



Before choosing the scenario, you must shape the gang you want to play with. Ideally, choose the faction you like the most, whether it's for its personality, miniatures, or rules. Don't be one of those hardasses who only want the faction they think will win more easily!

POINTS

The way to ensure that two completely different gangs are balanced when playing is represented by the points of the game.

Troops from each faction have a point cost. You must add to that cost the cost of the equipment you want to acquire for each miniature when creating your band.

The total sum of the cost of your troops and equipment will be the points of your band.

Point limit

Players must decide on a number of points to play the game, which will be the maximum number of points for each band.

While the size of a standard game is between 350 and 500 points, players can choose to play small skirmishes with fewer points or engage in full-scale battles in the wastelands of the Wasteland by raising those scores.

Either way, this pre-agreed point limit cannot be exceeded. In a 500-point match, you can go with a band of 490 or even 499 points, but never with one of 501 points or more. So, you have to adjust everything to have a band with a points value as close to the limit as possible without going over. Yes, like The Price Is Right, but easier because you know the maximum you can spend.

MAXIMUM MINIATURES

Bands can have a maximum number of miniatures, which is also restricted by the point limit established for the game. Bands can have a maximum of 3 miniatures per each fraction of 100 points, as indicated in the following table:

POINTS FOR THE GAME	MAXIMUM MINIATURES
Up to 100	3
101 to 200	6
201 to 300	9
301 to 400	12
401 to 500	15
501 to 600	18

BASE SIZES

Each type of troop from a faction must be placed on a base of a specific size indicated in its entry with a measurement in mm next to an image of the base alongside the photo of that troop.

While the miniature is placed on that base, it doesn't matter if it protrudes, is on scenic elements that make it higher, or similar issues, as the size of the base is what matters for rules purposes.

RESTRICTIONS

When creating your band, you must take into account the Restrictions section at the beginning of the entries for each faction.

This section indicates some limitations when organizing your band. Therefore, you may have certain restrictions when choosing troops (for example, you can only have one Chief in your Gangers band) or certain conditions to fulfill (for example, in your Troupe band, at least half of the miniatures must be Klowns).

REPRESENTING EQUIPMENT

The equipment of each miniature should be represented on it, or at least clearly indicate to the opponent what weapons, armor, and equipment each one carries.

The opponent **ALWAYS** has the right to and should be informed of both the profile of each opposing miniature, as well as the special rules, abilities, and/or mutations of each miniature on the table.

The only information that will be secret throughout the game will be the number of bullets each miniature carries, as well as the inclusion in the band of miniatures that could be deployed on the table in later turns, such as through the special Infiltration rule.

Obviously, once these miniatures are deployed on the table, the opponent would have access to both their profile and equipment, just like with the rest of the miniatures.

Remember that it is not mandatory for the miniatures to belong to the Punkapocalyptic range of miniatures. While this will make things easier for you since they are obviously designed specifically for this game, there are miniatures from other brands that can also represent your fighters. Well, you could already do this without our permission in the games you play with your friends, as the hobby police won't come to your house, but in our case, it also applies to official tournaments.

ADVICE

The factions written on the blisters and boxes of official Punkapocalyptic miniatures are merely indicative and not set in stone.

If a miniature that is sold as part of one faction fits better thematically or equipment-wise with another faction, feel free to use it. For example, an Ascua with a shotgun from the Sons of the Black Blood faction could easily fit as a Tough Guy for the Gangs or a Soldat for the V Reich, as both options allow for shotguns and don't deviate too much aesthetically.

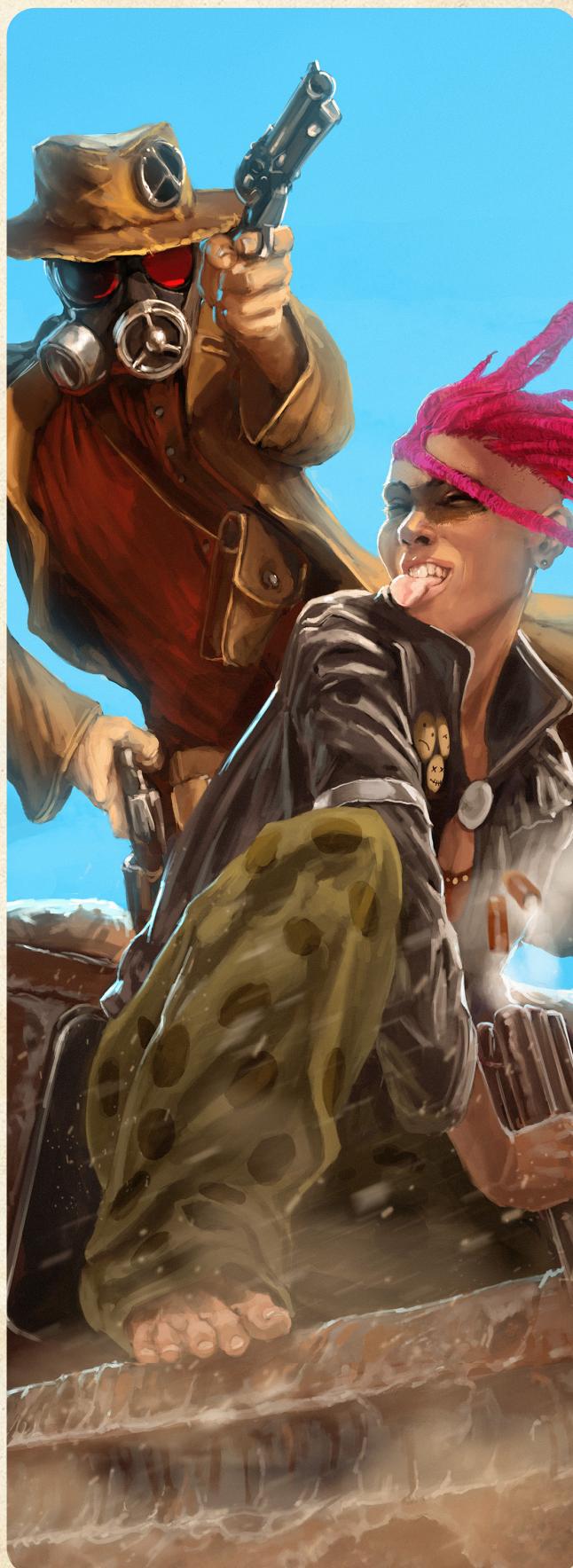
WASTELANDER CAT

Over the years, we've offered various Wastelander cats as exclusive miniatures in different crowdfunding campaigns. The punk cat, the radioactive cat, the Prussian cat... Regardless of which one, it's a cat that casts its evil eye on anyone it crosses paths with.

Rules: Any band can equip themselves with ONE and only one of these cats. To do so, they must have acquired one of the exclusive cat miniatures we've produced over the years.

If acquired, this band can once per game repeat one of its rolls or force the opponent to repeat one of theirs.

Cost: 10 points and having the miniature on the table, visible to the opponent to bring them some bad luck.







JUNKERS



Finding tools, weapons, vehicles, or almost anything in the Wasteland is difficult and dangerous. However, the Junkers, also known as scavengers, specialize in exactly that—searching through the remains of cities and the debris of Megalopolis to find things they can sell or trade in settlements. They are experts at repairing and “fixing up” machines, albeit in a not very elegant way, often creating complex devices to solve simple tasks rather than the other way around.

They are perhaps the faction that can move most freely through this area of the Wasteland since everyone is interested in trading with them to acquire materials, and it’s not a good idea to attack those who supply them. However, occasionally a group of Junkers may be attacked to steal their merchandise, so while they are not the best fighters, they have ingenuity and devices to defend themselves, and they know how to navigate dangerous places like no one else.

Junkers are eccentric at the very least, dressed in all kinds of outfits and instruments they have recovered, the older the better, and with gadgets of all shapes and colors. Among their members, there is usually no particular organization; each individual in the group specializes in a specific function, from scouts capable of sneaking into any place without being detected to alchemists who prepare all kinds of compounds, to inventors with the craziest ideas. There are no bosses or anyone who organizes things; at most, everything is decided in assemblies where everyone has a voice.

They are usually always on the move, usually in caravans, looking for new places to get materials and stopping in settlements to trade what they get. They are often considered oddities... but necessary. In the Scrapbridge Zone, almost all scrapers are linked to Samanthia, the only place they could call home. While in other areas of the Wasteland they are much more heterogeneous in their clothing, with scraps of what they can find, in groups from this area, the particular style of the Baroness, so imbued with the old novels of Jules Verne, has become almost canonical for this faction.

RESTRICTIONS

Junkers must adhere to the following restrictions when creating a band:

- There may be a maximum of one Junker Personality or Merc in the band.
- They can equip themselves with a maximum of one Wastelander Cat.

GENERIC EQUIPMENT

All Junkers have access to this generic equipment:

Biohazard protection 5 pts



DYNAMO

15 POINTS



25 MM

Every Junker enjoys building things, but the Dynamos have nothing else on their minds. They are the cornerstone of Junker society. Natural inventors, obsessed with understanding how things work or making them work differently. Their madness for inventiveness leads them to take more risks than necessary, so most of them bear burn marks or are missing fingers, if not entire limbs, as a result of their inventions. It's not uncommon to see a Dynamo's shack explode or to see them using a weapon as deadly to their enemies as to themselves. The Junkers acknowledge their crazy danger, as they know they are the engine that drives their society.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	2	2	3	3	3	7

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

<i>Smoke bomb</i>	5 pts c/u	<i>Vaporetta</i>	8 pts
<i>Fire bomb</i>	7 pts c/u	<i>Crack'n'snap & electric suit</i>	25 pts

ARMOR

Thick clothes.

EQUIPMENT

Can be equipped with:

<i>Gadgets of the trade</i>	3 pts
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GEAR

16 POINTS



25 MM

When someone in the Wasteland thinks of a Junker, it's most likely they think of a Gear, as they are the most numerous members of the faction. They dress in flashy clothes, adorn themselves with strange gadgets that buzz, whistle, and blink, and generally show off all the knick-knacks they've "rescued" from the Wasteland to give an idea of their position in their guild.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3	3	3	3	3	5

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Light mace.....	3 pts	Blunderbuss.....	5 pts
Small blade.....	4 pts	Pumper.....	8 pts
Mace.....	5 pts	Rifle.....	8 pts
Pistol.....	5 pts	Medium blade.....	10 pts

ARMOR

Thick clothes.

Can replace their *thick clothes* with:

Hardened leather.....	5 pts
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PISTON

30 POINTS



25 MM

The pistons are the physical labor force among the Junkers. They're the ones who tighten things or hit things to make other things work, even if they don't quite know how they do it. Their physical work and rough life make them sturdy and prone to brawls and tavern fights. The low qualifications of their jobs lead most of them to seek extra income as muscle in Junker bands, making them more experienced fighters than their peers.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	4	4	4	3	4

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Mace	5 pts	Ballistic punch	6 pts
Pistol	5 pts	Heavy blade	8 pts
Shotgun	6 pts	Medium blade	10 pts
Heavy mace	6 pts	Harpoon gun	18 pts

ARMOR

Hardened leather.

Can replace their *Hardened leather* with:

Metallic armor 10 pts



PROBE

40 POINTS



25 MM

The Probes are endowed with slender and highly flexible bodies, allowing them to slip through unthinkable nooks for a human being. Physically, they're not worth a penny (skinny, small, if not outright children), but they are the trackers of Junker society, responsible for searching for valuable remnants among the ruins of abandoned cities and bringing them back, or guiding Junker gangs to them. By avoiding lethal dangers, they end up developing skills that make them extremely stealthy... or simply never seen again.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3	3	5	2	3	5

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Throwing knives	3 pts	Pistol	5 pts
Small blade	4 pts		

ARMOR

Thick clothes.

REGLAS ESPECIALES

Camouflage, Infiltration, Swift, Offroad.





