



INTRODUCTION

In a world where oil and water started running scarce, and economic crises followed one after another, wars ravaged the land. There were riots, bombings, uprisings, and massacres.

That's when governments and mega-corporations realized that the problem wasn't the system itself but that there were too many people within the system. Thus began the Babylon project—enormous walled cities where approximately 5% of the world's population would take refuge, enough to sustain their economy and way of life. Inside the walls, consumer society continued to enjoy the finest food, clothing, entertainment, and the most advanced technology.

Outside the Megalopolis, however, lies the Wasteland—a place where diseases, hunger, pollution, and struggles for scarce resources have decimated most of the world's population. The old cities are utterly destroyed, and nature has been obliterated.

Today, the majority of humanity lives in a shattered world where bullets, gasoline, Megalopolis leftovers, and brute force are the only currency. The scarcity of energy sources and means to create anything has reduced technology to the most basic instruments, recycling any remnants from better times or what the elites behind the walls discard. The ruins of ancient cities and small fortified settlements house small communities trying to survive, while countless gangs roam the Wasteland in search of resources or forcefully taking them. Mutated monstrosities inhabit areas where no sane person would want to be, eccentric individuals specialize in recycling technology scraps, and a variety of cults worship diverse gods.

Welcome to Scrapbridge Zone.

Maybe it's your first time diving into the world of Punkapocalyptic, or perhaps you're a veteran who's been here since the beginning. Either way, welcome to the second edition of Punkapocalyptic: the Game!

Over time, with more players trying different combinations and playstyles, new factions and scenarios, and changing trends, certain things inevitably came to our attention that should be corrected, changed, or added. So, in the end, it made sense to release a new edition. Let's not kid ourselves; it's also a way to sell rulebooks again, stay in people's minds, and encourage new players to join. In our case, we've waited a long time to launch the second edition, coinciding with the game's tenth anniversary. We're proud to say it's a good sign, as the game system worked really well, and we didn't see the need to hastily patch anything.

So, if you're expecting drastic changes in this second edition, you won't find them. There will be some changes, of course, but mainly we'll fix and improve things, and we'll try to present everything in a clearer, more organized, and intuitive way, with many more examples and explanations. We also take the opportunity to introduce the latest factions that couldn't be included in the rules of the first edition because they came out later. Moreover, we provide you with many options to customize the game to your liking, such as different weather or environmental conditions, Wasteland beasts appearing in the middle of the battle, or different table sizes.

And of course, if you don't like something, or if you have an idea for a new rule, or if you just feel like playing differently that day... go for it! None of this is set in stone, and the main function is for you to have fun. The hobby police won't come to your house for playing the way you want.

WHAT'S THIS ABOUT?

Punkapocalyptic is a miniature game that represents skirmishes between bands in a post-apocalyptic, lethal and pimp world. The game is designed for two players with the Punkapocalyptic 30 mm miniature range in mind, which we would like you to use, but there are a lot of other brands that offer 30 mm figures that can be used to represent your fighters. No one will blame you for using them, not even in official tournaments, as long as these miniatures clearly represent their associated combatants.

WHAT DO I NEED?

To play Punkapocalyptic, you'll need:

- This rulebook (you can be reading the free version on our website, but know that there's a more spectacular physical version that also helps us stay fed).
- Some suitable miniatures (have we mentioned that ours are awesome and of top-notch quality?).
- 10-sided dice.
- Measuring tape.
- A sheet to record your gang's data. You can download a ready-made sheet from our official website www.badrollgames.com.
- Markers and templates you intend to use. You can download them from our website or buy acrylic ones from our online store or other friendly stores.
- A clear, flat surface (a table is the usual choice) measuring between 90x90 cm and 120x120 cm.
- Some elements for scenery.
- And possibly a sense of humor to endure the jokes we throw around.

DICE ROLLS

In Punkapocalyptic, 10-sided dice are used, referred to in this rulebook and future supplements as d10. The number of dice to be rolled will be indicated with a number just in front, so if you need to roll a 10-sided die, it will be called a roll of 1d10, and if it's 3, it will be a roll of 3d10.

The most common rolls you'll encounter during a game are of two types: Attribute rolls and opposed rolls.

ATTRIBUTE ROLLS

In an Attribute roll, you must roll a number on the 10-sided die equal to or less than the value of the Attribute in question. Yes, that's why it's called that.

Any bonuses or penalties that may apply to the rolls are applied to the Attribute value.

Unless stated otherwise, there are no critical successes or failures. If, after applying modifiers, the Attribute reaches

EXAMPLE

A miniature with Agility 4, making an Agility roll, one of the miniatures' Attributes, with a +2 bonus, needs to roll a 6 or less on 1d10 (4 from the Agility Attribute + 2 from the bonus).



a value of 0 or less, the roll cannot be made. It's not just difficult; it's downright impossible, and therefore, it fails without the need for a roll. Conversely, if the Attribute reaches a figure of 10 or more, the roll is an automatic success (it's a trivial test), and therefore, it will be considered successful without the need for a roll.

OPPOSED ROLLS

In an opposed roll, both players must roll 1d10 and add the corresponding modifiers for the purpose of the roll. The player who rolls a higher total than their opponent wins the roll. In the case of a tie, the player whose activation phase is in play will win, except in opposed combat rolls, where both players would succeed, as we'll explain later.

EXAMPLE

During a Ganger's activation phase, they make an opposed Strength roll with a value of 4 against the Toughness of a Mutard, which has a value of 3 and a +2 bonus due to a mutation, making it a total of 5. They both roll 1d10, with the Ganger adding 4 and the Mutard adding 5 to their respective rolls. If the total sum of the Ganger is greater than or equal to that of the Mutard (considering it's the Ganger's activation phase), the Ganger wins the roll.

In rare occasions, a single roll may have to face several rolls at once. In that case, it must beat all of its opponent's rolls to succeed. Otherwise, any roll that surpasses it will be successful.

EXAMPLE

A Ganger Chief is in close combat with three Mutards and wants to Disengage from the Combat. The Chief has Agility 6, while the Mutards have Agility 3 each. The Chief rolls a 4 on the die, and with their Agility of 6, the total is 10. One Mutard rolls a 2 on the die, and with their Agility of 3, the total is 5—far from winning the opposed roll against the Ganger Chief. The second Mutard rolls an 8 on the die, and with their Agility of 3, the total is 11. The third Mutard rolls a 10, which, with an Agility of 3, gives a total of 13. These two Mutards have won the opposed roll against the Chief. Therefore, the Chief fails in their attempt to Disengage from Combat and, as a consequence, receives an automatic Hit from each of the two Mutards who surpassed them.

STACKING MODIFIERS

Unless specified otherwise, you won't be able to stack modifiers that come from the same rule or effect.

EXAMPLES

You decide to Shoot and think it would be a good idea to Aim twice because Aiming provides a +3 bonus to Accuracy.

The shot would only have a +3 bonus to Accuracy, regardless of Aiming twice, because it's the same rule, and it doesn't stack.

You decide to Shoot with shotgun shells, a special rule that grants a +1 bonus to Accuracy for the weapon. You also choose to Aim, getting an additional +3 bonus to Accuracy.

The shot would have a +4 bonus to Accuracy (+1 from Shotgun Shells + 3 from Aiming), as they are different rules and stack.

REPEATING ROLLS

Some special Rules, equipment, or other situations may allow or require you to reroll your own dice for a roll. This must be done at that moment, and you must compulsorily keep the last result obtained. Each player can only reroll a roll once per Action. Additionally, no roll can be rerolled more than once.

EXAMPLE

In a Combat, the player chooses to reroll one die from their own roll because it came up low. The result of the reroll ends up even lower, but no more rerolls are allowed. The player must stick with the new result, even if it's worse.

Additionally, the player can no longer reroll any more rolls in that Action, so even if the Strength against Toughness roll was also poor, there can be no more rerolls.

MEASUREMENTS AND MOVEMENTS

During the game, you can measure any distance at any time. Just go for it. Your gaming prowess doesn't have to depend on your spatial skills.

Distances between miniatures are measured from the closest edge to the closest edge of their bases.

To move a miniature, it's common to use the front side of the base as a reference and move it until that front side has covered the entire distance. However, as long as you measure correctly, you can also move it from center to center or use the Pythagorean theorem.

In some rare cases, two miniatures may be considered base-to-base for gameplay purposes without actually being so physically. One miniature might be on a small piece of scenery, for example, and the bases might not touch each other since they are not on the same plane. However, there is no actual distance between the miniatures. If two miniatures are touching, and one miniature's base is at least 25 mm higher than the other miniature's base, they are considered to be in contact base-to-base for gameplay purposes.



LINE OF SIGHT

Miniatures have a 180° field of vision in their front arc, so it's important to position them facing the area that interests you the most, as some rules in the game will take this into account. Usually, the center of the miniature's vision is considered to be where it is facing, but to make this easier, you can mark this center in some way or use a specific marker.

Miniatures will be considered to have Line of Sight over any other miniature in this angle, as long as it's not behind Cover that completely obscures it (see page 23).

BASES

Miniatures are mounted on circular bases.

Throughout this book, we often refer to the size of the miniatures' bases. Whenever this happens, we are referring to the diameter of the surface occupied by the base.

TEMPLATES AND MARKERS

Templates are measuring tools used to define the area affected by the ranged attacks with the special Rule Template or other in-game effects. When a template touches a miniature's base, that miniature and all those engaged in close combat with it are also considered impacted.

Templates come in different shapes. Some may be teardrop-shaped, like a flamethrower's, others circular, like the burst from a punkicorn, or segment-shaped, like a steam cleaner.

Markers, on the other hand, are game elements used to indicate effects on the table and to keep track of states of miniatures, weapons, or scenario objectives. Miniatures can interact with some markers, such as the Downed miniature marker. There are also markers that affect miniatures when passing through or remaining in their area of influence, such as the Fire marker and Radiation marker, while the Smoke marker also affects shots.

Not all markers have specific dimensions or shapes. Only those placed on the gaming table to indicate effects are necessarily circular and have a specific diameter.

FRACTIONS

At times, you will be instructed that certain things apply for each fraction of a given quantity. This means that from 0 up to that quantity is one fraction, and as soon as you exceed it by one, it counts as an additional fraction. It is not necessary to have the complete fraction.

EXAMPLE

You can have 3 miniatures in the gang for each fraction of 100 gang points.

This means that up to 100 points, you can have 3 miniatures; from 101 to 200, you can have 6; from 201 to 300, you can have 9, and so on.

THIS IS CONTRADICTIONARY, FOOLS

Although we strive to cover all aspects of the game, there are exceptional cases (or so we hope) where two rules might potentially contradict each other. Miniature games or wargames, unlike board games, provide such freedom of movement and options that unexpected things can always happen.

Some game effects might require your miniature to move, but it's trapped between a heap of scenery and miniatures and can only come into contact with an enemy... and reading the rules reveals that you can only make contact if you Assault.

