

QUICK REFERENCE

TURN ORDER

- Initiative: Roll to see who goes first in each of the following phases.
- Captain Phase: Each player activates their captain plus up to 3 soldiers within 3" and LOS.
- First Mate Phase: Each player activates their first mate plus up to 3 soldiers within 3" and LOS.
- Soldier Phase: Each player activates all their soldiers that have not previously activated.
- Creature Phase: All non-controlled creatures activate.

ACTIVATION

All figures normally have 2 actions.

ACTIONS

- Move (must use one per activation).
- 2nd Move (1/2 distance).
- Fight.
- Shoot.
- Activate Power (including Power Move).
- Attempt to Unlock Loot.
- Special.

GROUP ACTIVATION

All figures in a group activation must move as their first action.

MOVEMENT

- Climbing or Rough Ground: 2" for every 1" or partial 1".
- Jumping: Figures can jump up to 4" horizontally, but must have moved the same distance in a straight line.
- Combat: A figure In Combat may not move.
- Forcing Combat: A figure not In Combat may intercept an enemy figure that moves within 1".
- Falling: Less than 3" – no effect. Greater than 3" – take damage = 1.5 x distance in inches rounded down.

- **Swimming:** Make a Will Roll (TN5), taking into account the modifiers (see [page 47](#)). If successful activates as normal. If it fails, no actions this turn and takes damage equal to the amount by which it failed its Swimming Roll.
- **Run for it:** For its first action a figure may move 3" regardless of any movement penalties. After having done so, their activation immediately ends.

COMBAT

- Both figures make a Combat Roll – roll a die and add the figure's Fight stat and any other relevant modifiers (e.g. bonuses from magic or supporting figures).
- Determine the winner by comparing Combat Rolls – highest wins.
- Add any damage modifiers to the winner's Combat Roll.
- Subtract the opponent's Armour stat from this total.
- Apply any damage multipliers
- If the final total is greater than 0, subtract that many points from the loser's Health. If it is 0 or negative, no damage is done.
- The winner now has the choice to remain in combat or push either themselves or their opponent back by 1".

GENERAL WEAPONS TABLE				
WEAPON	DAMAGE MODIFIER	MAXIMUM RANGE	GEAR SLOTS	NOTES
Flame Thrower	+2	Template	2	-1 Move. Target Armour and Cover modifiers.
Grenade – Fragmentation	-	6"	1	1.5" damage radius
Grenade – Smoke	-	6"	1	4" diameter smoke
Grenade Launcher	Grenade	16"	3	-1 Shoot
Hand Weapon	-	-	1	
Knife	- 1	-	1	
Pistol	-	10"	1	
Rapid Fire	+2*	24"	3	2 targets, -1 Move unless wearing heavy armour or combat armour
Carbine	-	24"	2	
Shotgun	+1	12"	2	
Unarmed	-2	-	-	-2 Fight
* Rapid Fire rules page 31				

MULTIPLE COMBATS

MULTIPLE COMBAT MODIFIER TABLE

CIRCUMSTANCE	MODIFIER	NOTES
Supporting Figure	+2	Every friendly figure also in combat with the target figure and not in combat with another figure gives a +2. This is cumulative, so three eligible supporting figures would grant a +6 modifier. Note that only one figure per combat may end up with a modifier from supporting figures, so if both figures are eligible for a +2 modifier they cancel each other out and both figures fight at +0. Similarly, if one is eligible for a +4 modifier and the other for a +2, the first fights at +2 and the second at +0. A figure may never claim more than +6 from supporting figures.

SHOOTING

- The shooter checks range and line of sight, then declares their target.
- The shooter makes a Shooting Roll – roll a die and add the figure's Shoot stat.
- The target makes a Combat Roll – roll a die and add its Fight stat and any relevant shooting defence modifiers.
- Determine the winner by comparing the shooter's Shooting Roll to the target's Combat Roll – highest wins.
- If the target is the winner, or the scores are equal, the attack misses.
- If the shooter is the winner, add any damage modifiers to the Shooting Roll.
- Subtract the opponent's Armour stat from this total.
- Apply any damage multipliers.
- If the final total is greater than 0, subtract that many points from the target's Health. If it is 0 or negative, no damage is done.
- If the target takes 4 points of damage, or more, they are stunned.
- Natural rolls of 20 are critical hits, while natural rolls of 1 are jams.