CARONTE

60 POINTS



25 MM

Caronte is a legend among the Junkers, but few agree whether it's for good or for ill: his brilliance is tinged with touches of madness that have crossed the line of acceptability more than once. "The Arsonist," "Scorch," "Pyromaniac," and "Fireball" are some of the nicknames given to him not only by his enemies but also by his fellow band members for his fondness for indiscriminately throwing incendiary bombs every time he enters combat. Some people just want to watch the world burn, but Caronte takes it a step further and even makes use of a prototype of his invention that allows him to throw and reload bombs with astonishing speed. Where this fondness for flames comes from is a mystery, although some point to a not-so-friendly encounter with the Black Blood Children in the distant past, after which Caronte swore to fight fire with fire... literally.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	2	3	3 (2)	3 (4)	4	7

WEAPONS

Fireball with 5 fire bombs.

ARMOR

Shell.

EQUIPO

Gadgets of the trade.

REGLAS ESPECIALES

Junker personality

Shell. Caronte likes to burn, but he is not such a fool that he wants to be charred himself in the process. Caronte wears a protection made with leather covered in a special substance made by himself (the composition is a secret, and some think the ingredients include embarrassing stuff such as cured mongolongo jizz). He calls this armor the "Shell" and, besides Armor 3 and the Fireproof and Elusive Special rules (it is really slimy and smells awful).

Dragon Ball. Caronte's genius took form the day he finished his own prototype of grenade-launcher vaporeta, which he called Dragon ball for the legends of the World of Before about a fantasy realm called "television". It is a pumped-up vaporeta that allows him to fire beams of ultra-hot vapor and also pump fire bombs away. Caronte can spend 1 Action to increase the pressure of the grenade-launcher, gaining up to 3 markers. Each marker adds +2" to the distance of the shot, but also +1" to the Indirect fire scattering. Each marker also adds +2" to the firing range of the Vaporeta, but at the expense of suffering a -1 penalty to Tech. In following Actions the pressure can be raised again to gain additional markers. These markers will be active until Caronte spends 1 Action to empty the weapon's deposit. Besides, if Caronte is Downed and he still had some fire bombs unused, they will detonate following the usual Incendiary rules, but adding a +1 to Strength for each unused pressure marker Dragon ball had.



SAMANTHA O'SULLIVAN

80 POINTS



25 MM

For a wandering and nomadic mentality like that of the Junkers, who never seem entirely comfortable in one place, Samantha is undoubtedly an oddity. When she arrived at the site where Samanthia now stands, she decided to establish a permanent settlement for her people and didn't rest until she made the Barony of Steam (as the city and its surrounding lands are grandiosely known) one of the most important points in the Wasteland for trading, stopping over, or sleeping with one eye open. As the founder, she has also been the mayor of the place since forever, which in turn makes her de facto leader of the entire Junker faction in this part of the Wasteland, as no one disputes her authority or ability to make decisions that benefit everyone. Although she lacks the constant wanderlust of her colleagues, her concerns manifest in more private ways in her bedroom: her extensive list of lovers, both men and women, is an endless source of gossip, news, scandals, and all kinds of rumors, but as a lady, she never loses her composure or a smile when the subject arises.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
3	4 (5)	4	4	3 (5)	4	7

WEAPONS

Rotocannon and medium blade.

ARMOR

Hardened leather.

EQUIPO

Gadgets of the trade.

REGLAS ESPECIALES

Junker personality.

Rotocannon. The Rotocannon is a prototype Pistol that can be fired in 3 different modes, using bullets in the usual way. Before Firing, the player must decide the mode among the following:

- **Manhunter:** Strength 5, Penetration 5 - 20/40/60 cm
- **Beasthunter:** Strength 7, Penetration 7 - 5/10/15 cm - Hard to use
- **Vermihunter:** Strength 5/4/3, Penetration 5/4/3 - 10/20/30 cm - Pellets

Master Gunsmith. Samantha loves gunpowder and has trained herself to pull the trigger. Besides, she makes her own ammunition as a hobby, so she has achieved a high level of excellence. The makeshift bullets that Samantha buys will never have the Special rule KABOOM!



JUNKERS EQUIPMENT

In addition to the usual generic equipment, the Junkers have some gear unique to their faction.

Junker equipment is oddly built and, very often, anyone who is not its owner cannot figure out how to use it. If a miniature that does not belong to the Junkers wants to use this equipment (except for the Custom Bullets or the Scope), it must pass a Tech roll for each item it wants to use, or the item will be discarded as unusable.

CLOSE COMBAT WEAPONS

CRACK'N'SNAP & ELECTRIC SUIT

This is a conductive rod that, connected to a voltaic suit, is capable of delivering a deadly electric shock.

Special rules: Rare.

Stats: Combat +2, Strength 6, Ignores Armor.

Cost: 25 pts.

BALLISTIC PUNCH

This is a mechanical fist that, through a spring and a series of gears, can give a punch extraordinary power.

Special rules: Rare, Dead Slow (2).

Stats: Stats: Combat +2, Strength +5, Penetration 2.

Cost: 6 pts.

RANGED WEAPONS

SMOKE BOMB

These bombs are designed to create smoke screens that hinder the enemy's vision through them.

Special rules: Bomb, Rare.

Rules: When it Hits, place a permanent smoke marker with a 5 cm radius, measured from the point of impact. Shots whose Line of Sight passes over this marker (use the rules for Cover to determine this) suffer a cumulative -2 penalty to the Precision roll. Additionally, any miniature that crosses a smoke marker during an Assault loses all Combat bonuses from the Actions used to Assault.

Range: Thrower's Strength × 5 cm.

Stats: -

Cost: 5 pts each.

FIRE BOMB

Junkers are able to manufacture flasks with a somewhat more sophisticated chemical mix that ignites upon contact with oxygen.

Special rules: Bomb, Rare, Incendiary (2).

Range: Thrower's Strength × 5 cm.

Stats: -

Cost: 7 pts each.



PUMPING GUN

This is a weapon with some kind of hydraulic or compressed air mechanism that must be pumped to enhance its basic performance.

Special rules: Two-handed, Rare.

Rules: A miniature with this weapon may spend Actions "pumping" it. For each Action spent, the player places up to three markers of +1 Strength, +1 Penetration, or +10 cm Range to all its range bands. They don't need to be the same type of marker. When the miniature shoots, these markers are spent and modify the weapon's profile.

EXAMPLE

A Gear uses one pumping Action to add two Range markers and one Strength marker.

It then uses its second Action to Shoot, which spends the three accumulated markers and performs the shot with the following stats:

Range 30/40/50 cm, Strength 2, Penetration 1.

A weapon with this rule can accumulate up to 5 markers of the same type (Range, Strength, or Penetration). However, overpumping makes it unstable: if it is fired using more than two markers of the same type, it follows the special rule KABOOM!!!.

Distancia: 10/20/30 cm.

Stats: Strength 1, Penetration 1.

Cost: 8 pts.

EXAMPLE

A Gear spent Actions in previous Activation Phases to pump 5 Range markers and 1 Penetration marker.

The Gear Shoots with the Pumping gun, but the Hit roll is a 9. Since it uses more than 2 markers of one of the three types (it used 5 Range), the weapon suffers a KABOOM!!!

Not only is the shot wasted, but from now on the Gear carries a Light Mace, until a Dynamo with the right tinkering gear can repair it so it can Shoot again.

HARPOON GUN

This weapon is a modification of the typical harpoon gun used on boats, prepared to pierce through cover... and flesh, of course.

Special rules: Two-handed, Cumbersome, KABOOM!!!, Rare, Dead Slow (2), Bulky.

Range: 20/40/60 cm

Stats: Strength 7, Penetration 10.

Cost: 18 pts.

BLUNDERBUSS

This is a sort of primitive Shotgun, used for similar roles. However, it doesn't require firearm ammunition and can be loaded with small scrap or gravel.

Special rules: Two-handed, Rare, Dead Slow (1), Pellets.

Range: 10/15/20 cm

Stats: Strength 5/4/3, Penetration 2.

Coste: 5 pts.

VAPORETA

This is a huge boiler connected to a disperser, capable of releasing massive jets of steam.

Special rules: Two-handed, Cumbersome, Rare, Template.

Rules: The Vaporetta works differently from other weapons.

To Hit no Precision roll is required; instead, everything in a 20 cm straight imaginary line is automatically Hit, as long as the weapon works properly.

To shoot, a Tech roll must be made. Whenever the roll is passed, it Hits all miniatures touched by that imaginary straight line, with a Strength equal to the amount by which the roll was passed +1.

EXAMPLES

A miniature with Tech 7 using the Steam Sprayer and rolling a 4 will Hit with Strength 4 (Tech 7 – 4 + 1).

A miniature with Tech 7 using the Steam Sprayer and rolling a 2 will Hit with Strength 6 (Tech 7 – 2 + 1).

However, if the roll is failed, the Vaporetta malfunctions and suffers a steam leak, and it is the owner of the weapon who suffers the Hit. In this case, the weapon's Strength is equal to the amount by which the roll was failed.

Range: 20 cm.

Stats: see above.

Cost: 8 pts.

EXAMPLE

A miniature with Tech 7 using the Steam Sprayer and having the bad luck of rolling a 9 will suffer a Hit itself with Strength 2 (9 – Tech 7).

ARMORS

ELECTRIC SUIT

This is a suit connected to a generator and a series of fuses and filaments, which, through a conductive material on the outside and an insulator on the inside, is capable of producing an electric "mantle" around itself and powering the Crack'n'snap.

Special rules: Cumbersome, Electrified, Fireproof.

Armor: 2

Cost: Acquired together with the Crack'n'snap.

SPECIAL EQUIPMENT

CUSTOM BULLET

The Junkers are able to manufacture their own bullets from various materials found during their expeditions. The problem is that they tend to fail more often than desirable.

A miniature must declare when Shooting that the bullet used is a Custom Bullet.

Special rules: KABOOM!!!

Cost: 10 pts each.

ADVICE

If the same miniature is equipped with both normal bullets and Custom Bullets, make it use the normal ones first. That way you ensure those shots won't blow up the weapon.

GADGETS OF THE TRADE

A set of tools, spare parts, jars with different types of oils and liquids, and other items needed to carry out emergency repairs in the field.

Stats: A miniature equipped with these gadgets may attempt to repair a weapon that has been rendered unusable after suffering a KABOOM!!! result, by passing a Tech roll.

Coste: 3 pts.

SCOPE

Un sistema óptico, cuya función es aumentar la imagen de manera nítida del objetivo enfocado, facilitando la precisión y exactitud y así aumentar las posibilidades de acertar disparos a larga distancia con un arma.

Stats: A Scope can be applied to a rifle or a Gun. It changes the weapon's range modifiers to -1/+2/+1.

Cost: 10 pts.





BLACK BLOOD CHILDREN



The most famous cult in the Scrapbridge Zone is the Black Blood cult, a congregation that preserves an oil well in perfect condition within a heavily fortified settlement. They venerate oil as an almost mystical force provided by Tex'co, a sort of deity. They do not trade in any way with everything they extract from the subsurface, as only members of the cult are deemed worthy to use its blessings. Although they used to occasionally try to spread their word in settlements to gain new followers, they did not follow an aggressive policy. That doesn't mean they weren't well-trained for combat, as they were aware that any gang would kill to obtain their fuel and they had to know how to defend themselves. However, the attack on their settlement has changed this. Their former leader died in the explosion, and it's been a man who goes by the name of Cunnilingus Igni who has violently taken over the new leadership. They have entered a state of total paranoia, believing that the rest of the factions want to steal their resources, and they don't hesitate to engage in combat with anyone, even resorting to "preemptive strikes". And as if that weren't enough, they are quite capable of using fuel-operated machines, which other factions can only dream of, to attack their enemies.

