with the attacker, they may make reaction attacks. To do this resolve step 1 and use fighter's remaining attack dice against the attacker. The target is now the attacker, and its ex-attacker, who is targeted with reaction attacks, cannot defend or make their own 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** – Pick a visible seriously injured enemy fighter within 1" of the fighter making the action. That fighter immediately goes out of action.
- **CONSOLIDATE** – Fighter can move up to 3" and become a «Hard target» or engage an enemy within 3".

## DIFFERENT DUAL WEAPONS

A friendly fighter who picked two different weapons has to make at least a single hit roll with each of them. Determine which attack dice represent each weapon before rolling.

## IMPROBABLE ATTACKS

Weapon skill can never become worse than 6+. If a fighter has WS6+, then any weapon traits, skills or other effects which usually trigger on natural 6 cannot trigger.

## PISTOLS AT CLOSE QUARTERS

Each used 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 defence dice (and can run out of ammo in close combat). Pistols' hit rolls are not affected by accuracy modifiers from short range and their hit rolls use a **Weapon skill** test similar to all other hit rolls in melee combat.

# SHOOTING

## 1. DECLARE THE SHOT

Pick a ranged weapon and then declare an enemy that the shooter has a line of sight to. When determining targets, shooter can ignore any enemies who are not active or enemies who are harder to hit. Shooter can select any enemy they have a line of sight to as long as they successfully pass a willpower check called target priority test. After determining the target, pivot the shooter so the selected target becomes visible.

### 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 the target is beyond the weapon's long range, the attack automatically misses. The firepower dice still needs to be rolled, as the weapon might run out of ammo.

## 3. HIT ROLL AND FIREPOWER DICE ROLL

Shooter makes a hit roll; a hit roll is a **Ballistic skill** check, using the following modifiers to the roll when the target is...

- ...in partial cover (-1)
- ...in full cover (-2). A hit roll against a target in full cover always fails on natural 1 or 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. (+/-)

Roll a firepower dice alongside a hit roll. If the ammo symbol is rolled, make an ammo check for the used weapon 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.

## 4. TARGET IS PINNED

When an active fighter is hit by a ranged attack, they are pinned. Note that engaged fighters can't become pinned.

## 5. RESOLVE HITS

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

### IMPROBABLE SHOT

If the hit modifiers applied to a ranged attack mean that it would succeed 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.

### FIGHTER'S MODELS AS COVER

Models of intervening fighters cannot provide cover better than partial or fully block line of sight, regardless of how much they

obscure the target. Ignore pinned, seriously injured fighters and bases of any fighters when determining cover.

### TARGET IS ENGAGED

If the target is engaged, shooter makes a hit roll as usual, but ignores any obscuring fighters engaged with the target. However due to chaotic nature of close combat, there is a chance to hit the 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 underneath the 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). 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.

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 picked weapons with the «Sidearm» trait 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.

## SHOOTING WITH BLAST WEAPONS

Follow a similar sequence for **Shooting** with the following changes: Before checking the range, place an appropriate blast marker so that it is touching the target's base and the central hole is anywhere within shooter's line of sight. Note that the placement of the blast template does not affect the target's cover. If after checking the range, the blast's centre is outside of the long range of the used weapon, the location of blast marker's centre is moved directly back towards the shooter until it is within long range and the shot counts as missed. When making a hit roll, the blast template stays where it is on success; otherwise it scatters in random direction by D6" (this can lead to the «Misfire», should you simultaneously roll a «Hit» and a natural 1 on D6"; in this case roll another D6: on a 2-6 the shot is a dud and nothing happens. On a 1 the weapon has misfired; centre the blast marker over the shooter.). The scattering marker will stop moving if the centre of the marker comes into contact with any solid terrain feature taller than 2" or impassable terrain feature. If the scattering causes the blast marker to leave the battlefield, the blast dissipates harmlessly. If scattering causes the blast marker to get suspended mid-air

by going over the edge of a platform, it detonates mid-air. Once the blast marker's position has been established, each fighter (friend or enemy) whose base is even partially touched by the blast marker is hit by this shooting attack.