SHOOTING MODIFIER TABLE

CIRCUMSTANCE	MODIFIER	NOTES
Intervening Terrain	+1	Every piece of intervening terrain between the shooter and the target gives a +1. This is cumulative, so three pieces of intervening terrain would provide a +3 modifier. Note that if the target is in base contact with a terrain piece, it counts as cover instead of intervening terrain. If a shooter is in base contact with a terrain piece, it does not count as intervening terrain, though it may block line of sight.
Light Cover	+2	The target is in contact with solid cover (e.g. rocks, walls, thick wood, barricades, heavy machinery, other figures) that covers part of its body, or with soft cover (e.g. bushes, undergrowth, barbed wire, fences) that obscures half or more of its body.
Heavy Cover	+4	The target is in contact with solid cover that covers half or more of its body.
Hasty Shot	+1	The shooter previously moved during this activation

Large Target	-2	The target is particularly tall or unusually broad. This normally only applies to creatures who will have the 'Large' trait.
Stunned	+2	The target was stunned when it activated this turn.
Cleared Jam	+1	The shooting previously cleared a jam during this activation.

Throwing and Firing Grenades

- Select Target Point
- Make Shooting Stat Roll (TN12) apply modifiers Grenade Attack Modifiers Table.
- If the roll is failed, move the target point in a random direction a number of inches equal to the amount by which the roll failed, unless that number is over 6, in which case remove the target point.
- If smoke grenade, place a smoke template centred on target point.
- If fragmentation grenade, make a +3 shooting attack against every figure within a 1.5" radius.

GRENADE ATTACK MODIFIERS TABLE	
SITUATION	MODIFIER TO SHOOT ROLL
Target Point is in Line of Sight	+2
Hasty Shot (The figure has already made a Move Action this activation)	-1
Firing with Grenade Launcher	-1

ACTIVATING A POWER

Roll a die. Roll must be equal to or greater than the Activation Number.

ACTIVATING A POWER ADDITIONAL RULES	
EXERTION	Increase Casting Roll by 1 for every 1 Health spent.
STRAIN	If Activation is successful, the activator takes damage equal to the Strain of the power.
POWER MOVE	Activator may make a 3" move either before or after attempting the activation.

LOOT TOKENS

- Loot cannot be unlocked if an enemy is within 1".
- To Unlock a Loot Token a figure must spend an action and pass a Will Roll (TN14)
- The figure which unlocked a physical-loot token may pick it up as a free action. Any other figure may pick it up by spending an action.
- A figure must spend an action to pick up an unlocked data-loot token.
- A figure may only carry one loot token.
- A figure carrying a physical-loot token has its Move halved and suffers -1 Shoot and -1 Fight.
- There are no penalties for carrying a data-loot token.

CREATURE ACTIONS

Creatures will never attack another creature and will always force combat if possible.

1. IS THE CREATURE IN COMBAT?	
YES	No
It will use its action to fight. If it wins the combat, it will choose to stay in combat. If a creature is in combat with more than one opponent, it will attack the one with the lowest current Health.	Proceed to Step 2.
2. IS THERE A WARBAND MEMBER IN LINE OF SIGHT?	
YES	No
If the creature is armed with a missile weapon, and there is a crew member within range, it will shoot at the closest eligible target. It will take no second action. If the creature has no missile weapon, it will move as far as it can towards the closest visible figure, climbing obstacles as necessary. If it reaches a crewmember with its first action, it will use a Fight Action against them as its second.	Proceed to Step 3.
3. RANDOM MOVEMENT	
The creature will make its full Move in a random direction. If the creature moves into a wall or other obstacle, halt its movement at that point. Once this movement is complete, if the creature has an action remaining, check Step 2 once more – if no target has presented itself, the creature's activation ends, and no second action is taken, otherwise, proceed with Step 2 as normal.	

POST-GAME SEQUENCE

After each scenario, each player should follow these steps in this order:

1. Check for injury or death (see [page 68](#))
2. Use Out of Game (A) powers
3. Calculate experience and levels (see [page 74](#))
4. Roll for loot (see [page 77](#))
5. Spend loot