RESTRICTIONS

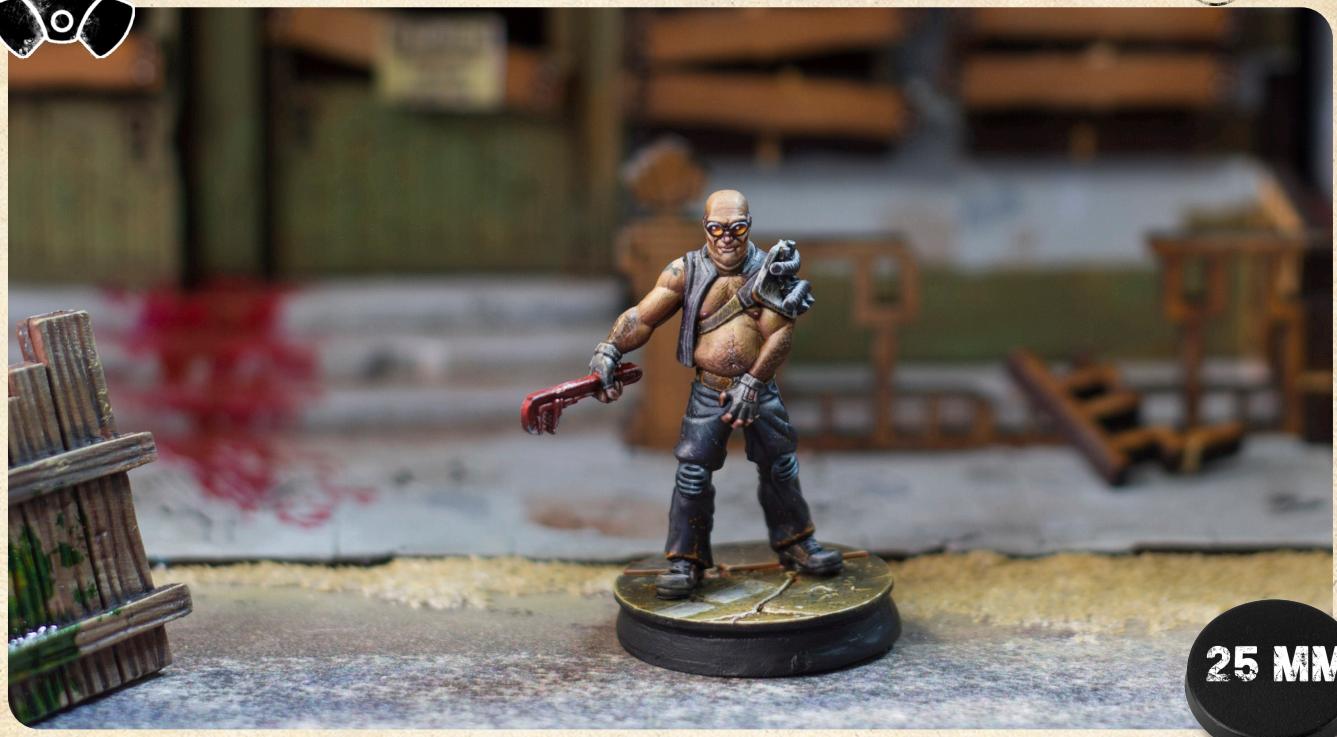
Black Blood Children must adhere to the following restrictions when creating a band:

- There may be a maximum of one Black Blood Children Personality or Merc in the band.
- There can be a maximum of one Flamekeeper in the band
- They can equip themselves with a maximum of one Wastelander Cat.

GENERIC EQUIPMENT

All Black Blood Childrens have access to this generic equipment:

Biohazard protection 5 pts

**ASH****12** POINTS**25 MM**

Despite being suspicious of outsiders, the Black Blood Children are always open to recruiting fresh blood. Aspirants who come to the cult are often drawn by the promise of food, shelter, and protection. These initiates undergo brutal indoctrination designed to eliminate any previous loyalties they may have had, breaking their will and personality until they have nothing left but their absolute devotion to Tex'co.

Known as Ashes, these cultists carry out all the basic tasks, such as maintenance work in the oil complex, repairing machinery, cleaning, and tending to the extensive garden. They make up the bulk of the cult's ranks and are often called upon to fight for it, becoming the rank-and-file soldiers of their forces.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
2	3	3	3	3	3	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

<i>Light mace</i>	3 pts	<i>Mace</i>	5 pts
<i>Small blade</i>	4 pts	<i>Pistol</i>	5 pts

ARMOR

None.

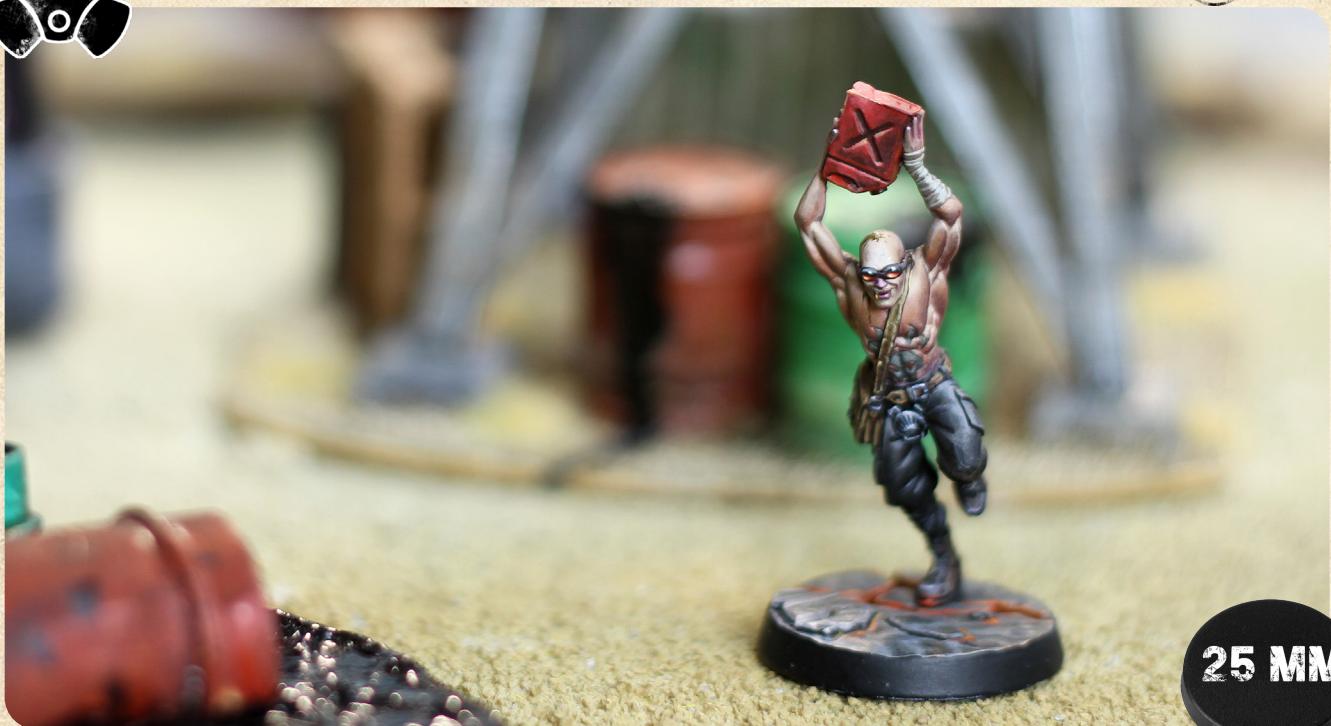
Can be equipped with:

<i>Thick clothes</i>	5 pts	<i>Hardened leather</i>	10 pts
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BURNT

15 POINTS



25 MM

Not all follow the path of the Ashes. Some cultists choose a more demanding path, believing that the only way to serve their faith and divinity is through martyrdom and personal sacrifice. Known as the Burned, these cultists fearlessly put themselves in danger, charging against their enemies and throwing themselves in front of their weapons to save their brothers and sisters of faith. In a cult full of crazy lunatics, these guys are the craziest of them all.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	2	2	4	3	3	2

WEAPONS

Puede ir equipado con UNA de las siguientes armas:

Light mace.....	3 pts	Mace.....	5 pts
Small blade.....	4 pts		

ARMOR

None.

REGLAS ESPECIALES

Mong.

For the Black Blood!. If a Burnt is within 5 cm or less of an allied miniature, it can use its body to shield it when it has been hit. It will be placed in contact with the allied miniature just before it has to make the opposed roll of Strength against Toughness. The Burnt will use its Toughness for this roll, and obviously, it will be the miniature removed as a casualty if it becomes Downed. If the hit comes from a Template weapon or one that does not require a roll to Hit, the Burnt cannot apply this rule. If the hit comes from a melee attack and the Burnt survives, it will be considered in contact with the attacking miniature as if it had suffered the Assault from it.

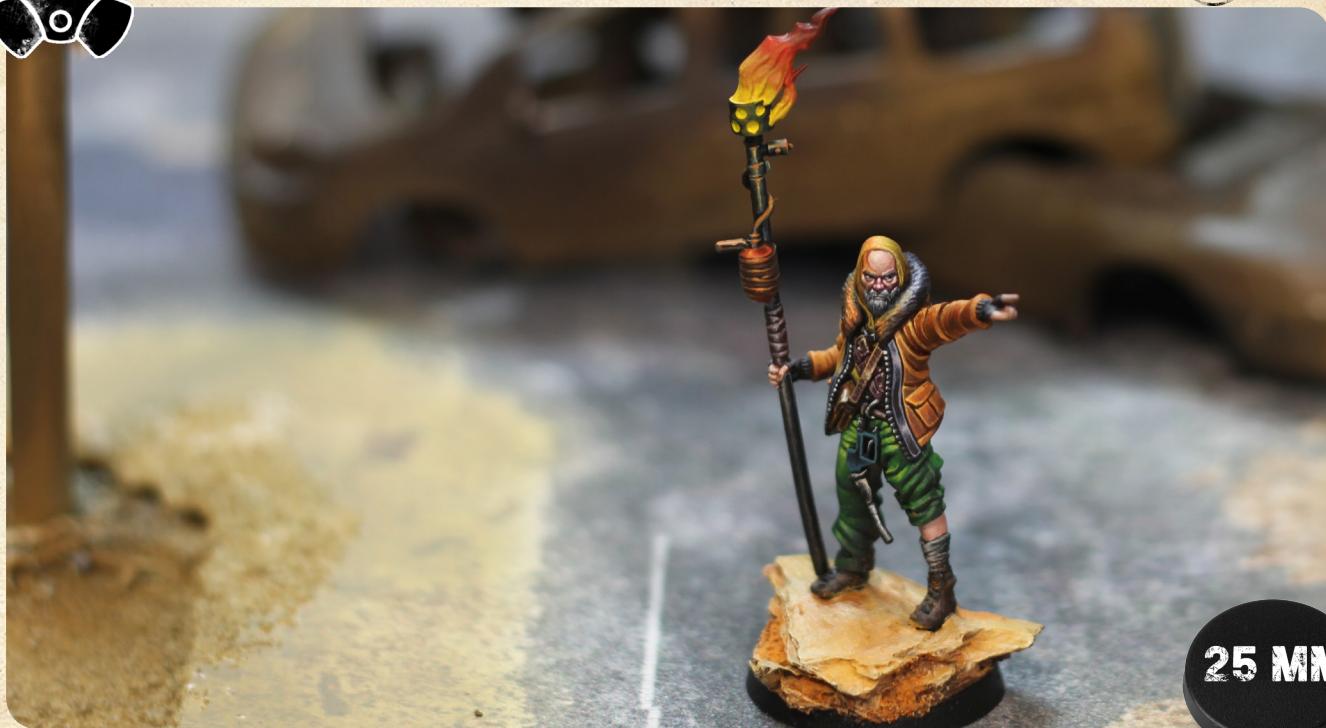
Bonzo. For +15 points, a Burnt can equip themselves with a big-ass gasoline can with which they will carry out a bonfire attack against their enemies. If a Burnt with this can is in contact base-to-base with an enemy, they will immediately set themselves on fire, resulting in being Downed, and will cause a Strength 5, Penetration 5 impact to any enemy in base contact. If they were in contact with multiple figures, or in a Mass Combat, all involved miniatures will suffer this impact. After immolating themselves, the marker will be removed from the table and therefore cannot be looted, harvested, healed by a Medic, etc.

Under the burning eye. As long as a Burnt is in line of sight of a Flamekeeper, it will get the Offroad special rule.