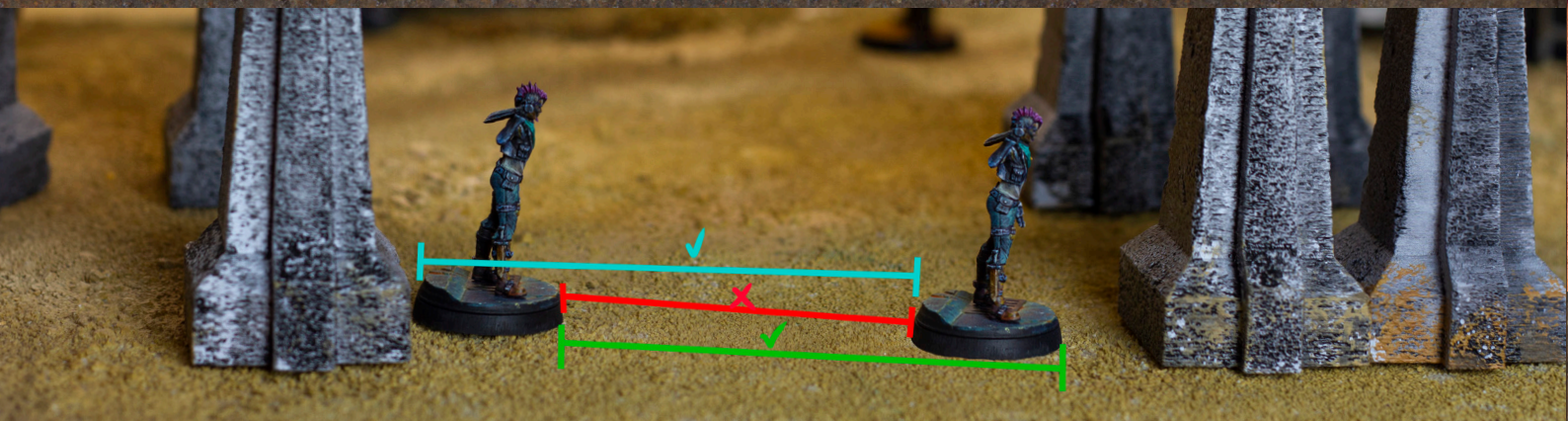
In such circumstances, it's best for players to try to use logic as much as possible and come to an agreement. But since this might not always be possible, the ultimate option is to roll a die, and the winner will be the one who is right

EXAMPLES

MEASUREMENTS



When you need to measure the distance between two miniatures for any in-game circumstance, it should be done from the closest edges of both miniatures.



To calculate the distance traveled by a miniature, it should be measured from the same point on the base to the same point. In this case, measuring from the back to the back of the base would be correct, measuring from the front to the front of the base would also be correct, but measuring from the front to the back of the base, for example, would not be correct.

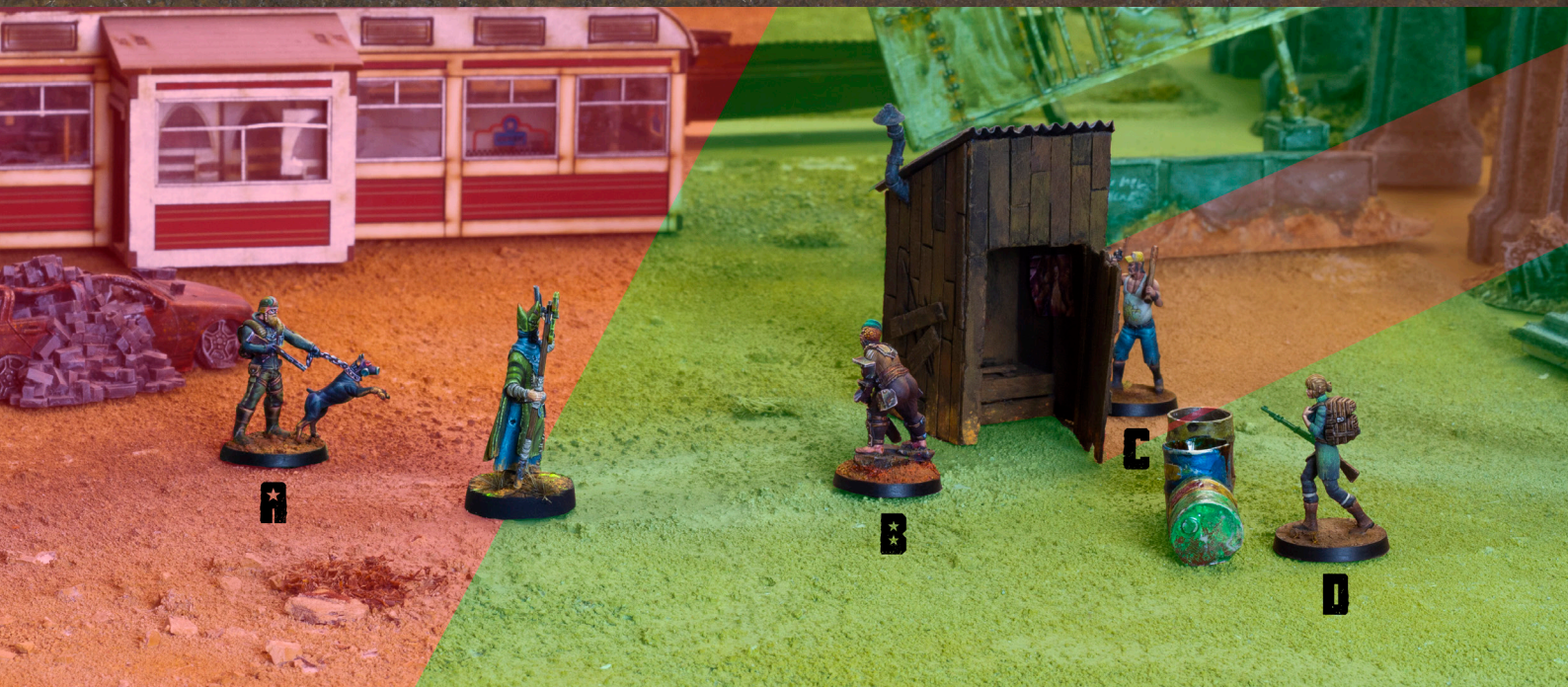
EXAMPLES

TEMPLATES



An Ember from the Black Blood Children fires its flamethrower with the Template special rule, using the teardrop-shaped template. Upon touching the Mutards' miniature, it is considered hit. However, since it is in combat with another miniature from the Black Blood Children, the latter is also considered hit even if it is not physically touched.

LINE OF SIGHT



The Nuclear Cardinal from the Irradiated faction:

- Does not have Line of Sight on Soldier A, as it is outside of its frontal field of view.
- Has Line of Sight on Übersoldier B, as it is within its frontal field of view with no Cover in between.
- Does not have Line of Sight on Recruit C, even though it is within the frontal field of view, it is completely behind a Size 2 Cover, and its 25mm base completely obscures it.
- Has Line of Sight on Soldier D, as it is within its frontal field of view, and although it is behind Cover, it is Size 1 and does not completely obscure it, considering the 25mm base size.



RULES

Punkapocalyptic offers a gameplay system primarily based on Actions, where miniatures can perform a variety of tasks. Below are the basic rules, forming the core of the game, common to all factions with which you can start playing.

ATTRIBUTES

Each miniature has attributes that represent their abilities or physical aspects. These attributes range from 1 to 10 (except for the Actions attribute, which ranges from 1 to 3), with higher values being better. A miniature with an attribute value of "-" cannot use it for any action.

If, for any reason, a physical attribute (Agility, Strength, or Toughness) of a miniature is permanently reduced to 0 or less, that miniature is automatically considered Knocked Down.

ACTIONS (A): Represents the miniatures' ability to perform various tasks during their activation phase, which they can use for Movement, Shooting, Aiming, among other possibilities. No miniature can have more than 3 Actions under any circumstances.

COMBAT (C): Represents the aptitude for close combat of a miniature.

PRECISION (P): Represents the skill and accuracy of a miniature in using ranged weapons.

AGILITY (AG): Represents the speed and reflexes of a miniature.

STRENGTH (S): Represents the physical power of a miniature.

TOUGHNESS (T): Represents the endurance and resistance of a miniature.

TECH (TC): Represents the expertise and knowledge to handle machines and devices of a miniature.

GAME TURN

The game is divided into Game Turns, or simply Turns, which end when all miniatures have completed their Actions by going through all necessary Agility Rounds. Once this happens, a new Game Turn begins. The number of Game Turns in a game is specified in each scenario, typically totaling 6.

AGILITY ROUND

Miniatures act in an order determined by their Agility. The higher the Agility attribute, the earlier the miniature will act in that Game Turn. An Agility Round is the moment when miniatures with that Agility value would act.

Of course, if there are Agility Rounds where no miniatures have that Agility value, those are skipped until reaching the next Agility Round where a miniature can act.

EXAMPLE

When we reach the moment when miniatures with Agility 4 would act, it will be referred to as Agility Round 4.

ACTIVATION PHASE

The moment when a miniature carries out its Actions is called its Activation Phase. A miniature must complete all its Actions in its Activation Phase before moving on to another miniature's Activation Phase.

A miniature cannot have more than one Activation Phase per Game Turn, even if some effect may have lowered its Agility after it has acted, and the next Agility Round begins.

GAME SEQUENCE

The Game Turn starts with the Agility Round of the miniatures with the highest Agility attribute. Once all miniatures in that Agility Round have completed their Activation Phases, move on to the next Agility Round, and so on.

When all miniatures on the table have completed their Activation Phases, proceed to the next Game Turn.

ORDER OF ACTION

When only one side has miniatures in an Agility Round, the player of that side decides the order of action for their miniatures. If multiple miniatures from different sides have the same Agility value, each player rolls 1d10, and the one with the highest result (in case of a tie, repeat the roll until someone gets a higher result) chooses whether one of their miniatures begins its Activation Phase or one from the opponent does.

After the first miniature has completed its Activation Phase, the order of action alternates between miniatures from one side and then the other, with players deciding the order for their own miniatures. If all miniatures from one side have completed their Activation Phases, and there are several remaining on the other side, these will complete their Activation Phases one after another, with the player controlling them choosing the order.

ACTIONS

Determined by the Action Attribute of its profile, a miniature can perform as many Actions as specified in its profile during its Activation Phase.

The same Action can be repeated as long as the miniature has remaining Actions, unless stated otherwise in the Action description.

Actions must be performed one by one, meaning that one Action must be fully resolved before another is performed.

If desired, you can choose to use fewer Actions than allowed for your miniature, or even let its Activation Phase pass without using any.

Here are some examples of common Actions, although they are more extensively detailed in the sections corresponding to their utility.

- **Move:** This Action represents any circumstance involving movement, such as Moving, Jumping, Getting up, Climbing, etc.
- **Shoot:** A miniature can take a shot with a ranged weapon.
- **Aim:** A miniature can improve Precision in subsequent shots against a target in that Activation Phase.
- **Assault:** A miniature can advance to make contact with an enemy and engage in combat.
- **Combat:** If in contact with an enemy miniature, a miniature can engage in combat with it.

EXAMPLE

GAME TURN

We have Enrique with a Mutards gang consisting of 5 miniatures with Agility values of 5, 4, 4, 4, and 3. On the other hand, Guille, leading a Junkers gang, has 6 miniatures with Agility values of 6, 4, 3, 3, 2, and 2.

Examining the Attributes of the miniatures, we see that Guille has one with Agility 6, which is the highest among all, so it would act first. Since it is the only one with that Attribute, it would perform its Activation Phase directly, without further complications. When it finishes its Actions, it would be time to move to the next Agility Round.

Enrique has a miniature with Agility 5, which is also the only one with that Attribute value. Similarly, as before, it performs the Activation Phase of that miniature, and when it finishes, we move to the next Agility Round.

The next Agility Round is more complicated since there are several miniatures with an Agility value of 4. Since both players have miniatures with that Attribute value, both must roll a 1d10, and whoever rolls higher (repeating in case of a tie) chooses whether one of their miniatures performs its Activation Phase, or if it is done by the opponent. Let's say Enrique wins the roll and decides to act. He selects one of his Agility 4 miniatures to perform its Activation Phase. When it finishes its Actions, a miniature from Guille's gang must perform its Activation Phase. Since he only has one, it's clear that it must be that one. Now there are two miniatures from Enrique with Agility 4, and it is he who chooses the order in which they act. When both finish their Activation Phases, we move to the next Agility Round.

In the Agility Round 3, there are also several miniatures, so both players roll a 1d10 again. Guille wins this time but prefers Enrique to perform the Activation Phase of one of his miniatures. Since he has only one miniature with that Agility, it will be the one to act. After this, only two miniatures from Guille remain, and he chooses the order in which they act. When both finish their Activation Phases, we move to the next Agility Round.