FLAMEKEEPER

20 POINTS



25 MM

High priests of Tex'co, the Flamekeepers protect the secrets granted to them by the Black Blood. When they are not leading their forces in combat, they study ancient hieroglyphics to unravel the divine secrets necessary to operate the machinery that refines the Earth's blood into gasoline. The Flamekeepers test their flock to ensure their faith. No one dares to oppose a Guardian: provoking their wrath is to invite a fiery end.

Although they are not skilled fighters, their mere presence inspires the rest of the cultists to strive harder in battles against other bands.

A	Actions	C	Combat	P	recision	AG	ility	S	trength	T	oughness	T	eC
	2		2		2		2		3		3		6

WEAPONS

Must be equipped with ONE of the following weapons:

Light mace.....	3 pts	Mace.....	5 pts
Small blade.....	4 pts	Pistol	5 pts

ARMOR

Hardened leather.

Can replace their hardened leather with:

Metallic armor	10 pts	Metal plate.....	15 pts
Bulletproof vest.....	10 pts		

REGLAS ESPECIALES

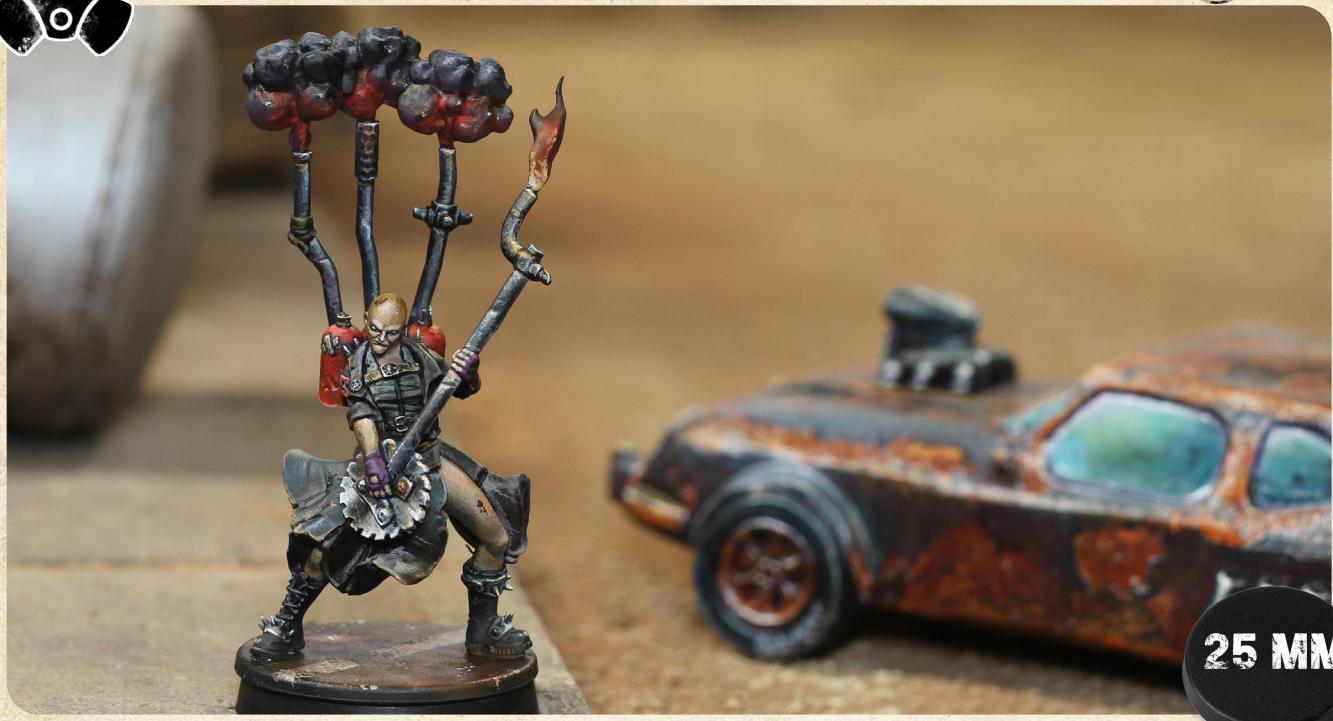
Under the burning eye. The Flamekeeper is capable of infusing deep motivation in his or her ranks with a single gaze. Some troop options have a certain boost when they are in line of sight of the Keeper. These boosts are explained in their appropriate entry.





EMBER

50 POINTS



The Embers, hardened veterans, are the elite shock troops of the Black Blood Children. Devout and unblemished in their faith, they have overcome countless trials to prove their worthy entry into this rank.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	4	5	4	4	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

<i>Small blade</i>	4 pts	<i>Molotov cocktail</i>	8 pts c/u
<i>Mace</i>	5 pts	<i>Medium blade</i>	10 pts
<i>Pistol</i>	5 pts	<i>Chainsaw</i>	10 pts
<i>Shotgun</i>	6 pts	<i>Flamethrower</i>	20 pts

ARMOR

Hardened leather.

Can replace their *Hardened leather* with:

<i>Metallic armor</i>	10 pts	<i>Bulletproof vest</i>	10 pts
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EQUIPO

Can be equipped with:

<i>Shield</i>	6 pts
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REGLAS ESPECIALES

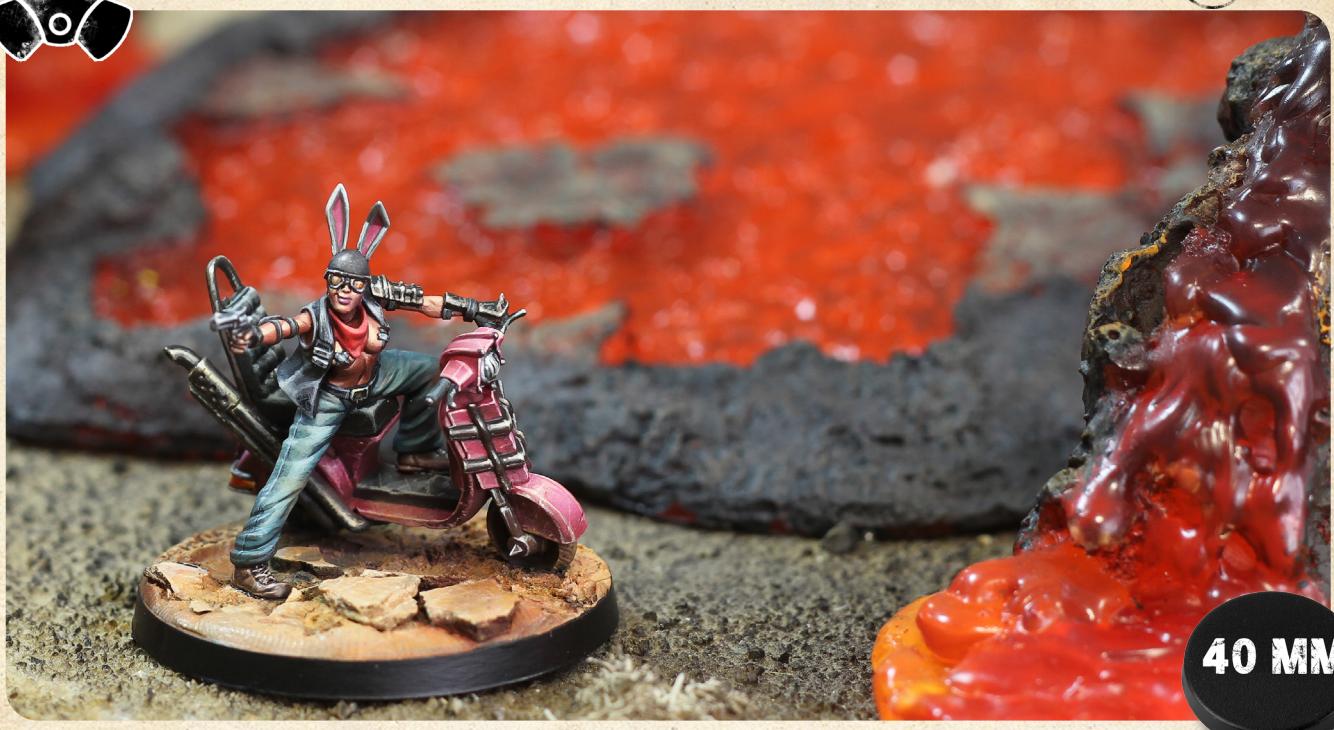
Under the burning eye. As long as an Ember is in line of sight of a Flamkeeper, it will get a +1 bonus to its Toughness.





SPARK

55 POINTS



While vehicles are typically used simply to move more quickly, the Sparks are scouts who use motorcycles to traverse the Wasteland and can, if necessary, engage in combat.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	4	6	4	4	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Light mace.....	3 pts	Pistol	5 pts
Small blade.....	4 pts	Medium blade.....	10 pts
Mace.....	5 pts		

ARMOR

Hardened leather.

Can replace their Hardened leather with:

Metallic armor	10 pts	Bulletproof vest	10 pts
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REGLAS ESPECIALES

Under the burning eye. Once per game, if the Spark is in the Line of Sight of its Guardian of the Flame, the miniature can use 1 extra Fuel charge. It must be clearly stated that the charge provided by Under the burning eye has been used.

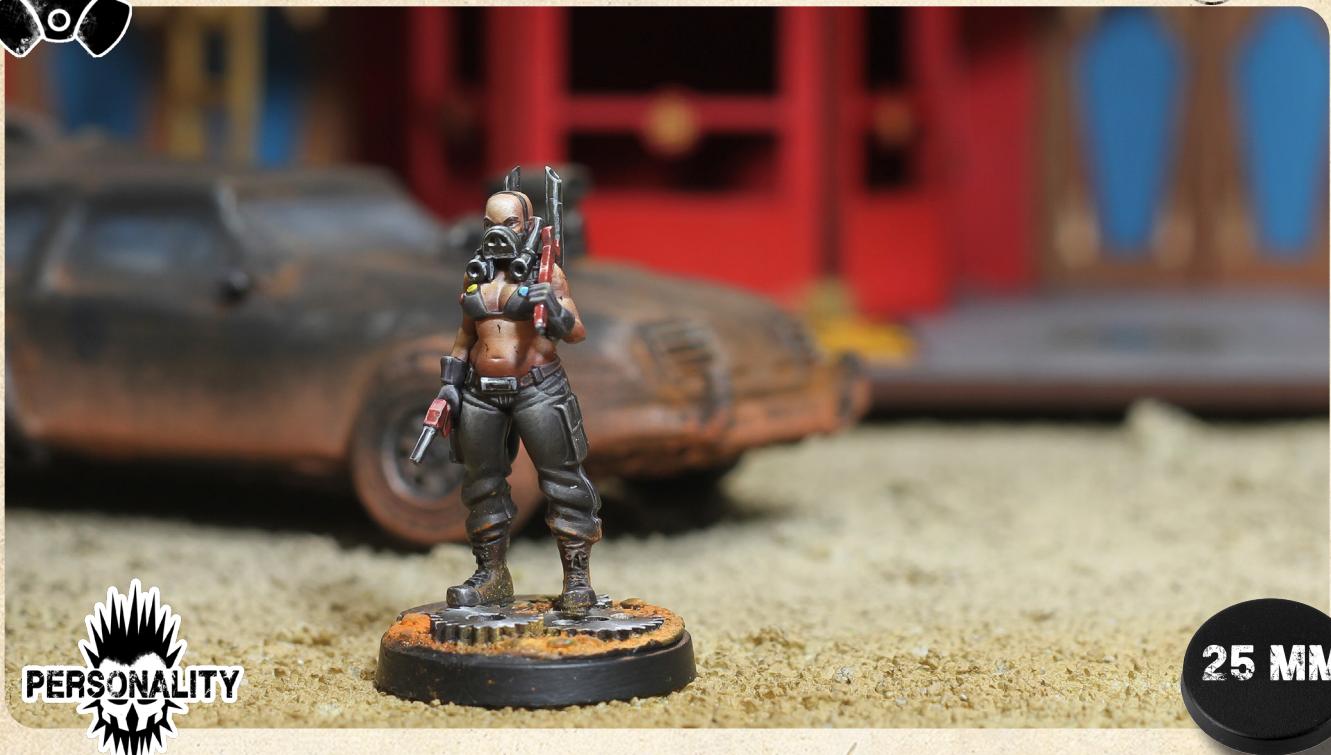
Hit the gas. A Spark rides a motorcycle, which grants it the Special Rules Fuel (2), Rider and Swift. Since it's possible to use parts of the bike for cover from shots, the miniature will have a Armor Cover of +3. Additionally, it can use the bike's power, spending 1 Fuel charge, with the following effects:

- Pedal to the metal:** the Spark can move up to double (30 cm) in a Movement Action, but it must do so in a straight line, as it was facing at the beginning of the Action, and cannot change its facing at any time.
- Gross power:** the Spark charges fiercely, granting an additional +2 bonus to Combat in one Assault.
- Cloud of dust:** the Spark uses the wheels to raise a dust cloud that makes it harder to hit. For the remainder of that game Turn, all Shots against this miniature suffer a -3 penalty to Precision.
- Hit the road, Jack:** if the Spark is engaged in Combat and performs a Disengage Action, it will be considered to have the Special rule Elusive.



MOMMA NUTRITORA

50 POINTS



PERSONALITY

25 MM

Every leader needs a strong right-hand, and in the Black Blood Children, that's undoubtedly Momma Nutritora. When Cunnilingus began his revolution to change the cult's peaceful policy, Momma was the first to stand by his side and increasingly push his stance. She earned Cunnilingus's trust through her unwavering support and has never missed a day proclaiming him as Tex'co's chosen one, leading her Children in their efforts to convert all unbelievers at any cost. Despite rumors, there has never been any romantic relationship between them; Momma simply sees him as Tex'co's chosen one to guide them in converting the confused minds of the Wasteland.

When it comes to combat, Momma is in charge of supplying fuel to her companions and using her technical skills for whatever is needed.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3	3	4	4 (6)	4	7

WEAPONS

Mace.

ARMOR

Thick clothes.

REGLAS ESPECIALES

Black Blood Children personality.

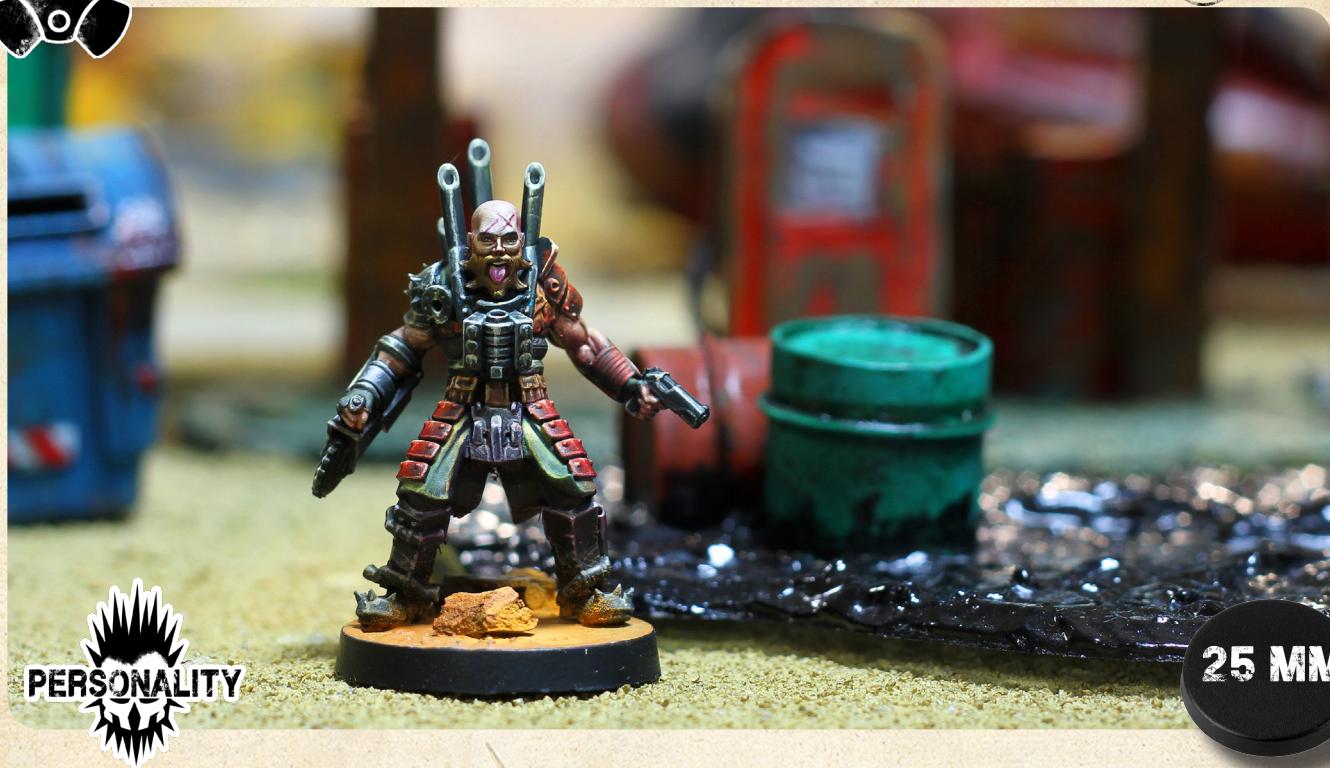
Nutritora. If she is in contact with a friendly miniature with a Fuel weapon or a motorcycle, Momma can spend an Action to refill all Fuel points (except those provided by the Flamekeeper with the rule Under the burning eye).

Walking Bomb: Momma carries a huge amount of fuel. If, after being hit, in the opposed Strength vs. Toughness roll the attacker rolls a 1, Momma will explode. Not only will she be automatically Downed, but it will be as if she had been hit by a weapon with the Incendiary (6) special rule.



CUNILINGUS IGNI

100 POINTS



25 MM

Until recently, the Black Blood Children were led by the High Flamekeeper, Rogelio, who was a rather peaceful guy, interested only in spreading the word of Tex'co. He wanted to spread Tex'co's good news across the Wasteland to bring its peace and prosperity to all people. However, during the attack on his refinery, he lost his life, plunging the entire cult into chaos. It was at that moment that the most aggressive faction, led by Cunilingus, who was locked up at the time due to his violent and radical attitude, seized power. Cunilingus Igni has since become the High Flamekeeper and has pushed the Black Blood Children to eliminate all those who do not accept Tex'co as their true deity. He doesn't hesitate to personally lead his band's raids, fighting like a furious maniac.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
3	5	4	5 (4)	5 (7)	5	5

WEAPONS

He is equipped with a his trusy pistol *Cumshot* and the buzzsaw *Squirt*.

ARMOR

Metal plate.

REGLAS ESPECIALES

Black Blood Children personality.

For the High Flamekeeper. The Burnt are even more fanatical in their defense of Cunilingus. They can use their rule "For the Black Blood!" with Cunilingus up to 10 cm from him, instead of the usual 5 cm.

High Flamekeeper. Cunilingus acts as a Flamekeeper, so he can use the Under the burning eye Special rule with his troops. Furthermore, his presence is so imposing that the miniatures don't have to be in his line of sight, and they will benefit from the rule until Cunilingus is Downed. On the other hand, since there can only be one Flamekeeper in the band, if you include Cunilingus, you cannot include another.

Cumshot. It's a heavy-duty Pistol specially made for Cunilingus and capable of firing incendiary ammunition. Its shots are resolved as usual, but additionally, each time they hit, they follow the special rule Incendiary (3), placing the fire marker on the impacted miniature, whether it has been Downed or not.

Squirt. It's a small-sized mechanical saw attached to his forearm with the special rule Fuel (5). It has Strength +2, Penetration 5 if 1 fuel charge is spent for each Action in which it is activated. If he decides to use it without using the Fuel (or has run out of it), the weapon will be considered a *Small Blade*.

BLACK BLOOD CHILDREN EQUIPMENT

In addition to the usual generic equipment, the Black Blood Children have certain faction-specific equipment.

CLOSE COMBAT WEAPONS

CHAINSAW

A chainsaw is a portable, mechanical saw which cuts with a set of teeth attached to a rotating chain that runs along a guide bar.

Special rules: Cumbersome, Petrol (5), Rare, Two-handed

Rules: the *chainsaw* spends 1 fuel charge for each Action in which it is activated and therefore used with its statistics. Once depleted, or if fuel charges are not desired to be used, it is considered a *heavy mace*.

Estadísticas: Fuerza +5, Penetración 8

Cost: 10 pts.

RANGED WEAPONS

MOLOTOV COCKTAIL

A rag ignited in a bottle with fuel, intended to create an explosion capable of burning everything around it.

Special rules: Bomb, Incendiary (3), Rare.

Distancia: Miniature's Strength x 5 cm.

Estadísticas: -

Cost: 8 pts each.

FLAMETHROWER

A flamethrower is a mechanical incendiary device designed to project a long, controllable stream of fire, using some kind of fuel carried in a tank.

Special rules: Cumbersome, Petrol (10), Rare, Template, Two-handed.

Rules: the *flamethrower* can adjust its power. Before firing, you must decide how many fuel charges you use, and that will determine the Strength and Penetration of the shot.

Distance: teardrop template.

Stats: Strength equal to the number of charges used, Penetration equal to the number of charges used.

Cost: 20 pts.





AMOK



The Amok (also known as Savages, Eaters of the dead, Madmen, or Desecrators) are the product of the now-devastated megalopolis of Liberty City. It was the city that began its existence with the most advanced technology, and so it quickly reached the peak of its evolution within the hermetic walls that protected it. However, its population soon found itself with nothing to do, since everything was automated, programmed, planned, and mechanically covered by the ruling council and by all the household androids that kept the daily subroutines running. And in time, an idle, jaded, and goalless society becomes a decadent, apathetic, and dangerous one.

Ambrosia, a very powerful designer psychotropic drug, burst into this society like a wrecking ball. Although its origin is uncertain and unknown (some say it was introduced into the megacity by an external agent interested in its downfall), it is known that its main component must be extracted from the hypothalamus of a person in a state of extreme suffering.

Its spread was meteoric. Each person was affected differently: some began to have visions or hallucinations; some couldn't bear it and committed suicide; others suffered delusions that drove them into madness and savagery; while others expanded their minds to unimaginable limits, ceasing to belong to the human world. The plague spread, leaving behind a trail of suicides, serial murders, and lifelong patients, until Liberty City decided to turn the old island of Manhattan into a kind of prison-asylum to confine the affected, fencing off its perimeter.

Ironically, within the walls of Manhattan, free from the drug's influence, the effects subsided and much of its population managed to move on. Outside, however, Ambrosia continued to wreak havoc, which the city's government could not contain. With law enforcement overwhelmed, maintenance neglected, and the population in a permanent state of paranoia or extreme madness, the city fell. It is unknown exactly when the final collapse occurred, but the people now known as the Amok began forming groups, wiping out the population not under Ambrosia's influence, as well as weaker groups. Once Liberty City had become a ruined city, with no new victims or challenges left within its walls, the terror of these savage wrecks—minds ravaged by Ambrosia and reality perception deeply altered—spilled into the Wasteland.

Now they roam those barren lands in search of victims that might make them feel something, with the harvesters collecting the scarce amounts of the drug they can extract. In their current state, some of the Amok have begun mutating, as if the beast within them were manifesting outward as well, and for some reason a few of the tortured join the Amok with their minds completely shattered after the abuse suffered, going from prey to predator.

In the settlements attacked by the Amok, mortally wounded but still living victims would be harvested for those fluids before they finally dropped dead. The rest of the wounded, along with prisoners deemed useless, were tortured to the brink of death, at which point their eyeballs were pierced by gigantic syringes to extract all their brain juice at the very instant of death. The most sybaritic would take their time to open the victim's skull, extract the brains while alive, and then squeeze them like an orange to obtain warm fluids. Family fun!