There are two miniatures left with Agility 2. As both belong to Guille, he chooses their order of action. When they finish their Activation Phases, this Agility Round ends.

All miniatures on the table have acted, so this Turn ends. In the next one, the process will start anew.

- **Disengage from Combat:** If in contact with an enemy miniature, a miniature can try to move away from that Combat.
- **Defensive Fire:** A miniature can ready itself to Shoot at an enemy miniature passing in front of it.
- **Loot a Corpse:** A miniature in contact with a Downed miniature marker can take its equipment.
- **Swap Bullets:** A miniature in contact with a friendly miniature can pass or receive ammunition from it.

MOVEMENT

Miniatures move across the game table during the match, seeking objectives, stalking their enemies, etc.

For gameplay purposes, allied miniatures do not obstruct movement, and it is considered that they move aside enough to let others pass. However, no miniature can end its movement occupying the same space as another.

Unless stated otherwise, a miniature's base must be able to fit through a space for the miniature to move through it. In other words, the width of the minimum gap for a miniature to pass through should be the size of the miniature's base. For instance, a miniature on a 25 mm base cannot move through spaces narrower than that measurement.

There is no minimum surface on which miniatures can be placed, but the miniature must stand on its own. You decide where to risk placing your miniatures and whether you are willing to risk them breaking against the table. It's your investment, buddy. However, the miniature must be able to stand on its own at the location; you can't just place it down and say it's there.

The only exception to this rule is when the miniature is climbing or going up a ladder, in which case the player must indicate the height on the vertical surface where the miniature is.

TYPES OF TERRAIN

The terrain on the game table can influence the Movement of miniatures or trigger Special rules for them. Here are the most generic types of terrain, although later in this book, you'll find more specific optional rules for other, more detailed types of terrain.

COOL TERRAIN

This is the typical terrain where miniatures will move. If nothing is specified, whenever we talk about Movement, we are referring to this type of terrain. Unless it has a special rule, a miniature can move up to 10 cm for each Movement Action it uses during its activation in this terrain type.

FUCKED UP TERRAIN

It can be shallow water or mud, small debris, steep slopes, etc.

If, during a Movement Action, a miniature's base ends up at any point on this type of terrain, it must pass an Agility check if it wants to Move as if it were regular terrain. In case of failure or if the check is not desired, the miniature can only Move up to half its maximum Movement distance.

If you had already moved more than half of the Movement before entering the Fucked Up Terrain and fail the check,

you'll stay just at the edge of the Fucked Up Terrain, before entering it.

You only need to roll once per Movement Action, even if you cross different Fucked Up Terrains.

EXAMPLES

A miniature has moved 3 cm and encounters Fucked Up Terrain that it attempts to traverse. It rolls an Agility check to use its full Movement but fails. Since, on failure, it can only use half of its Movement, it can venture 2 cm into the Fucked Up Terrain (half of its 10 cm Movement, which is 5 cm, minus the 3 cm it had already advanced).

A miniature has moved 7 cm and encounters Fucked Up Terrain that it attempts to traverse. It rolls an Agility check to use its full Movement but fails. As it has already moved more than half of its Movement through Fucked Up Terrain, it will stay at the edge of the Fucked Up Terrain, having advanced a total of 7 cm.

REALLY FUCKED UP TERRAIN

If, during a Movement Action, a miniature's base ends up at any point on this type of terrain, it can only Move up to half its usual Movement distance.

If you had already moved more than half of the Movement before entering the Really Fucked Up Terrain and fail the check, you'll stay just at the edge of the Really Fucked Up Terrain, before entering it.

However, the miniature can attempt to Move its usual distance at the risk of falling upon entry. To do this, it must pass an Agility check, but in case of failure, it will have suffered a Fall, be considered Prone (see later), and must spend its next Action solely on Getting Up.

You only need to roll once per Movement Action, even if you cross different Really Fucked Up Terrains.

IMPASSABLE TERRAIN

This can range from vertical walls without handholds, areas of extremely acidic waste, swiftly flowing rivers that carry everything away, pits with giant worms where one undergoes eternal digestion, etc. A miniature cannot perform Movement Actions or Climb on this type of terrain.

A miniature that, for whatever reason, has to end its Action on Impassable Terrain will be immediately removed from the game table. Farewell. There will be nothing left of it.

CONTAMINATED TERRAIN

This terrain is full of toxic gases, radiation, etc. Remaining on this terrain is highly detrimental to miniatures that are not prepared.

A miniature will lose one point of Toughness permanently when it finishes its Activation Phase with any part of its base on this type of terrain. Protection against contamination or certain faction rules can shield the miniature from this terrain.

CROSSING OBSTACLES

On occasion, miniatures may encounter small obstacles while advancing, typically used as cover, which they can attempt to overcome.

Any miniature can climb onto a piece of scenery of size 1 (see Cover sizes on page 23) without spending vertical Movement. Miniatures on a base larger than 40 mm can also do this on scenery of size 2. Otherwise, they must go around it or attempt to Climb, as explained later.

If the element has a width equal to or smaller than the size of the base, the miniature can move directly to the other side.

If not, once on the element, the usual rules of Terrain types will apply.

SPECIAL MOVEMENTS

Most of the time during games, miniatures move along the ground by walking, running, etc. But sometimes, they may feel the urge for parkour and attempt some less conventional types of movement.

JUMPING

It is possible to Jump horizontally over gaps or similar obstacles, provided that the miniature has enough free Movement, and the area where the jump ends is at the same height as the initial area or at a height difference below or equal to twice the size of its base. It is not possible to Jump to a height higher than the initial one.

A miniature can Jump without any problem over spaces equal to or smaller than twice the size of its base.

Over longer distances, there is a possibility of failing the jump and suffering a Fall through the gap. To Jump distances above twice the size of the base up to a maximum of three times the size of the base, the miniature will have to make an Agility roll.

To Jump distances above three times the size of the base up to a maximum of four times the size of the base, the miniature will have to make an Agility roll with a penalty of -2.

In case of failure in one of the Agility rolls, the Fall rules explained later should be followed.

It is not possible to Jump longer distances, except for Special Rules of the miniature.

EXAMPLE

A miniature with a 25 mm base wants to Jump from one building to another, which is a distance of 60 mm away. The building where it wants to end its jump is 30 mm below the initial one.

The height difference (30 mm) is a distance less than twice its base size (50 mm), and the landing spot is below, so the jump is possible.

Now, we check that the distance from where the jump starts to where it ends is 60 mm, which is more than double its base size but less than triple. This means it must make an Agility roll to Jump successfully. If it fails the roll, it will have suffered a Fall, and the rules described later should be followed.

CLIMBING

The typical scenery in Punkapocalyptic consists of ruins, rock formations, and the like, full of ledges and possible handholds.

When it is not possible to cross an obstacle, a miniature can decide to ascend or descend its surface. The rules of Fucked up terrain will apply, allowing it to move up its total Movement if it passes an Agility roll and half if it fails.

If there is a ladder when Climbing, the rules of Cool terrain are followed, so the miniature will Move normally.

A miniature can voluntarily drop from the edge of an elevated area, as part of a Movement Action that consumes no distance, from a height up to twice the size of its base without any problem. Beyond that height, it must follow the Falling rules.

FALLING DOWN

When a miniature suffers a Fall, due to whatever circumstances, it may simply have to spend its next Action to Stand up, but it could even end up being Downed.

The miniature must make an opposed Toughness roll (without applying modifiers for Armor) against the Force of the Fall, which is determined by the height of the Fall, taking into account the size of the miniature's base, as indicated in the following table:

HEIGHT	STRENGTH
Up to base size x 2	Sin daño
Up to base size x 4	2
Up to base size x 6	4
Up to base size x 8	6
Beyond	8

If the roll is successful, the miniature simply ends up Downed on the ground and must spend its next Action to Stand Up. If it fails the roll, the Fall has been fatal, and the miniature is considered Downed.

EXAMPLE

A miniature with a base size of 25 mm experiences a Fall from a height of 62 mm. Since the height is greater than the base size multiplied by 2 (50 mm) and less than the base size multiplied by 4 (100 mm), the miniature must make an opposed Toughness roll against Strength 2 (according to the table).

If it fails, it will be Downed, while if it succeeds, it will have survived but be Lying on the ground.

A Downed miniature that, for any reason, comes into contact with an enemy miniature or miniatures will immediately Stand Up. However, during that activation, whether it's its own or the enemy's, its Combat rolls will suffer a penalty of -3, and it cannot spend Actions to Disengage from Combat.

EXAMPLE

CROSSING OBSTACLES



The Klown of the Troupe can cross the obstacle since it is of size 1. Since it has a width equal to or less than the size of its base (25 mm), it can automatically move to the other side, consuming only the distance traveled horizontally.



The Klown of the Troupe can cross the obstacle since it is size 1. Since it has a width greater than the size of its base (25 mm), it must be placed on top of the obstacle, consuming only the distance traveled horizontally. It could be that the obstacle is Fucked up terrain or Really fucked up terrain, in which case the corresponding terrain rules should be applied while it is on it.



It's necessary to consider the general Movement rules on page 14, where if a miniature can't stand on its own, it can't be placed there. So, if this happens with an obstacle, even if it's an appropriate size, to cross it, it must be equal to or smaller than the size of the miniature's base. If it's larger, the miniature would need to move over it, and the miniature isn't capable of standing on its own in that scenario.

DOWNED MINIATURES

There are various ways in which a miniature can be Downed during the game, although the most common is by being Hit by a weapon and losing the opposed Strength roll against the Toughness of the miniature. However, some scenario rules, weapon effects, or Falls, among other examples, can also cause a miniature to be Downed.

When a miniature is Downed, it is considered out of the game. It may be dead or simply incapacitated to continue fighting, but in any case, unless otherwise indicated, it can no longer participate. The player must use some type of marker the same size as the base of the Downed miniature to indicate its position. Or you can simply use an empty base of its size.

Either way, once Downed, miniatures do not obstruct Line of Sight or interfere with Movement. However, no miniature can end its Movement occupying the same space as the marker of a Downed miniature. Stepping on fallen people is very rude.

LOOT A CORPSE

A miniature can spend 1 Action to search a Downed friendly or enemy miniature and acquire any weapons or special equipment it had. To do this, it must be in contact with the marker of the Downed miniature and declare this Action. Keep in mind that no miniature can have a greater number of weapons than allowed (and can never combine two weapons with the Two-Handed special rule), so it must choose whether to exchange the ones it had for the new ones if it already had met the limit.

SWAP BULLETS

A miniature can spend 1 Action to Swap bullets with another friendly miniature. To do this, it must be in contact with the allied miniature and declare this Action. This way, it can either give bullets to the other miniature or collect bullets from it.

Since the number of bullets and the miniatures equipped with them are secret information, the player must clearly note this on their gang sheet so that the opponent, if they wish, can check that everything is correct at the end of the game.

COMBAT

At some point in the game, it's normal for some miniatures to end up wanting to brawl in close combat, without any kind of subtlety or contemplation.

ASSAULT

If a miniature ends its Movement Action in base contact with one or more enemy miniatures, it is considered to have performed an Assault. However, to do so, the miniature must have the enemy in its Line of Sight at the beginning of its Movement Action. It's important to note that Assault is the only way to make base contact with an enemy miniature, so if the requirements for an Assault are not met, it cannot be performed, even if the miniature could potentially make base contact with the enemy through its Movement.

Performing an Assault involves not only Movement but also an immediate and free Combat Action.

Once in contact, the miniatures will automatically be facing each other. Additionally, due to the momentum of the charge, a miniature performing an Assault gains a +1 bonus to its Combat Attribute, and an additional +1 bonus for each consecutive previous Movement Action in which it had Line of Sight to the enemy and chose to Assault.