Most of those who fall into their hands meet this grim fate. However, a few survivors, nearly intact, are somehow chosen as "new recruits." At some point between "shitting themselves from the pain and about to croak" and "shit, I killed this bastard too fast," the Amok discovered that relentless torture combined with a dose of Ambrosia at just the right moment could fry people's brains enough to make them one of their own. The subject's conscious mind breaks before this twisted, sadistic, junkie version of Stockholm syndrome, losing all trace of free will and feeling grateful for the chance to play in the yard with the big kids.

Instead of dying out, the Amok have become a self-sufficient horde spreading across the Wasteland in an inexorable sea of blood, pain, and death, heading toward Scrapbridge.

RESTRICTIONS

The Amok must comply with the following restrictions when creating a band:

- There may be a maximum of one Amok Personality or Merc in the Band.
- There may only be one Harvester for every fraction of 200 points in the Band.
- There cannot be more Wrecks than the sum of the rest of the members of the Band.
- They can equip themselves with a maximum of one Wastelander Cat.

SPECIAL RULES

AMBROSÍA

Amok Bands fight under the effect of the drug known as Ambrosia. Each Band begins the game with one dose of Ambrosia for every fraction of 100 points. These doses will allow them to perform extraordinary feats, but at the risk of a bad trip. Harvesters can obtain extra doses of Ambrosia during the game (see below).

Before a miniature begins its Activation Phase, you may decide to give it ONE dose of Ambrosia and choose one of the following effects, which will only be effective during that Activation Phase, as long as the Ambrosia works properly:

- +10 cm to Movement during a single Assault.
- +2 Strength.
- +2 Toughness.
- +2 Tech.
- It gains the Special Rule Offroad.
- It overcomes Psycho fury (ignore that Special Rule during this Activation Phase).

You must roll 1d10 to check if the drug works as intended and consult the following table:

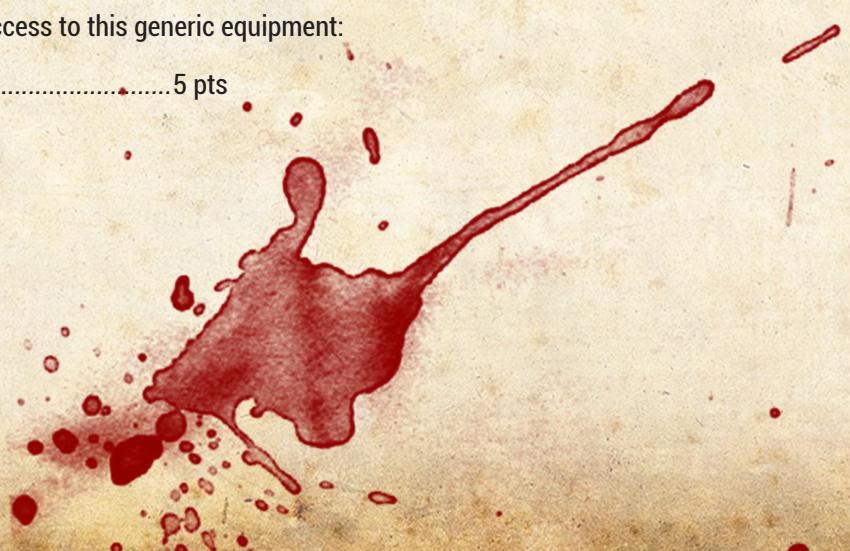
RESULT	EFFECT
1 or less	The high is really, really bad and the miniature has 1 fewer Action for the rest of the game. If its Actions reach 0, the miniature is considered Downed. In addition, the drug has no effect.
2-3	Ambrosia affects each type of troop following its Bad trip rules during that Activation Phase. If they are in Combat, they keep fighting.
4-10	Ambrosia works perfectly.

Every miniature suffers a -1 penalty to the roll result for each dose of Ambrosia it has previously consumed.

GENERIC EQUIPMENT

All Amok except Aberrations have access to this generic equipment:

Biohazard protection 5 pts





WRETCH

15 POINTS



25 MM

In their raids, the Amok murder, torture, rape, and mutilate—if you’re lucky, in that order. Normally they leave a trail of corpses in their wake, but every now and then a victim is left alive, with their mind completely shattered by torture. Having suffered the acts of the Amok and witnessed their atrocities, their minds shut down and now they follow their tormentors with nothing left to do but wait for death. In their miserable state, the Wretches confuse pain with pleasure and join the rest of the horde in their attempts to annihilate any living being that crosses their path.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	3	3	3	3	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Light mace.....	3 pts	Sickle.....	5 pts
Small blade.....	4 pts	Mace.....	5 pts

ARMOR

None.

Can be equipped with:

Thick clothes.....	5 pts	Human leather.....	10 pts
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SPECIAL RULES

Dregs. Wretches cannot use doses of Ambrosia nor use Embedded weapons.



ABERRATION

35 POINTS



25 MM

As if their mental breakdown and loss of all inhibitions were not enough, many members of the Amok have seen their bodies change alongside their minds. It would be easy to consider such alterations as simple mutations, but these are often physical changes that may or may not be useful to their bearer. In the case of Aberrations, it seems to be a disturbing case of accelerated evolution that allows the transformation of their once-human natures into something much worse and more monstrous. Aberrations appear spontaneously in Amok Bands, but they do not usually live long, as their insatiable rage and primal savagery turn them into mindless beasts.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	-	5	4	3	-

WEAPONS

Claws and teeth.

ARMOR

None.

SPECIAL RULES

Mong, Swift.

Madness. Looking into the face of an Aberration is to glimpse a madness beyond humanity, which can hardly fail to affect you. Miniatures that Assault them lose all their Assault bonuses.

Overdose. Aberrations have more trouble tolerating Ambrosia and start with a -2 penalty to the roll to see if the drug takes effect.

Bad trip. The Aberration will move randomly following the direction of 1d10. If it encounters an obstacle, it stops.



HARVESTER

40

POINTS



Ambrosia reserves were not infinite, and with the collapse of Liberty City it became increasingly difficult to obtain it. Some of the affected have been able to achieve a similar, though less lasting, effect directly with the liquid from their victims' hypothalamus. The more terrified the victim, the more powerful the effect.

Actions	Combat	Precision	Agility	Strength	Toughness	Tech
3	3	3	5	3	3	6

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Light mace.....	3 pts	Sickle.....	5 pts
Small blade.....	4 pts	Mace.....	5 pts

ARMOR

Thick clothes.

You may replace its *Thick Clothes* with:

Human leather	5 pts
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SPECIAL RULES

Bad trip. The Harvester's mind is too scattered and it cannot harvest.

Cosecha. A Harvester may spend 1 Action harvesting a Downed enemy (no Downed miniature can be harvested more than once), extracting liquid from its hypothalamus. The amount of Ambrosia harvested will depend on the degree of terror of the victim. Roll on the following table to determine how many doses of Ambrosia have been harvested for the Band, which may be used normally:

1D10	DOSES
1	None
2-5	1
6-9	2
10	3



REAPER

40 POINTS



25 MM

Everything you need to know about the Amok is written on the bodies of the Reapers. These psychopaths gleefully give in to their nastiest homicidal instincts, and there's nothing they enjoy more than dismembering their victims alive. They live for that shit.

Many Reapers have even modified their bodies so nothing interferes with their favorite activity. Besides crude tattoos, you'll find many who have replaced arms or legs with cutting blades or maces, along with other signs of self-inflicted damage: scarifications, piercings, amputated genitals, and more. You get the idea, right?

In combat, Reapers hurl themselves headlong into the fray. They fear nothing, and they fall upon their victims howling with pleasure as they gut and dismember them.

Reapers are obsessed with slashing and cutting. Of course, they don't settle for mutilating themselves—they play with the bodies of others, looking for answers inside them. And while they may have started by torturing animals or harming themselves, now their thirst for blood is brutal, carrying out true carnages.

A	Actions	C	Combat	P	recision	A	G	ility	S	Strength	T	oughness	T	e	C	h
	2		5		-			4		4		4		4		1

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Small blade.....	4 pts	Medium blade.....	10 pts
Sickle.....	5 pts		

ARMOR

None.

Can be equipped with:

Thick clothes.....	5 pts	Human leather.....	10 pts
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SPECIAL RULES

Psycho fury. Reapers only think about slashing their enemies. They will advance toward the enemy they can reach most quickly (regardless of Line of Sight). Normally this is the closest enemy, but sometimes they might have an enemy nearby on top of a building, or behind Fucked Up Terrain, and yet they can cover more ground by advancing toward another enemy.

Bad trip. If there is any miniature within Assault range, the Reaper will Assault it regardless of whether it is friend or foe.



GLUTTON

45 POINTS



Ambrosia awakens strange appetites in its users, hungers for things normal people would find disgusting. For some it's sex, for others pain. For the Gluttons it's food... but we're not talking about candy bars, soda, or leftover pizza. No, Gluttons crave meat—human meat, in large quantities. They didn't start as cannibals, but normal food satisfied them less and less, until they discovered that only human flesh seemed to calm them for a while.

Gluttons tend to be huge, terrifying bastards, with fairly muscular bodies covered in rolls of fat. Their horrid diet has taken its toll in the form of nervous tics or tremors, a side effect of eating brains with no health checks whatsoever. Many carry crude weapons, like fire hydrants tied to chains, to tenderize meat before consuming it. Gluttons kill for the pleasure of killing, but also for the delicious feast they're about to taste.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	2	3	4	4	5	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Heavy mace 6 pts | *Heavy blade* 8 pts

ARMOR

Thick clothes.

You may replace its Thick Clothes with:

Human leather 5 pts

SPECIAL RULES

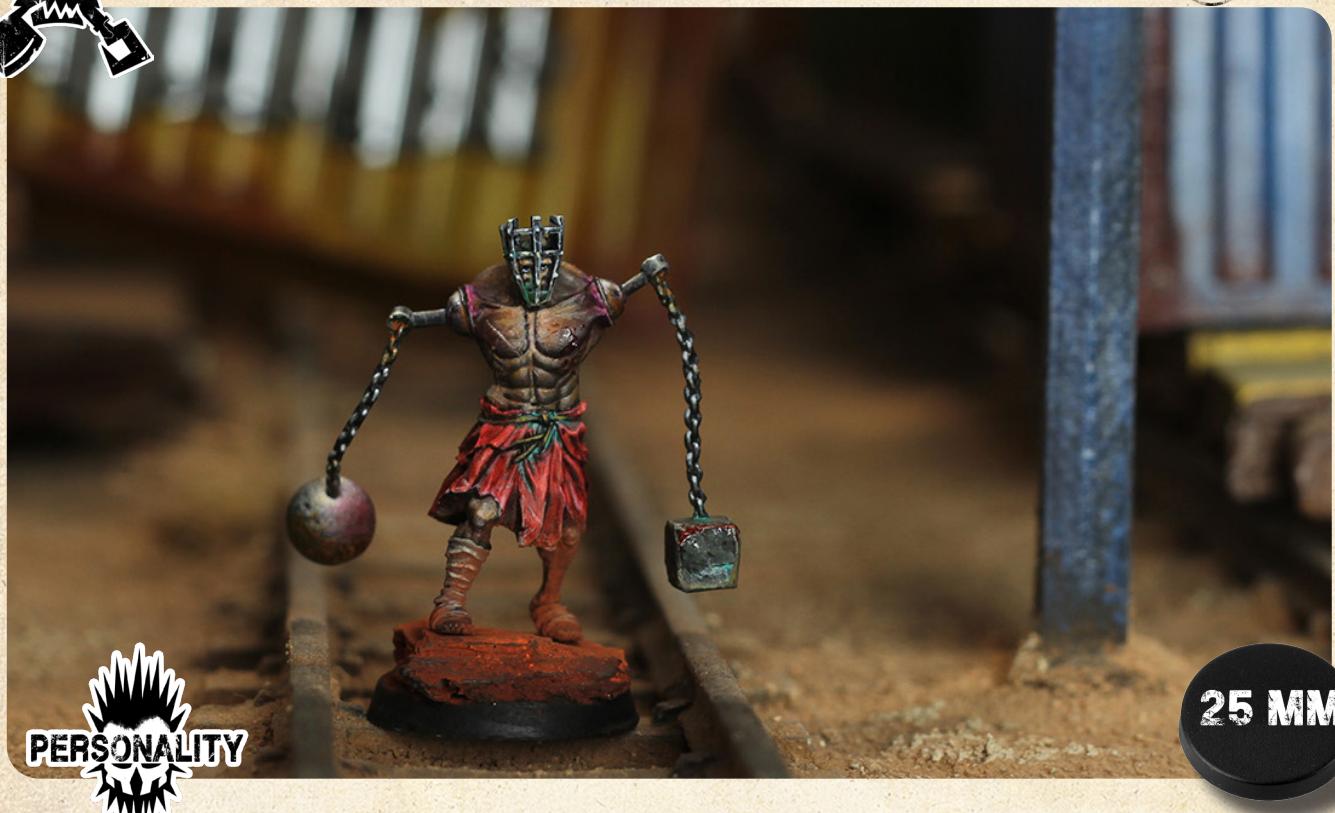
Devourer. Gluttons can devour parts of the bodies of Downed miniatures to become stronger. A Glutton may spend 1 Action to Devour a Downed miniature in contact (friend or foe) to gain a +1 bonus to Combat, Strength, and Toughness. A maximum of one Devour Action can be used per Downed miniature, after which the marker is removed from the table and thus cannot be scavenged, harvested, healed by a Medic, etc.