However, all movements of the Assault must have been made advancing as much as possible toward the enemy to provide these bonuses. This does not necessarily mean that the miniature has to move in a straight line, as it might be easier to take a route that avoids obstacles in its path, but it must always spend the minimum number of Actions. Thus, you could avoid a Fucked up Terrain to Assault, but only if avoiding it doesn't cost more Actions than going through it (considering that you could pass the Terrain checks).

These bonuses apply to all Combat Actions against the miniature or miniatures that were the target of the Assault until the assaulting miniature finishes its Activation Phase.

To Assault during its Activation Phase, a miniature needs to maintain a constant momentum. Therefore, it's important to consider that a miniature cannot have failed any Agility Checks to traverse Fucked up Terrain or Really Fucked up Terrain, as this would prevent it from gaining the usual Combat bonuses for Assault.

Being Assaulted from behind can be a disadvantageous situation since the assaulted miniature cannot react effectively to counterattack. Therefore, if the assaulted miniature does not have Line of Sight to the attacker at any time during the attacker's Activation Phase, the attacker receives an additional +1 bonus to Combat.

Additionally, a miniature may choose to Assault a miniature that is just below its height. In this case, the rules are the same as when intentionally falling, except that the miniature always ends up Downed, even at heights less than twice the size of its base, due to the impact against the enemy. However, before applying these penalties, additional bonuses of -1 to Combat and +1 to Strength in the Assault are applied for each fraction of 5 cm of fall height. This way, Assaults with higher fall heights have higher bonuses, but the miniature may still end up Downed due to the fall. However, this Combat will always be resolved before the attacking miniature ends up Downed or is Downed due to the fall.

Once a miniature is in base contact with one or more enemy miniatures, it will only have two options: Combat or Disengage from Combat.

COMBAT

A miniature in base contact with an enemy miniature can spend one Action to engage in Combat.

Then, both miniatures will make an opposed roll of their Combat Attributes, adding 1d10 + Combat + weapon bonuses + various bonuses.

The miniature with the highest result will have hit its opponent. In case of a tie, both miniatures will have hit each other. The generated Hits will be resolved according to the rules explained later.

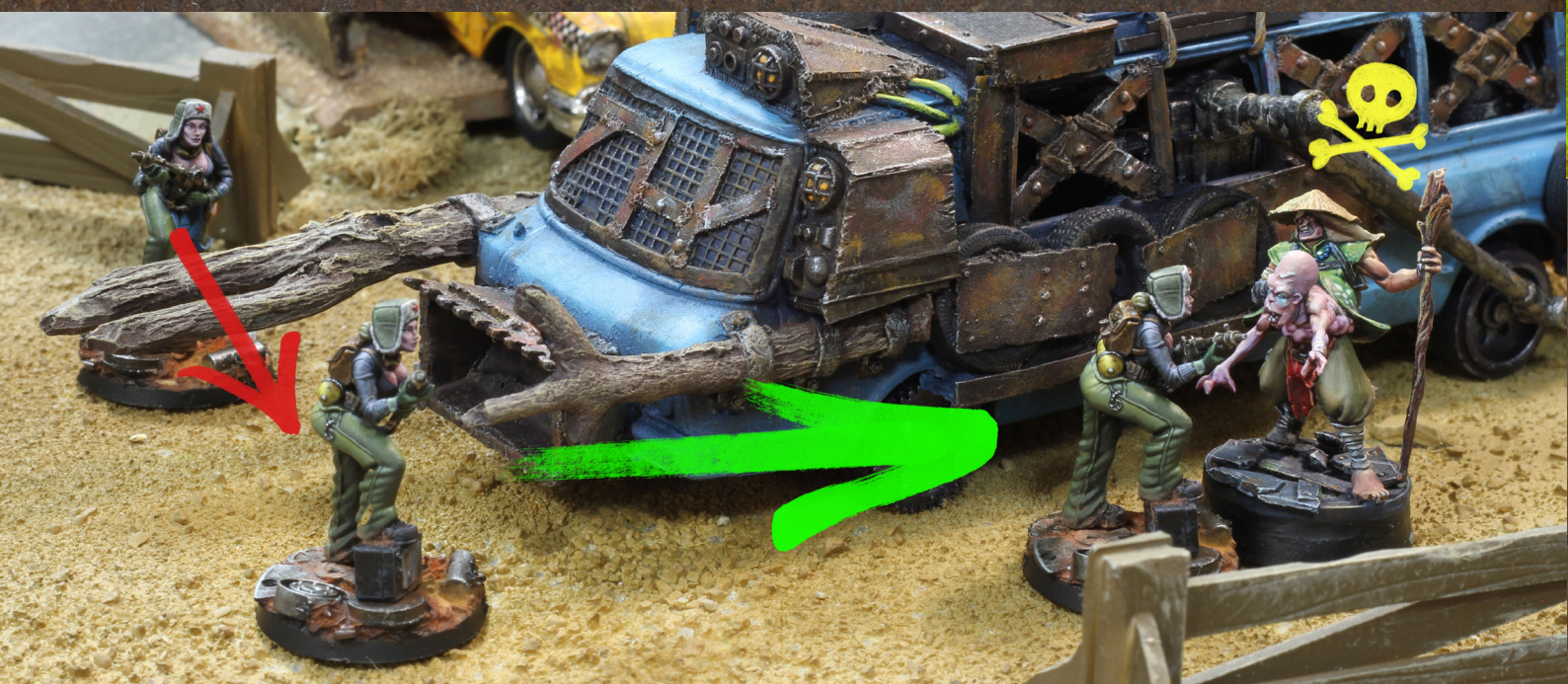


EXAMPLE

ASSAULT



A Ganger Brute attempts to Assault a Mutant from the Mutards. He uses two Movement Actions to come into base-to-base contact with the Mutant. At the beginning of both actions, he has Line of Sight to his target, so both Actions will grant him a +1 each. Thus, the Brute will Assault the Mutant with a +2 to his Combat attribute.



A Gear from the Junkers attempts to Assault a Bobblehead from the Mutards. At the beginning of her first Movement Action, she does not have Line of Sight to the Bobblehead, so this Action will not be part of the Assault and therefore will not grant bonuses to Combat.

At the beginning of her second Movement Action, the Gear has Line of Sight to the Bobblehead, so she can come into base-to-base contact with the Bobblehead and engage in Combat with a +1 to her Combat attribute for having Assaulted.

EXAMPLE

ASSAULT



We find a Penitent of the Irradiated surrounded by a bunch of Black Blood Children with an Attribute of 2 Actions each and unpleasant intentions. She is in a Cool Terrain passage, surrounded by a Really Fucked Up Terrain swamp.

Black Blood Child A has no line of sight on her in the first Action, so in this, he will only advance without being part of the Assault. In his second Action, he can Assault through the Cool Terrain without problems, so he will do it with a +1 to his Combat Attribute for having Assaulted using 1 Action.

Black Blood Child B reaches the Penitent in his first Action. He has the shortest path in the Assault through the Really Fucked Up Terrain, but if he goes around, he can still reach through the Cool Terrain in his first Action, so he can do it perfectly. He will do it with a +1 to his Combat Attribute for having Assaulted using one Action, and if he survives, he will still have one Action left.

Black Blood Child C arrives in a single Action through the Fucked Up Terrain. He could arrive through the Cool Terrain, but that would mean spending 2 Actions, and since the minimum number of Actions must always be spent in the Assault, it is not possible to do so using the 2 Actions in the Assault. If he wants to Assault, therefore, he has two options. He can cross the Fucked Up Terrain in search of Assault and still have 1 extra Action left, but risking failing the terrain roll, losing the Assault bonuses, and also needing 2 Actions for the Assault, as he moves half afterward. Or he can make a Move in his first Action, approaching through the Cool Terrain, without being part of the Assault, and in his second Action Assault, but only with a +1 to his Combat Attribute, since the first Move does not count, and also remaining without free Actions afterward.

Black Blood Child D can Assault calmly in her first Action through the Cool Terrain. But also, since she starts the Assault out of the line of sight of the Penitent, she will have an additional +1 bonus to her Combat Attribute, so in the Assault, she will have a +2 bonus.

EXAMPLE

MASS COMBAT



The Gangers A, B, and C (in red), as well as the Mutards D and E (in black), would be involved in the Mass Combat since they are in base-to-base contact with at least one enemy miniature. Scumbag F would not be involved in the combat since it is in contact with a miniature from its own faction but not with any enemy.

It is the activation phase of Chief A, who has Combat 7 (wielding a medium blade). The other contenders are the Brute B with Combat 4 (carrying a heavy mace), the Scumbag C with Combat 4 (carrying a light mace), the Mutant D with Combat 6 (wielding a medium blade and the Extra Limbs mutation), and the Mutant E with Combat 3 (carrying a light mace).

Since Chief A is skilled in Combat, she decides to attack Mutant D, aiming to eliminate the strongest rival with Combat 6. She makes the opposed roll and rolls a 3 on 1d10. She must add her Combat attribute to that roll, but also, her companions in the combat support her, with a +1 each, as both have less than Combat 6 (if either had 6 or more, it would provide a +2). This gives us $3 + 7 + 1 + 1 = 12$.

Mutant D rolls a 4 on 1d10. With Combat 6, it is supported by a Scumbag with +1. This gives us $4 + 6 + 1 = 11$.

Since Chief A wins the opposed roll, she would have hit Mutant D. If she manages to surpass the opposed roll of Strength against Toughness, she would have Downed it. If so, she must immediately come into contact with Mutant E for free, as the Mass Combat has not ended, and she is now free. Afterward, she could use her next Action to fight again against Mutant E or try to Disengage from the Combat.

MASS COMBAT

Whenever two or more miniatures on one side are involved in a Combat, it is considered a Mass Combat.

Any miniature in base contact with at least one enemy miniature is considered involved in the Mass Combat; it is not enough to be next to a friendly miniature that is fighting. However, as long as this condition is met, all miniatures

will be part of the same Mass Combat, even if some do not come into contact with each other.

In a Mass Combat, the miniature with the Activation Phase must decide which enemy miniature involved in the Mass Combat it wants to Hit. It does not have to be necessarily the one it is in contact with. It will roll its opposed Combat roll against that miniature.

However, it is important to note that the other miniatures involved in the Mass Combat will support their comrades. In this way, each miniature on the same side with a Combat Attribute of 5 or less will grant a +1 bonus to the Combat roll of its comrade. Miniatures with a Combat Attribute of 6 or more will grant a +2 bonus.

If during a Mass Combat, a miniature becomes free without being in contact with any surviving enemy miniature, it must immediately be placed in contact with the nearest enemy miniature on the closest side without using any Action

Disengage from Combat

Using an Action to Disengage from Combat is the only way to stop being in contact with enemy miniatures without Downing them (unless they are the ones disengaging, of course).

To successfully Disengage from Combat, the miniature must win an opposed Agility roll against the Agility of its opponent or opponents if it is in contact with multiple enemy miniatures.

If it wins the roll, the miniature can immediately move following the usual Movement rules.

If it loses the roll, any opponent who has won the roll will have automatically Hit it, and it will remain engaged in Combat.

A miniature cannot Assault in the same Action in which it successfully Disengages from Combat, although it can do so in subsequent Actions in the same Activation Phase.

Shooting

Shoot

A miniature can use one Action to Shoot a ranged weapon at an enemy. To perform the shot, it must not have any enemy miniature in contact with its base, and it must have Line of Sight to the miniature it wants to Shoot.

To attempt to Hit a target with a shot, it must surpass a Precision roll, applying modifiers from the weapon, Cover, distance, etc.

A miniature shot from behind cannot react quickly. Consequently, if the shot miniature does not have Line of Sight to the attacker, the attacker receives a +1 bonus to Precision.

The generated Hits will be resolved according to the rules explained later.

Distances

Most ranged weapons have three different distance ranges that affect Precision when Shooting. These ranges are short, medium, and long.

If a target is within short range, a +1 bonus is added to Precision. Medium range does not provide any modifiers, and long range incurs a -1 penalty to Precision.

It is not possible to Shoot beyond the distances indicated for each weapon. These ranges are specified in the weapon profiles.

Shooting into Combat

It is possible to Shoot at an enemy miniature involved in Combat, but a -3 penalty is applied to the Precision roll. If the Precision roll fails due to this penalty, the friendly miniature has been hit.

In the case of a Mass Combat, randomly determine which miniature suffered the Hit (excluding the one targeted by the shot).

Avoiding Cover

A miniature Shooting can decide to Avoid partial Cover (see Cover on the next page), negating the Armor bonus provided by it. Since it involves greater difficulty, Shooting at a miniature behind Cover while avoiding it incurs a -3 penalty to Precision.

TIP

The decision to avoid partial cover or not often depends on the miniature's Precision and the Penetration of its weapon.

A Thug from the Gangers with a crossbow prefers not to suffer the -3 penalty to Avoid light cover from a wooden fence (Armor +3) since it has Penetration 3, completely nullifying it. However, he decides to do so with a concrete wall (Armor +7) since, even with his Penetration, it would still provide an Armor bonus of +4 to his target.



EXAMPLE

Shoot

A Thug from the Gangers with a Precision attribute of 5 shoots a bow at a short-range target with no Cover.

To his attribute of 5, you would add +1 for shooting at short range and subtract -1 for the bow's Hard to Use special rule.

This makes it $5+1-1=5$. He should roll a 5 or less on 1d10 to Hit his target with his shot.



AIMING

A miniature can choose to spend an Action on Aiming. All subsequent Shooting Actions during that activation will have a +3 bonus to Precision, as long as they target the same enemy miniature (you cannot Aim and use the bonus on two different targets).

Because the bonus is lost at the end of the miniature's activation phase, Aiming cannot be used in Defensive Fire.

DEFENSIVE FIRE

A miniature can use one of its Actions to prepare to Shoot at an enemy miniature that moves within its Line of Sight later.

After declaring this Action, the miniature cannot do anything else in its activation phase.

A miniature in Defensive Fire can take ONE free Shooting Action against an enemy miniature that performs a Movement Action later in the same Game Turn (either in that Agility Round or any subsequent round), as long as it is within its Line of Sight. The player performing Defensive Fire will choose the right moment within the Movement of the enemy miniature to shoot. If they fail to Down it, the miniature will continue to complete the rest of its Movement normally.

Since it is not easy to react quickly to an enemy's movement, the Precision roll for Defensive Fire will suffer a -2 penalty.

It is not mandatory to use Defensive Fire on the first enemy miniature that takes a Movement Action in its Line of Sight, or even to use it at all if desired.

TIP

Since once a miniature is in Defensive fire, it cannot do anything else in its Activation phase, it makes sense for this to be its last Action.

HIT

When a miniature is Hit, whether in Combat, Shooting, or some other game circumstance, it is checked if the aggressor is able to overcome its Toughness and cause damage, by making an opposed roll of Strength against Toughness.

The aggressor adds 1d10 + Impact Strength + various modifiers. If the value of the Impact Strength is a modifier (a number preceded by a plus or minus sign), the Strength Attribute of the aggressor is also added.

The Hit miniature adds 1d10 + Toughness + Armor + various modifiers.

If the aggressor wins the opposed roll, the Hit miniature is considered Downed, unless it has a special Rule (some miniatures can withstand more than one hit).

ARMOR

Gang members don't have to go into combat unprotected, and whenever possible, they protect themselves with garments that provide protection against the weapons of their rivals. Miniatures can be equipped with different types of protection, ranging from slightly thick clothes to bulletproof vests. These have an Armor value, the higher, the better, which is useful against enemy attacks.

The Armor value will be added to the Toughness of a miniature when Hit by an attack, but it should be noted that it can be countered by the Penetration of weapons or game effects, as explained later.

The description and statistics of different Armors are shown in the Equipment chapter.

PENETRATION

Most weapons and some game effects have a Penetration value, representing their ability to nullify Armor (provided by both Equipment and Cover).

The Penetration value of a weapon will reduce the Armor value of a miniature to a minimum of 0.

Note that this is the sole purpose of Penetration. A positive Penetration does not provide any bonus to the Strength of Impact in the opposed roll.

The descriptions and statistics of various weapons are shown in the Equipment chapter.

EXAMPLES

A miniature has Armor of 3 and is Hit by a weapon with Penetration 2. Its Armor bonus to Toughness will be only +1.

A miniature has Armor of 3 and is Hit by the explosion produced by the special rule Walking Bomb from Momma Nutritora, with a Penetration of 6. Its Armor would be completely nullified (reduced to 0), and the miniature would only rely on its normal Toughness.

COVER

While many warriors in the Wasteland are quite burly, they are usually smart enough to use the scenery elements on the battlefield to protect themselves from enemy ranged attacks.

Obviously, miniatures are static, but they represent fighters who, in their advance, will always be trying to find the best Cover, crouching or positioning themselves sideways if necessary to cover themselves as much as possible.

Cover can provide a bonus that would be added to the Armor of the miniature when it becomes the target of a Shot.

Before starting the game, it is important to define the types of Cover that each scenery element on the game table offers.

TIP

A simple way to remember the types of Cover is to write on the bottom of the elements the number of the size and the initial of the degree of protection, so we would have 2M, 1L, 3H, etc.

If you don't want it to be something permanent, you can use typical price stickers or Post-its.

COVER SIZES

On the table, there can be multiple pieces of scenery, which will vary considerably in size. For gameplay purposes, they will be grouped into three size values, ranging from 1 representing the smallest elements to 3 representing the largest elements.

Although it's up to you to decide, as a rough guide for applying cover sizes, you can consider those of size 1 to measure up to about 3.5 cm in height, size 2 between that measure and about 6 cm, and size 3 above this.

If some element has areas where its shape and height vary considerably, it is appropriate for some parts to have one size value and others, however, a different one.

Nevertheless, you can decide that some element does not provide any type of cover due to its small size (for example, a gasoline can lying on the ground, which is more of a decoration). Still, by default, all elements will have a size.

PROTECTION GRADES

Not all the scenery on the game table is built with the same materials. A wooden fence does not protect the same way as a concrete wall. For gameplay purposes, they will be grouped into three protection grades: Light, Medium, and Heavy.

- A cover with a light protection grade offers a +3 bonus to Armor.
- A cover with a medium protection grade offers a +5 bonus to Armor.
- A cover with a heavy protection grade offers a +7 bonus to Armor.

Here are some examples of elements and the protection grades they provide:

ELEMENT	PROTECTION GRADE
Dense vegetation, wood, tires, sand-bags...	Light (Armor +3)
Adobe, brick, light metal sheets, debris...	Medium (Armor +5)
Vehicles, thick metal sheets, concrete, stone...	Heavy (Armor +7)

PARTIAL AND TOTAL COVER

To check if a miniature has cover, the first thing to do is to see if it is in the line of sight of the attacker. Because obviously, if it's not, the attacking miniature cannot see it and cannot even attempt to shoot at it.

If so, you must check if you can draw a straight line from any point in the front arc of the base of the attacking miniature (the 180° arc of the line of sight) to any point on the base of the target miniature that passes through some scenic element. If it is possible, the miniature will have cover; otherwise, it will have no type of cover.

If it has cover, we must check if you can draw a straight line from any point in the front arc of the base of the attacking miniature to any point on the base of the target miniature that, this time, does not pass through any scenic element. If so, it will have partial cover, while if it is impossible to draw a line that does not pass through any element, it will have total cover.

Yes, we know you're reading this, and your head is exploding a bit, but later you'll have examples, and you'll see that it's really simple.

It should be noted that if the base of the attacking miniature is in contact with an element and it grants itself partial cover, that scenic element will not provide cover to its target even though it is in the middle of the line of sight. In other words, if you shoot right next to a cover that doesn't completely cover you, you are assumed to momentarily expose your weapon, and it covers you but not your opponent. Obviously, if the element completely hides the miniature, it cannot shoot, as the miniature would have no line of sight.

APPLYING COVER

Once the type of cover between the attacking miniature and the target miniature is determined, it is important to know if it hides the target, gives bonuses, etc. All of this will depend on the size of the base of the miniature and the size of the cover.

If the miniature has total cover:

- A size 1 cover provides cover bonuses to miniatures on 25mm and 40mm bases and does not provide bonuses to larger miniatures.
- A size 2 cover completely hides miniatures on 25mm and 40mm bases and provides bonuses to larger miniatures.
- A size 3 cover hides all miniatures.

If the miniature has partial cover:

- A size 1 cover provides cover bonuses to miniatures on 25mm and 40mm bases and does not provide bonuses to larger miniatures.
- A size 2 and 3 cover provides cover bonuses to all miniatures.

When cover provides bonuses, these must be added to the Armor of the target miniature. If it does not provide bonuses, it means it is so small relative to the target that it is not an obstacle to the shot.

If cover hides the miniature, neither the attacking miniature has line of sight to it, nor vice versa. It is such a significant obstacle that it completely obscures the view.

STACKING COVERS

In some cases, the line traced from the attacker to the defender may pass through more than one Cover. If multiple Covers that offer a bonus to the target miniature are crossed, an additional +1 will be added to that bonus for each additional Cover element beyond the Cover with the highest protection grade. In other words, the bonus to the highest Armor value would be used, and then an additional +1 would be added for each extra Cover.

EXAMPLE

A miniature is behind a brick wall, which has a medium protection level and is also equipped with a *shield*.

In this case, it would receive the +5 Armor from the wall, which is the highest protection level (the *shield* provides +2 Armor), and also an additional +1 for stacking the Cover from the *shield*.

DIFFERENT HEIGHTS

All the above rules are designed for two miniatures at the same height. But what happens if a miniature tries to shoot at another from a higher position? And vice versa?

If the target miniature is in a higher position, like the roof of a building, it will be considered not to have Cover if its base is in contact with the edge. If it is not in contact with the edge but its base is within, even partially, a distance from the edge equal to its base size at most, it will be considered to be behind Cover. If its base is farther from the edge than a distance equal to its base size, it will be completely hidden, and there will be no Line of Sight to it, so it cannot be the target of a Shot.

If, on the other hand, it is a miniature in height that shoots at the one below, the rules for being in contact with an element will be used, so there will be no Cover toward its target if it had no Cover itself, and there will be no Line of Sight if there was no Line of Sight to it.

In general, we will consider that two miniatures are at different heights regarding Covers if there is more than a 5 cm difference between the height of one and the height of the other.

TIP

Remember it simply like this: Beyond the edge of your base? That miniature neither sees nor can be seen. On the edge? It has no cover, and rivals don't have cover against it. Between these two cases? You have cover if you are shot at, but your rival doesn't if you shoot at them.

If a miniature is at a height and, at the same time, behind some scenery element, Covers will be stacked in the usual way.

To find out if the miniatures at the bottom are behind Cover, the line will be traced in the air from the edge, at the closest point to the base of the attacking miniature, to the base of the target miniature, and it will be checked in the usual way if it passes through any scenery element.

UNUSUAL SCENERY

Sometimes there may be irregularly shaped scenery elements that cannot be easily covered by these rules. Stairs going up, fences that don't cover the base but do cover the top of a miniature, etc. In those cases, it is most common to consider that there is partial Cover, but it is ideal to apply logic as much as possible. And if there is disagreement, roll the dice to see what is decided.

MINIATURES AS COVER

Friendly or enemy miniatures can be in the line of fire and function in a certain way as Cover. It should be checked in the same way as with Covers if the miniatures offer partial or total Cover, as if the bases of the miniatures in the middle of the shot were scenery. If the Cover is total, the target miniature will be completely covered and cannot be selected as a target. If some miniatures offer partial Cover to a target miniature, the rules for Shooting into Combat would be used. The miniature that shoots will suffer a -3 penalty to Precision. If the Precision roll fails due to this penalty, the miniature that provided Cover will be hit. Only the miniature that offers Cover closest to the attacker can be hit. If there are two equally close, one will be randomly chosen. If the shot goes through more Covers, it would benefit from them as if that miniature had been the initial target. It is not possible to Avoid Cover as with scenery elements, as miniatures are always in motion.