Bad trip. The Glutton gives in to its gluttony and will advance toward the nearest Downed miniature that has not yet been devoured (if any), devouring it if it reaches it. If it was already in contact with a devoured miniature, it will not move, savoring its wonderful taste.



UNCLE

70 POINTS



PERSONALITY

25 MM

Not all Amok reacted to Ambrosia in the same way. The creature known as Uncle not only grew in strength and endurance, but became a true psychopathic beast who did not hesitate to have his own arms torn off in order to embed colossal weapons in their place. Beyond awkward questions about how he manages to do certain things in this state, Uncle's presence in an Amok raid is never a good sign for his enemies.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	5	-	4	5 (9)	6	2

WEAPONS

Whirlwind (heavy mace).

ARMOR

None.

SPECIAL RULES

Amok Personality.

Whirlwind. Uncle has two enormous Heavy Maces embedded in place of his arms, attached by chains (the penalty for Embedded weapons cancels out the bonus for using Heavy Maces). When attacking, he may do so normally, or spend a full Activation Phase (using both Actions) to make a Whirlwind attack. He may perform it even while engaged in Combat. If he does this, every miniature within a 5 cm radius (friend or foe) must pass an Agility roll or be automatically Hit (as if it had been in Combat).

Bad trip. Uncle loses the drive to use Whirlwind and cannot use it during this Activation Phase.



MOTHER

90

POINTS



25 MM



Although at first glance the Amok may look like uncontrollable savage madmen, this is not entirely true. While their minds are completely deranged, they are not devoid of reason and are capable of organizing themselves to commit atrocities. And not only that, but they also maintain a certain hierarchy. At its peak is the one known only as Mother, whom many Amok obey in an almost messianic way. Her presence in a battle never bodes well for her unfortunate rivals, who would no doubt prefer death to becoming one of her pets.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
3	4 (2)	3	5	3	3	6

WEAPONS

None.

ARMOR

None.

SPECIAL RULES

Amok Personality.

Harvester. Mother can harvest just like a Harvester. Note that Mother counts as an additional Harvester for the Band's Harvester limit.

Disturbing Presence. It's hard to explain the feeling of seeing Mother. It's like watching a dark goddess walking among us. Any enemy miniature that wishes to Shoot, Assault, or use any type of Action that could harm Mother or any of her allied miniatures within 15 cm of her must make a Toughness roll. If it fails, it loses that Action.

Lucidity. Any Amok from her Band who consumes Ambrosia within 20 cm of Mother does not roll on the Effects Table, always obtaining the perfect result. However, Mother herself can never use Ambrosia.

Pet. Mother always brings one of her pets to battle. Former enemies she has physically and mentally tortured until turning them into disturbed, submissive creatures. The pet does not act individually but always moves with Mother. Until the pet is Downed, it is the one that fights and takes shooting Hits, using its Attributes. It is armed with claws and teeth.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
-	4	-	-	4	4	-

AMOK EQUIPMENT

In addition to the usual generic equipment, the Amok have certain faction-specific equipment.

CLOSE COMBAT WEAPONS

SICKLE

This is a metal blade shaped like a half-moon, with a handle to direct it. It is especially designed to tear through armour.

Stats: Combat +0, Strength +1, Penetration 3.
Cost: 5 pts.

ARMOR

HUMAN LEATHER

Many Amok like to make protections out of their victims' skins. This not only protects them but also makes their enemies more nervous than usual.

Rules: Shots fired at miniatures with this Armour suffer a -1 penalty to the Precision roll when Shooting at short range.

Armor: 3

SPECIAL EQUIPMENT

ATTACHED WEAPON

Some Amok decide that weapons should become part of their own body, forming a single being, so they amputate limbs to replace them with weapons.

Rules: An Amok may attach a Sickle, a Small Blade, or a Medium Blade it has acquired, increasing its cost by 10 points. In exchange, it gains a +1 bonus to Combat, cannot Loot equipment, cannot be disarmed in any way, and the weapon itself cannot be Looted.

Cost: 10 pts.





IRRADIATED



South of Merkadome, beyond the Cemetery of Metal Giants, radiation is so intense that not even Mutards can survive long there. It is an inhospitable area, where nothing can live... except the Irradiated.

The Irradiated (who refer to themselves as the True Heirs) are one of the strangest, most isolated, and least numerous factions of the Wasteland. Their origin dates back to the times when the old nations fought each other, employing increasingly destructive weapons. In this race to create devices capable of eradicating their enemies, laboratories and factories were needed to design and experiment with new forms of mass destruction. Most of these facilities, located in secret places with strong security measures, succumbed—like everything else—in the great purge unleashed after the creation of the Megalopolises, which ended up shaping the Wasteland as we now know it. But one of them, known as Aurora, built inside a gigantic sphere of ultra-resistant experimental material, survived this catastrophe when it was hermetically sealed.

For generations, its original inhabitants subsisted, isolated from the rest of the world and from the events that followed, thanks to the base's self-sufficient systems. Its inhabitants, descendants of an elite of scientists and researchers, eventually convinced themselves that they were the world's only population, who would enjoy it by right at the proper time. Around these ideas, the inhabitants of the base created a sophocentric society in which a council, made up of the wisest, dictated the rules of the community. But over the years, the corruption of power and the lack of contact with the outside world reinforced this egocentric conception, which took on pseudo-religious overtones, mixing some of the religions of the World Before with their strange beliefs.

The so-called True Heirs were convinced they had been chosen by a Supreme Intelligence to represent the rebirth of a new and improved human species, purged of the errors of the past. They established a strict hierarchy among their members, and social rules became increasingly rigid as their ideology radicalized. But advanced as the base's technology was, time made it harder to contain leaks from the nuclear reactors that powered it. Exposed progressively and gradually to radiation, the inhabitants, against all odds, adapted to this new lethal environment—just as animals had done after nuclear disasters centuries before. Their bodies, fruit of contact with this Sacred Mana, underwent subtle variations, such as fluorescent skin tones, hair loss, and a substantial loss of fertility.

And for some unfathomable reason, now their time has come. The Irradiated have decided to abandon their refuge to complete the mission entrusted to them: to remake the world in their image. As their prophecies foretold, with the opening of the spherical base, the New Man came forth from an Egg. And the discovery that there were other inhabitants in the Wasteland only meant they had to be eradicated as the final proof of devotion.

RESTRICTIONS

Los Irradiados deben cumplir las siguientes restricciones a la hora de crear una banda:

- There may be a maximum of one Irradiated Personality or Merc in the Band.
- There may be a maximum of one Nuclear Cardinal in the Band.
- There cannot be more Martyrs than the sum of the rest of the members of the Band.
- They can equip themselves with a maximum of one Wastelander Cat.

SPECIAL RULES

CONTAMINANT

Any miniature Downed by a weapon with this rule is considered a source of Radiation for the purposes of Radiation rules.

RADIOACTIVE CONTAINER

Most Irradiated carry within their bodies a level of radiation that would kill most creatures. Although short-term contact with them may be harmless, when an Irradiated with this rule is Downed, that radiation is released. Every Irradiated with this rule that is Downed counts as a source of Radiation. Furthermore, any miniature that interacts in any way with Downed Irradiated (Devouring, Harvesting, Looting, etc.) must immediately make a Radiation roll.

RADIATION

Any miniature within 20 cm of one or more Radiation sources, measured from their center, at the end of its Activation Phase or at times indicated in the rules, must roll 1d10 applying the modifiers shown under the table to see if it is affected by Radiation.

RESULT	EFFECT
1 or less	The miniature is immediately Downed.
2-3	The miniature permanently loses 1 point of Toughness.
4-6	The miniature loses 1 point of Toughness until the end of its next Activation Phase.
7 or more	The miniature suffers no effect.

Modifiers

- +2 if the miniature is a Mutard or has Biohazard Protection.
- + the miniature's Toughness value.
- -1 for each Radiation source within 20 cm beyond the first.

RADIOIMMUNE

Due to their natural tolerance to radiation, a miniature with this rule is immune to the effects of Contaminated Terrain and Radiation.



EXAMPLE

The Amok Wretch ends its Activation Phase. It has 5 Radiation markers within 20 cm, so it must make a Radiation roll.

In the roll, it must add its Toughness value, which is 3. But it will have a -4 penalty, since there are 5 sources of Radiation, and they penalize with -1 for each Radiation source within 20 cm beyond the first.

It rolls 1d10 and gets a 3. Since it adds 3 for its Toughness and subtracts 4 for the Radiation sources, the final result is 2 (3+3-4). Consulting the Radiation table, this means the Wretch permanently loses 1 point of Toughness. So now its Toughness will be reduced to 2.

It was close to being Downed, since that would have happened with a final result of 1 or less.



MARTYR

16 POINTS



Although the Irradiated have an astonishing tolerance to radiation, in time it is common for many to succumb to its effects and waste away until death. These Irradiated, little more than radioactive wrecks, become Martyrs, sacrificing themselves for the cause of the Supreme Intelligence. Despite the terrible consequences of exposure to the Sacred Mana, they find strength in weakness so that their end has meaning... or, more likely, simply to die along the way.

Actions	Combat	Precision	AGility	Strength	Toughness	Tech
2	1	1	2	2	2	3

WEAPONS

Must be equipped with ONE of the following weapons:

Light mace..... 3 pts | *Small blade*..... 4 pts

ARMOR

None.

SPECIAL RULES

Radiated. Martyrs are considered a source of Radiation for the purposes of the Radiation rules, both before and after being Downed. They are even affected by their own Radiation, so every Turn they must make the roll using the usual rules. In addition, they are so extremely contaminated that when they die they leave behind two Radiation markers.



EXAMPLE

The Martyr ends its Activation Phase. Since it is not Radioimmune and is itself a source of Radiation, it must always make the Radiation roll. But in this case, it also has two Radiation markers within 20 cm, so it will have a -2 modifier to the roll.

The Martyr itself counts as the first Radiation source, and the two markers grant a -2, since there is a -1 penalty for each Radiation source beyond the first.



DISCIPLE

20 POINTS



25 MM

The Disciples are the foundation of the Irradiated creed and those who carry out all the fundamental tasks for the Work (or for their leaders, which is not always the same thing). Disciples handle a wide range of duties, from collecting radioactive materials to scientific research and maintaining the Aurora facilities.

A	Actions	C	Combat	P	Precision	A	G	S	Strength	T	Toughness	T	e	C
	2		3		3		3		3		3		3	

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Light mace.....	3 pts	Pistol	5 pts
Small blade.....	4 pts	Shotgun	6 pts
Mace.....	5 pts		

ARMOR

Thick clothes.

You may replace its *thick clothes* with:

Hardened leather	5 pts
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SPECIAL RULES

Radioactive Container, Radioimmune.