EVERYTHING IS SIMPLER

You may have read this and wonder: is it really necessary to always draw those lines and so on? Of course not. All this is about explaining to you in words what partial, total, or no Cover at all is, which is visually simpler but not so easy to explain. But the reality is that at least 90% of the time, all of this will be clear at a glance.

If a miniature is in open terrain, you don't have to start drawing lines to see that none of them crosses a scenery element. If it's clearly behind an element, same thing. And if part of the base is visible, it's clear that it's partial Cover.

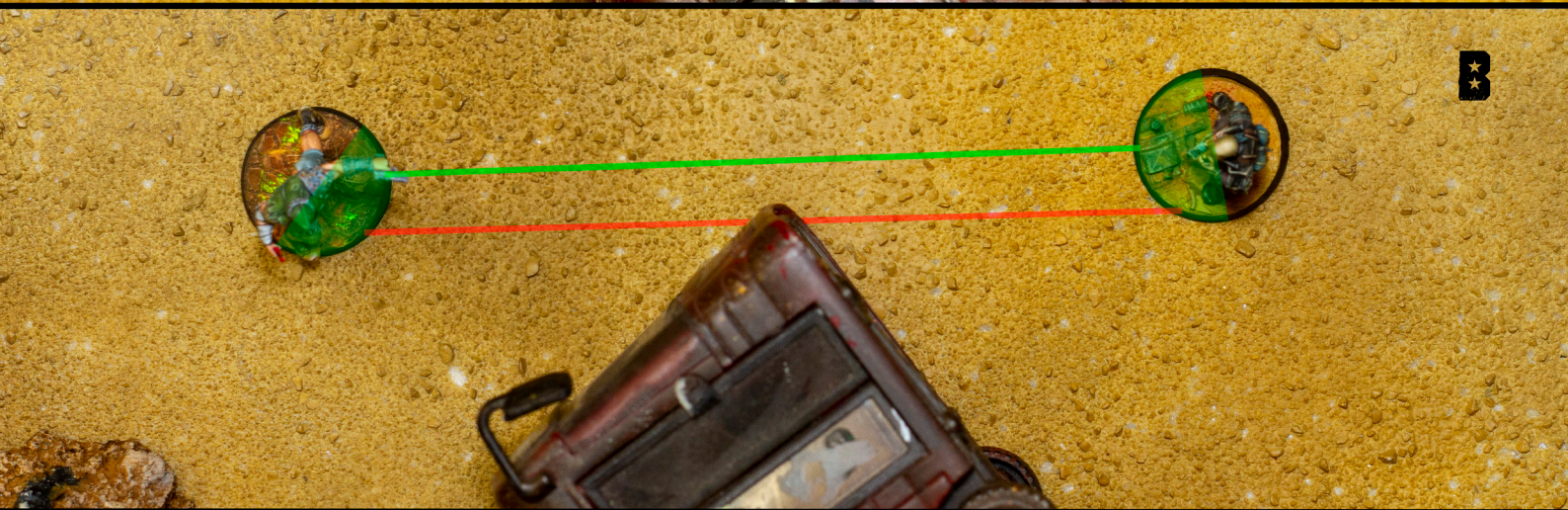
Only in the case of a very doubtful position where it's right on the edge of an element, you will need to draw a line to see if it crosses or not. And that's it.

And of course, always keep this in mind. If two miniatures are in each other's line of sight and one can shoot at the other, the opposite can also happen.



EXAMPLES

COVERS



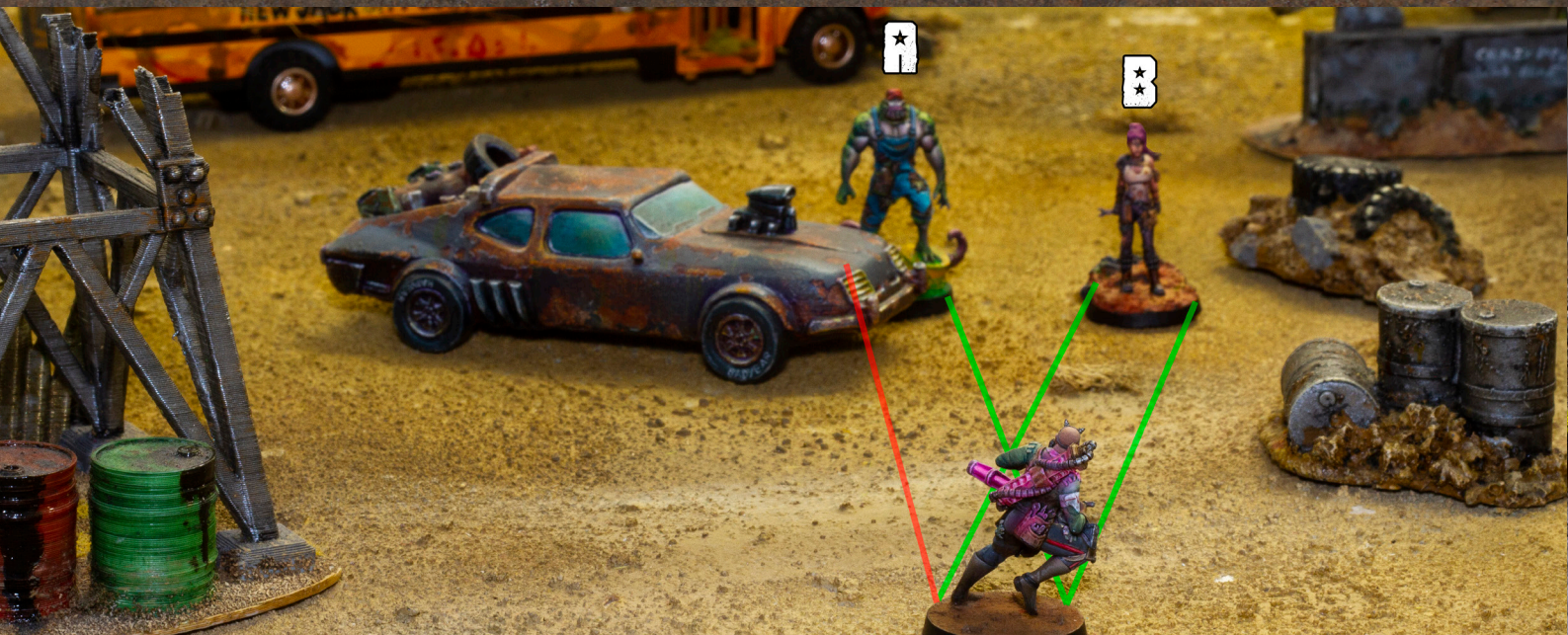
In example A, no line can be drawn from the front arcs of the attackers' bases to any point on the bases of the target miniatures that doesn't pass through the scenery element, so both have total cover. As the element is size 2 and both miniatures have 25mm bases, the element completely hides them, and they wouldn't have line of sight to each other, so they couldn't be targets for a shot.

In example B, a line can be drawn from a point on the attackers' bases to any point on the bases of the target miniatures that doesn't pass through the scenery element, but a line that does cross the element can also be drawn. Therefore, both have partial cover. If either of the two miniatures, or even both, were against the element, they could shoot at each other, ignoring that cover.

In example C, no line can be drawn between any point on the bases of the miniatures that passes through the scenery element, so neither of the two has cover.

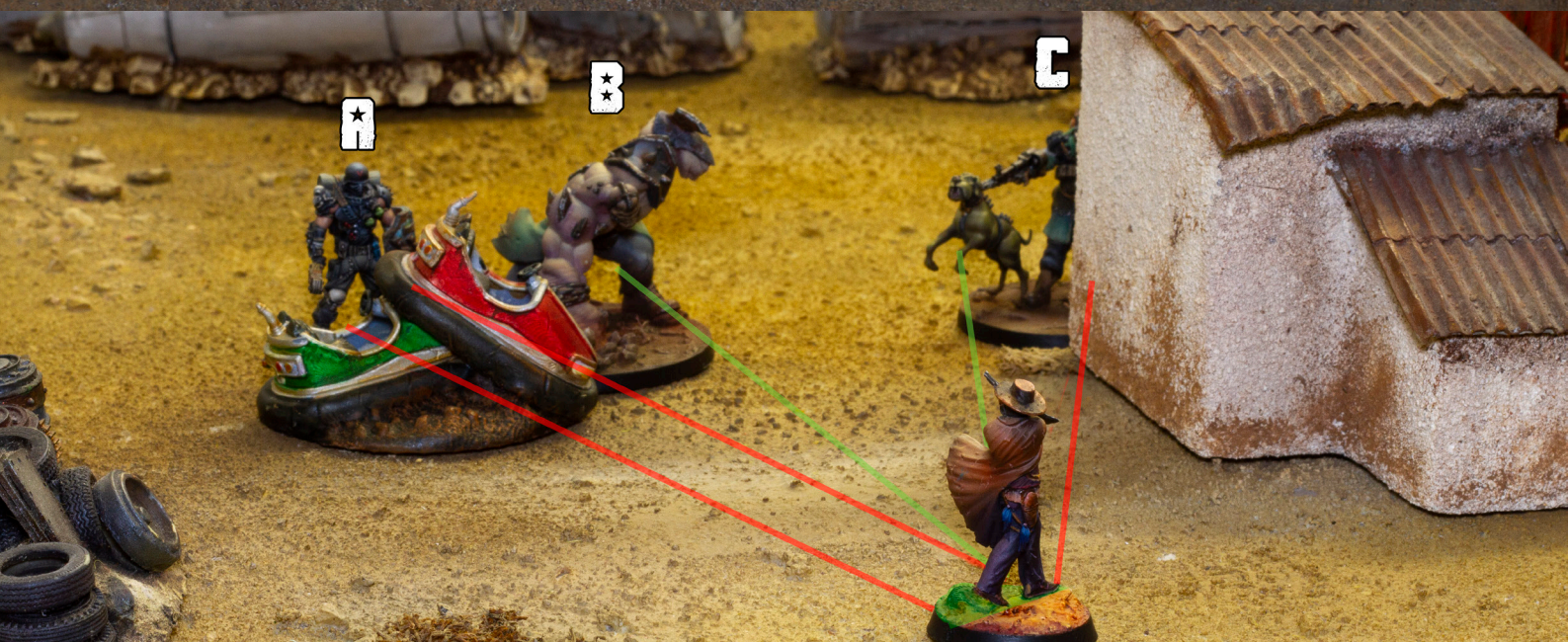
EXAMPLES

COVERS



A member of the V Reich has two Mutards in their sights, both with 25mm bases. Although they can draw a line from a point on the front arc of their base to Mutard A's base without crossing the car, they can also draw a line that does cross the car. Therefore, Mutard A has partial cover. The car is a size 1 heavy cover, so if they shoot at Mutard A, it would get a cover bonus of +7 to its Armor.

On the contrary, lines can be drawn from all points on the front arc of the base to all points on the base of Mutard B, and none of them cross any element. Therefore, the miniature is not protected by cover.



A Gangers member has three V Reich miniatures in their line of sight.

Miniature A has total cover since no line can be drawn from any point on the front arc of the Ganger's base that doesn't cross the cover element. This element is a size 1 heavy cover, and the miniature has a 25mm base, so if shot at, it would receive a cover bonus of +7 to its Armor.

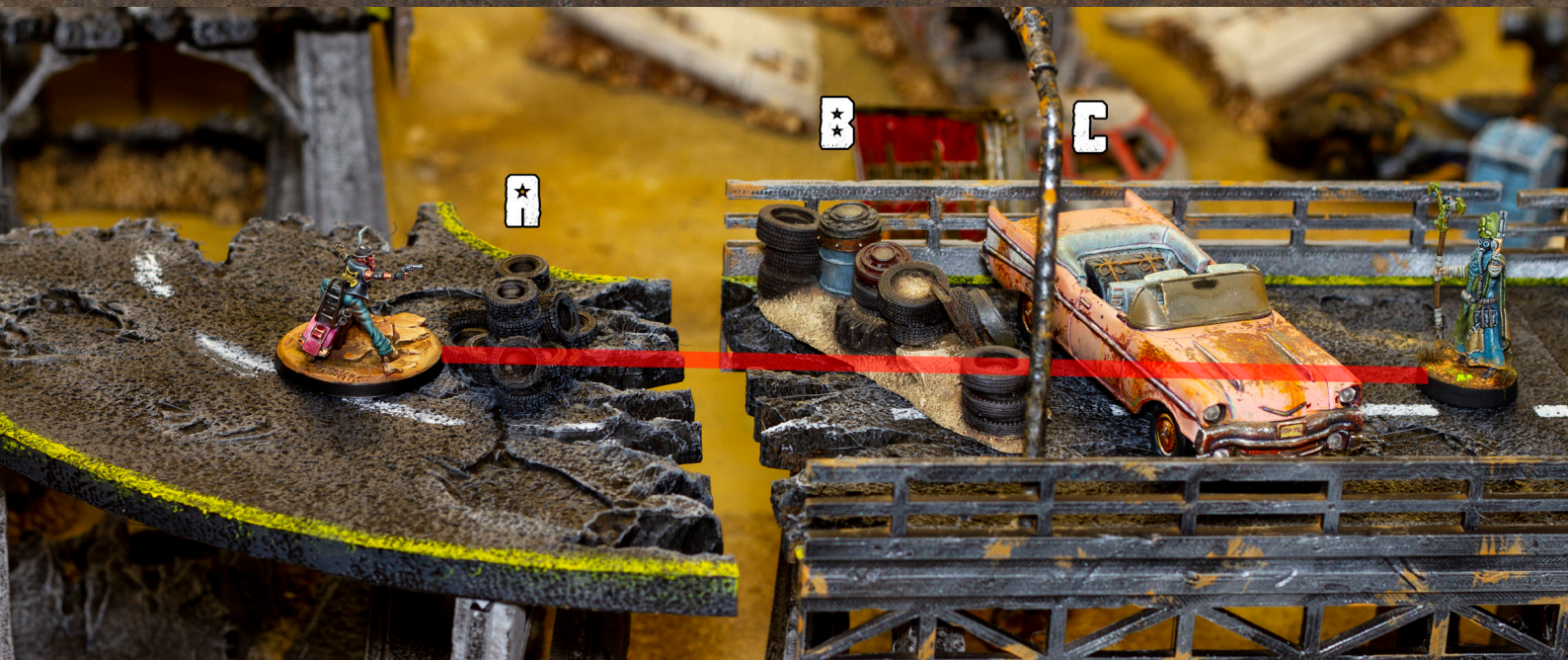
Miniature B has partial cover because there are lines that cross the cover element, but not all of them. However, the miniature has a 55mm base, so a size 1 cover doesn't provide any bonus.

Miniature C also has partial cover since there are lines that cross the cover element but not all of them. This element is a size 3 medium cover (adobe), and the miniature has a 40mm base. If shot at, it would receive a cover bonus of +5 to its Armor. If the cover completely covered the miniature, it would be entirely hidden and couldn't be the target of shots since there would be no line of sight to it.

It's important to note that the three V Reich miniatures, being close to the covers, could shoot at the Ganger without it benefiting from these protections.

EJEMPLOS

STACKING COVERS



A Black Blood Children Spark with a 40mm base prepares to shoot at a Nuclear Cardinal from the Irradiated with a 25mm base. Three cover elements are in between. Elements A and B are tires, serving as light cover with a size of 1. Element C is a car, also size 1 but heavy cover.

The Spark is next to element A, so its cover won't be considered. The Cardinal will be protected by elements B and C. We choose the cover with the highest protection level, in this case, C, which, being heavy cover, provides a bonus to Armor of +7. Element B has a light cover, granting a +3 bonus to Armor, but when stacking covers, it only adds an additional +1. Thus, the Nuclear Cardinal will have a cover bonus, added to its Armor, of +8 (7+1). If the shot were the other way around, the Spark would also benefit from the cover of element A, thus adding an additional +1 to its Armor, making it +9.

MINIATURES AS COVER



A Ganger intends to shoot at Mutant B.

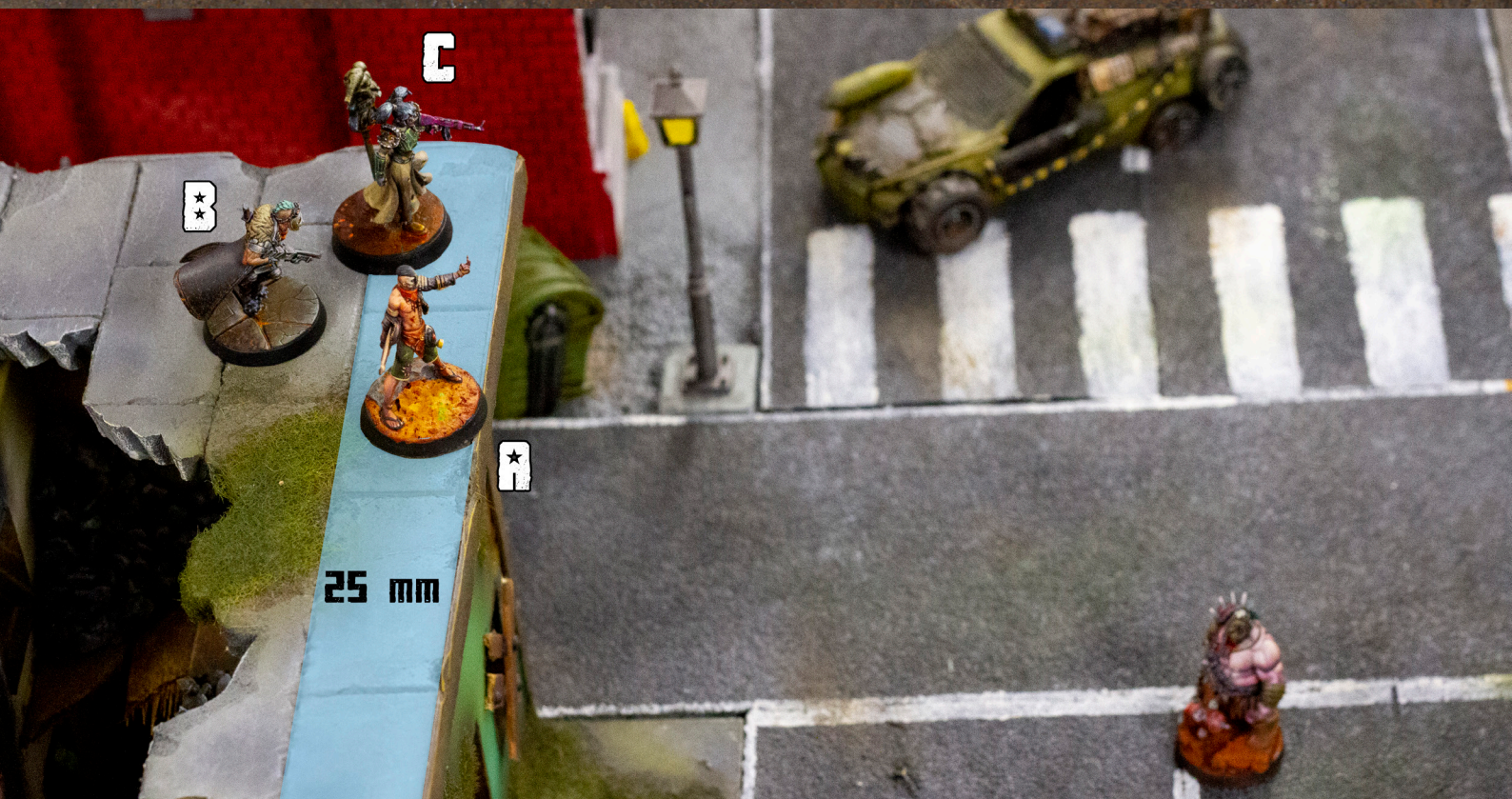
A line can be drawn from a point on the front arc of the Ganger's base that does not cross Mutant A, but a line can also be drawn that does. This means it serves as partial cover for Mutant B.

Therefore, the same rules as Shooting into Combat (page 21) will be used. The Ganger will suffer a -3 penalty to Precision when shooting. If the Precision roll fails due to this penalty, it will have hit the miniature providing cover, in this case, Mutant A.

If no line could be drawn from any point on the Ganger's base that did not cross Mutant A, it would mean that Mutant B is entirely covered, and therefore cannot be designated as the target of the shots.

EXAMPLES

COVER AT DIFFERENT HEIGHTS



Three Gangers, all with 25 mm bases, are on top of a building.

Gangers A and C could shoot at the Ido below, as they are, even if partially, within a distance no greater than the size of their base from the edge, in this case, 25 mm. Ganger B is beyond that distance, so they cannot shoot.

But these figures can also be targets for shots from below. Ganger A, being close to the edge of the building, would not have cover. Ganger B is farther away beyond the size of their base from the edge, so they are completely covered and cannot be targeted. Ganger C is not close to the edge but is partially within a maximum distance of their 25 mm base from it, so they will have the cover provided by the building.

VARIABLE COVER SIZES



Most of the scenery elements on the game table will have a fairly uniform shape and, therefore, a single Cover Size value. However, some may have a shape or height that varies considerably from one place to another on the element itself. In that case, different Cover Size values may be assigned depending on the area of the element.

In this case, the Bull would have a Cover Size of 3 in the marked green area, but a Cover Size of 1 in the other area, behind which the miniature is located. Therefore, the value corresponding to the area through which the line from the attacking miniature to the target miniature passes should be used.



SPECIAL RULES

■ AUTOMATIC

Before firing with this weapon, it must be declared whether the usual mode or the automatic mode will be used. Firing in automatic mode not only involves the shot itself but also two additional immediate, free, and mandatory Shooting Actions (provided the weapon has enough ammunition). These two free Shooting Actions can be taken against the same enemy miniature or another one within a maximum of 10 cm from the previous target.

EXAMPLES

An Übersoldat from the V Reich fires an automatic rifle in automatic mode at a Mutard Head. He hits and manages to Down him. For the second shot, he chooses a Mutant who was 10 cm away from the first. This time, the shot misses, so he decides to use the third and final shot again against this Mutant to try to Down him definitively.

A Nuclear Cardinal from the Irradiated faction wants to Down a Gang Leader, so he spends his first Action Aiming and declares that he will Shoot in his second Action in automatic mode with his automatic rifle.

In the first shot, he fails the Precision roll.

In the second shot (the first free Shooting Action), he hits, but the Gang Leader's bulletproof vest does its job and protects him.

The Nuclear Cardinal runs out of bullets, so he loses the third Shooting Action (the second free one), and his plan to Down the Gang Leader is thwarted.

A Badass member of the Gangers fires an Automatic rifle in automatic mode at a Gear of the Junkers. Both the Precision and Impact rolls are successful, so the Gear is Down.

The Badass takes the second shot (first free Action) at a Dynamo that is 7 cm away from the recently Downed Gear. This time, the shot misses.

He could take the third shot (second free Action) against the same Dynamo, but he is more interested in Downing Caronte, who is just a few centimeters from the Dynamo he just Shot. He Shoots and manages to Down Caronte.

The first Action of this Activation phase has been a success. He has two bullets left, so he could decide to Shoot again in automatic mode, but he prefers to save one of his bullets. Therefore, he declares that he will spend his second Action to Shoot in the usual mode with his automatic rifle against a threatening Piston with harpoon gun that is claiming his attention.

■ BEAST

A miniature with this rule cannot control or Interact with objectives in missions that contain them and is incapable of Climbing vertical surfaces, not even using a ladder. Additionally, it won't be able to Loot corpses or Interact with any type of device.

■ BERSERKER

Some fighters are so aggressive or fanatical that they seem not to realize they are dead until it's too late for the well-being of their opponents.



The miniature can complete its own activation phase after being Downed. At the end of that activation phase, if it's the last Turn of the game or if it's Downed again (whichever happens first), it will be considered a definitive casualty.

EXAMPLES

A Irradiated Paladin manages to Down a Pit Beast from the Mutardos during his activation phase. However, since it has the Berserker special rule, it remains steadfast, thus remaining engaged with the Paladin. When it's the activation phase of the Pit Beast, it can Engage in Combat with the Paladin. It will be definitively Downed if the Paladin Downs it again during this phase or, if not, by the end of its activation phase.

We have the same scenario as before, but now the Paladin Downs the Pit Beast during the first Action of its activation phase. Since the Pit Beast still has one Action left in this activation phase, it will be definitively Downed this time by the end of that Action, regardless of the outcome of the Combat.

■ BLOODTHIRST

When a miniature with this rule has Line of sight to any enemy miniature, it will have to move towards it through the shortest route until reaching hand to hand combat. If there was more than one enemy miniature in sight, it will advance towards the nearest (choosing randomly if all of them were at the same distance). This miniature will not be able to use the Disengage from combat Action.

■ BOMB

Whether made with a mix of chemicals or with a rag lit in a bottle with fuel, the purpose is to annihilate or weaken the enemy. A weapon with this rule can be purchased individually, up to a maximum of three, but for equipment purposes, it only counts as one weapon. This means that when quantifying for the Rare special rule, all bombs on a miniature will count as a single one.

Due to its fragility, it cannot be used in combat as an improvised weapon; so, a miniature equipped only with a weapon with this rule will count as unarmed in combat.

Bombs are usually thrown with the arm and are destroyed upon impact, so they also have the special rules Indirect fire and Disposable.

■ BULKY

A weapon with this rule has such a big size that not only a miniature will have to use both hands to handle it, but it will not be able to have any other weapon whatsoever. Besides, if it is a ranged weapon, it can be used in Close combat as a Heavy mace due to its exceptional weight and size.

■ CAMOUFLAGE

Some miniatures are difficult to tell apart from the surroundings. Those who shoot against a miniature with this rule will suffer a -2 additional penalty to Precision rolls to avoid Cover (for a total of -5).

■ CREEPER

A miniature with this rule can Climb as if it were on Cool Terrain.

■ CUMBERSOME

The item is cumbersome to carry, making it difficult to move with. It imposes a penalty of -1 to the Agility of the miniature. It is not possible to be equipped with more than one item with this rule.

■ DEAD SLOW (X)

A weapon with this rule requires a number of Actions, indicated by the number in parentheses, to be reloaded after firing. These weapons start the game loaded. If the weapon is a melee weapon, the bonuses of the weapon apply to the first successful Combat Action that hits. After that, this weapon will be considered unloaded.

In the following Combat Actions of the Activation Phase, the modifiers of any other weapon the miniature possesses can be applied (contravening the usual rules for possessing two weapons in Combat) or an improvised weapon if this unloaded weapon is the only one that can or wants to be used.

■ DELAY (X)

A miniature with this rule can choose to delay its Activation Phase once per game Turn up to as many Agility rounds as the number in parentheses. When its turn to act arrives, it can declare that it will act in a subsequent Agility Round within that range.

When acting, the usual rules for the order of activation will be followed, as if the miniature with this rule had the same Agility as the rest of the miniatures that must act in that Agility Round.

EXAMPLE

A Ganger Chief with Agility 6 and Delay (3) can declare, when its turn comes in Agility Round 6, that it will act in Agility Round 3 since it can delay its activation phase for up to 3 Agility Rounds.

If there are other miniatures that also act in that Agility Round, the usual rules for the order of activation would apply.

■ DISPOSABLE

A weapon with this rule can only be used once during a game.

■ ELECTRIFIED

If a miniature hits in Close combat another miniature that has any object with this rule, or uses an Action to activate any object with this rule, it will have to make a Toughness roll. If it is not successful, the electric shock will leave it so numb that will suffer a -3 penalty to Combat, Precision and Agility until the end of its next Activation phase.

■ ELUSIVE

The miniature does not need to make the Agility opposed roll to Disengage from Combat. It automatically succeeds.

■ FIREARM

These weapons don't include ammo. Bullets sold separately.

■ FIREPROOF

A miniature equipped with an Armor with this rule will ignore the effects of Fire markers.

■ FUEL (X)

Equipment with this rule requires fuel charges to operate. The equipment starts with X charges, but each time a Shot, attack, or use is made, it will expend the indicated charges until depleted, ceasing to function.

However, carrying this fuel is dangerous, so if a miniature with equipment with this rule is Hit, it may explode. If, after being Hit, in the opposed roll of Strength against Toughness, the attacker rolls a 1, the weapon will explode. The miniature carrying the equipment, and any miniature in contact with it, will suffer a hit with as much Strength as charges remaining on the equipment and Penetration 3.

■ HARD TO USE

Some weapons are not easy to handle. A weapon with this rule imposes a -1 penalty to Precision to all shots made with it.

■ INCENDIARY (X)

Weapons with this rule cover the area where they hit with flames, forcing opponents to leave cover or making it very risky to cross certain areas. These weapons leave a permanent Fire marker with a radius of 5 cm.

Any miniature hit by a weapon with the Incendiary (X) rule will suffer a Hit with Penetration and Strength values indicated by the number in parentheses, ignoring any type of Cover bonus. If the miniature survives, it must immediately move outside the Fire marker in the opposite direction of the attacker who made the attack. After this, miniatures can enter and stay within the Fire markers at their own risk.

Any miniature that, during the course of an Action, comes into contact with a Fire marker will suffer a Hit with Penetration and Strength values indicated by the number in parentheses. A miniature will suffer the effects of the fire only once per Action, taking the most potent hit, regardless of whether, when moving, it exits and enters a marker or crosses more than one marker.

On the other hand, if a miniature has any weapon with this rule and is Downed, these weapons will detonate, centering the blast area on the base of the Downed miniature. The same rules as if the weapon had hit must be followed, but adding a +1 bonus to Strength for each incendiary weapon equipped after the first. Additionally, the carried equipment will be destroyed and cannot be used by another miniature.



■ INDIRECT FIRE

An weapon with this rule will not follow the usual Shooting rules. An target must be chosen at a minimum distance of 5 cm, which can be either a miniature or a point on the terrain. A regular To Hit roll will be made, but if it fails, the shot will deviate from the target by 2.5 cm for each fraction of 2 that the roll missed. The deviation will be forward if the Precision roll was even and backward if the roll was odd. It can never deviate more backward than the miniature using the weapon; if it does, it will be considered to have fallen right on top of it (perhaps it slipped from their hand) and can deviate forward even beyond the weapon's range.

It is not possible to Aim or Avoid Cover with a Indirect fire.

EXAMPLES

An Ember of the Black Blood Children with a Precision of 4 throws a Molotov cocktail, which is a weapon with the special rule Indirect fire.

In the Precision roll, they get an 8, so they fail the roll, and the deviation is 2.5 cm for each fraction of 2 difference.

In this case, the first fraction is 5 and 6, and the second fraction is 7 and 8. Since they rolled an 8, the deviation is two fractions, meaning it deviates 5 cm. As the roll was even, the deviation is forward.

The same Ember of the Black Blood Children throws another Molotov cocktail.

This time the Precision roll is a 5, so it deviates only 2.5 cm backward, being an odd roll and only one fraction of difference.

■ INFILTRATION

A miniature with this rule doesn't have to be deployed in the deployment zone with the rest of the miniatures. Instead, you can decide that it advances secretly 10 cm per Game turn from the edge of your deployment zone closest to the center of the table, and it can appear in any subsequent Turn up to a maximum of the fourth Turn. It will deploy within that distance anywhere on the table, at least 15 cm away from any enemy miniature, and in a location where no enemy miniature has Line of Sight to it.

In the Turn in which you want to deploy the miniature, you must inform your opponent at the beginning of the corresponding Agility Round and it will act in the same way as the rest of the miniatures in that Agility Round.

EXAMPLE

The player decides that the miniature appears in the fourth Turn of the game.

It can be placed anywhere in its deployment zone, or up to 30 cm from it (10 cm for each previous Turn), at least 15 cm away from enemy miniatures, and in a position where they do not have Line of Sight to it.

■ JUMP

A miniature with this rule can use its movement in all directions (as long as the scenery allows it to do so, that's clear). You have to keep in mind that the miniature must end this "jumping" movement on a flat, clear surface where it can stand up. It can combine several movement Actions to make a "super jump", in which case it has to stand on a flat, clear surface only after the last movement. This movement can be used to Assault.

EXAMPLE

A miniature decides to combine its 2 Movement Actions to make a super jump. Therefore, it can perform a jump with a maximum distance of 20 cm (10 cm for each combined Movement Action).

■ KABOOM!

When shooting with a weapon or ammo with this rule, it will explode with a 9 or 10 result in the Precision roll: the shot will automatically fail and the weapon will be jammed for the rest of the game. If for any reason the hit would be automatic (ie. a Precision 10 roll due to modifiers, for example), you will have to roll the die anyway to check if this rule applies. With any other results it will work as usual, whether it hits or not.

■ MOMENTUM (X)

Gains a bonus to Penetration and Strength equal to the number in parentheses for each +1 bonus to Assault received from Movement.

■ MONG

There are fighters who are especially short-minded. A miniature with this rule cannot control or interact with objectives in missions that contain them. Additionally, it cannot Loot corpses or Interact with any type of device.

■ OFFROAD

A miniature with this rule treats Really fucked up terrain as Fucked up terrain, and Fucked up terrain as Cool terrain.

■ PELLETS

A weapon with this rule will grant a +1 bonus to Precision to all shots made with it. But due to the significant spread of its ammo it won't be possible to avoid Cover while shooting, nor Aiming to a particular miniature in Close combat. When shooting to a Close combat the miniature won't get any penalty to its roll, but if it is successful all miniatures engaged will be hit.

■ POISON (X)

When a miniature is hit by another miniature or weapon with this rule, it may suffer damage even after succeeding its Toughness roll.

In its subsequent activation phase, just before taking its Actions, it must succeed in a Toughness opposed roll against the potency of the Poison, indicated by the number in parentheses, or it will be Downed.

■ RARE

Anyone can find a stick in the Wasteland, but some weapons are rare and it is harder to get or build them. A weapon with this rule cannot be purchased more than 3 times in each band.

■ RIDER

Some Wastelanders who are surely lazy move around on animals or small vehicles. These miniatures cannot control or interact with objectives in missions that contain them and are unable to Climb, not even by using a ladder.

As it is difficult to fire a weapon while driving or mounting, any weapon fired by the rider will get the Hard to use Special rule.

■ SWIFT

There are creatures faster than usual. A miniature with this rule can move 6" instead of 4" with each movement Action.

■ TEMPLATE

An weapon with this rule, when fired, will automatically hit any miniature in Line of Sight touched by the corresponding template without the need for any Precision roll. It will also ignore any Cover bonus. The template must be placed in contact with the base of the firing miniature in any position on the edge of the base in its Line of Sight.

No Defensive Fire can be used with a weapon with this rule. On the other hand, if a miniature is hit in Combat or Multiple Combat, all miniatures involved in it will be hit, even if they are not directly touched by the template.

■ TWO-HANDED

Some weapons require both hands to be used. It is not possible to be equipped with more than one item with this special Rule.