PENITENT

40

POINTS

**40 MM**

Dentro de los Irradiados, existen algunos individuos que han pasado por crisis de fe o han cometido actos considerados pecaminosos por los Verdaderos Herederos. Esta gente es vista con sospecha o desprecio, y trata de encontrar una forma de redimirse y recuperar su posición dentro de la organización.

Para estos Irradiados, se ofrece la posibilidad de convertirse en Penitentes. Los Penitentes se someten a entrenamientos y prácticas rigurosas para purgar sus pecados y demostrar su lealtad a la Obra y se entrena para utilizar las armas más peligrosas en sus cruzadas por erradicar toda forma de vida.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
2	4	4	4	5	5	-

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

<i>Holy grenades</i>	5 pts c/u	<i>Toxic thuribleo</i>	7 pts
<i>Mace</i>	5 pts	<i>Wastedumper</i>	15 pts

ARMOR

Thick clothes.

You may replace its *thick clothes* with:

<i>Hardened leather</i>	5 pts
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SPECIAL RULES

Berserker, Radioactive Container, Mong, Radioimmune.



NUCLEAR CARDINAL

50 POINTS



25 MM

The Nuclear Cardinals are the wisest and most respected leaders within the Irradiated faction. They have shown great dedication and commitment to the cause, as well as remarkable skill and knowledge. They are responsible for leading and guiding the New Humans in their struggle to make the world a place worthy of them. They are considered sacred figures within the organization, and their word is regarded as law.

In addition to their leadership in the faction, the Nuclear Cardinals are also responsible for the training and instruction of the Disciples. They teach and transmit the doctrine of the Irradiated and ensure that all followers of the organization follow the teachings and commandments of the Supreme Intelligence.

Actions	Combat	Precision	Agility	Strength	Toughness	Tech
3	2	4	4	3	3	7

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Light mace.....	3 pts	Pistol.....	5 pts
Small blade.....	4 pts	Shotgun.....	6 pts
Holy grenades.....	5 pts c/u	Rifle.....	8 pts
Mace.....	5 pts	Automatic rifle.....	10 pts

ARMOR

Thick clothes.

You may replace its *thick clothes* with:

Hardened leather	5 pts	Metallic armor	15 pts
Bulletproof vest	15 pts		

SPECIAL RULES

Radioactive Container, Radioimmune.

Sermon. The Cardinals exhort the Irradiated before going into battle with various sermons, with which the True Heirs face the vicissitudes ahead with even greater faith. After the troops deploy but before the game begins, you must choose ONE of the following sermons, which you may use during the game:

- Parable of how the New Man came out of an Egg: once during the game, you may reroll the opposed Strength vs Toughness roll of one of your miniatures that has been Hit.
- Parable of how the Supreme Intelligence chose the True Heirs: once during the game, you may reroll one Precision roll.
- Parable of how the Sacred Mana made us better: once during the game, you may force the opponent to reroll one Radiation roll.



PALADIN

50 POINTS



25 MM

The Paladins are a vital force in the Irradiated faction, the most devoted followers of the organization. These warriors are intensively trained in combat and in the principles and objectives of the Supreme Intelligence, driven by an unshakable belief in their faith and the promise of protection from the Sacred Mana.

Paladins act as standard bearers and leaders in the crusades of the Irradiated, and their presence inspires their companions in battle. They are the first to enter combat, and their bravery and skill in the battlefield are admired by all the organization's followers.

For the Paladins, the greatest honor is to die for the cause. They see themselves as the chosen of the Irradiated and believe that death in combat will be rewarded with divine protection and an eternity alongside the rest of the fallen True Heirs.

A	C	P	AG	S	T	T
Actions	Combat	Precision	Ability	Strength	Toughness	Technique
2	5	3	5	4	4	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Mace	5 pts	Heavy blade	8 pts
Heavy mace	6 pts	Medium blade	10 pts

ARMOR

Hardened leather.

Can replace their *Hardened leather* por:

Metallic armor	10 pts
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EQUIPMENT

Can be equipped with:

Shield	6 pts
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SPECIAL RULES

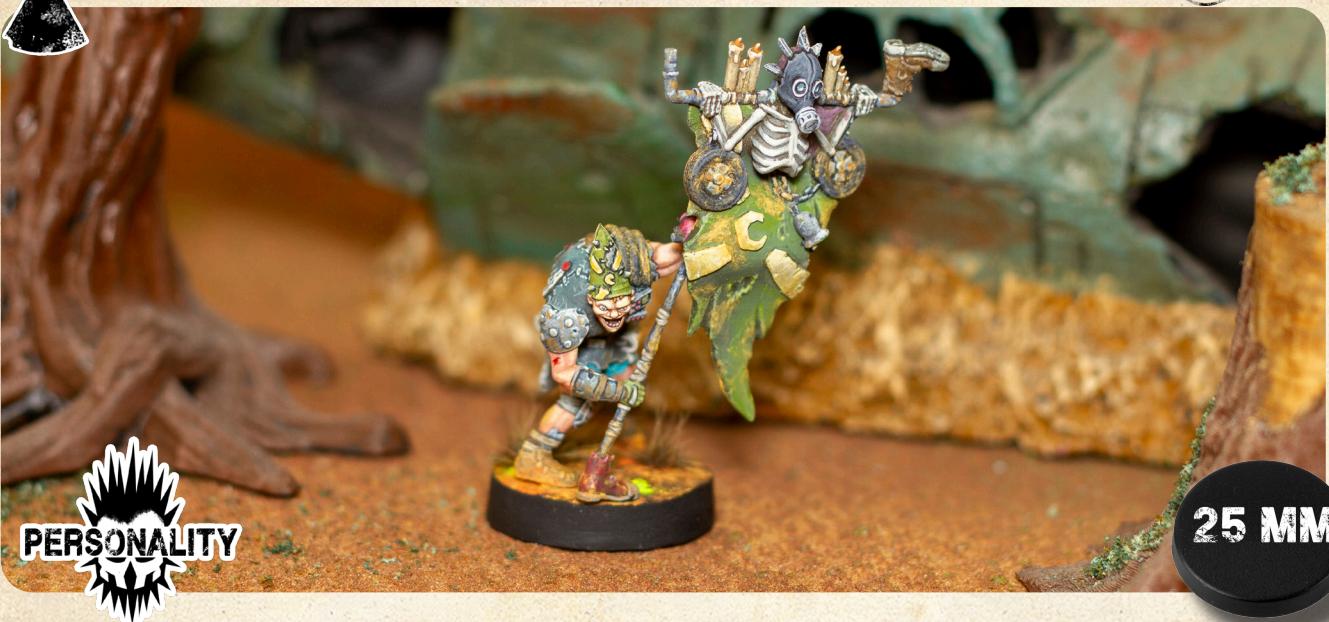
Radioactive Container, Radioimmune, Offroad.

Inspirational. If a Paladin Downs an enemy in Combat, every Disciple of the Band within 20 cm, with Line of Sight to the Paladin and not engaged in Combat, may immediately perform one free Action.



THE RELIC BEARER

55 POINTS



When the faith of the True Heirs took shape, and they began to emerge from Aurora to see what had become of the World, the search for Sacred Relics became common among the purest believers. The Supreme Intelligence had told them stories of men and women whom the Sacred Mana had blessed in the days of the World Before.

During their Crusades, the Irradiated are often accompanied by the individual known as the Relic Bearer. This being, not particularly suited for combat, serves the Irradiated by carrying some of the relics found over the years, such as the bones of Saint Eben Byers or the cloth that covered Saint Curie. This show of faith encourages the True Heirs in their moments of weakness.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	2 (1)	2	4	3 (7)	3	3

WEAPONS

Reliquary.

ARMOR

Hardened leather.

SPECIAL RULES

Berserker, Radioactive Container, Irradiated Personality, Radioimmune.

Reliquary. As a kind of banner, the Relic Bearer carries some of the relics found by the Irradiated over the years. In combat it can be used with the stats of a Heavy Mace. In addition, the Bearer may spend Actions (if more than one, they must be consecutive, though not necessarily in the same Activation Phase) to encourage allies or demoralize enemies as indicated in the following table:

NUMBER OF ACTIONS	EFFECT
1	A friendly miniature within 30 cm gains a +3 bonus to Combat in its next Assault.
1	A friendly miniature within 30 cm gains a +2 bonus on its next Precision roll.
1	A friendly miniature within 30 cm gains a +2 bonus to Toughness for the next time it is Hit. After this, its Toughness is permanently reduced by 1 point.
1	An enemy miniature within 30 cm suffers a -2 penalty on its next Radiation roll.
2	A friendly miniature within 30 cm may immediately perform 1 Action.
2	Una miniatura enemiga hasta 30 cm sufrirá un penalizador de -2 permanente en sus tiradas de Radiación.



KEYMASTER

60 POINTS



For many years, the Supreme Intelligence has sent Irradiated in search of the legendary Key Keeper. And we're not talking about a metaphorical title, but of the one who possesses the keys that, when used simultaneously, will unleash nuclear wrath upon the world.

The most incredible thing is, they finally found him. Well, actually the descendant of the descendant of the descendant... and so on, quite a ways down. Still, they didn't expect to find someone who had spent years and years living completely alone, locked away in half-broken facilities, eating vermin, stark naked, and talking to imaginary people. In short: completely bonkers. And yet, he seemed to be waiting for them, having upheld the legacy of safeguarding that power, and seeing that at last his moment had come. So he put on his best outfit—patched together to imitate his ancestors from the portraits decorating the place—grabbed his favorite junk, and set out to accompany the astonished and at the same time relieved Irradiated.

A ctions 2	C ombat 3 (2)	P recision 4	AG ility 4	S trength 3	T oughness 3	T eC 5
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WEAPONS

Compressed-air Gun.

BLINDAJE

Thick clothes.

ARMOR

Biohazard Protection, the Briefcase.

SPECIAL RULES

Irradiated Personality.

Compressed-air Gun. The Keymaster found a compressed-air Gun loaded with steel pellets, which became his faithful ally for hunting cockroaches and other vermin that served as food. It is a ranged weapon with the following stats: Range 10/20/30, Strength 4, Penetration 1.

The Briefcase. The Keymaster carries a briefcase that once served to activate the nuclear arsenal, though now it's hardly functional (or maybe it still is—who knows?). Nevertheless, his fellow Irradiated trust completely that it will unleash a Great Purge. Once per game, if the Keymaster spends 1 Action to activate the briefcase, all Radiation rolls suffer a -2 penalty until the start of his next Activation Phase, or until he is Downed, whichever comes first.

The End is Near. If he lived in our day, he'd be that typical lunatic standing in a park on top of a box yelling "the end is near." That enthusiasm is contagious to the Irradiated, who get all worked up by the message. Any Irradiated within 30 cm of the Keymaster gains a +1 bonus to Toughness.

Like a Maraca. Saying the Keymaster is a few sandwiches short of a picnic is putting it mildly. He's out of his mind in a big way. It's not unusual that when you want him to do one thing, he decides to do something completely different. At the beginning of his Activation Phase, he must roll 1d10. On a result of 1, the opponent controls the miniature.

IRRADIATED EQUIPMENT

In addition to the usual generic equipment, the Amok have certain faction-specific equipment.

CLOSE COMBAT WEAPONS

TOXIC THURIBLE

Some Irradiated place radioactive material inside metal containers, attached to a handle by a heavy chain, which they swing as they walk—or use as blunt weapons.

Special rules: Two-handed, Cumbersome, Contaminant, Rare.

Stats: Combat -1, Strength +3, Penetration 2.

Cost: 7 pts.

RANGED WEAPONS

WASTEDUMPER

A device capable of ejecting highly corrosive toxic waste stored in a drum usually carried on the back.

Special rules: Two-handed, Contaminant, Rare, Dead Slow (2), Bulky, Template.

Range: Teardrop template.

Stats: Strength 3, Penetration 7.

Cost: 15 pts.

HOLY GRENADE

Objects charged with radioactivity, used by the Irradiated to weaken their enemies.

Special rules: Bomb, Rare.

Rules: Holy Grenades coat the area where they Hit with radioactive elements. Holy Grenades explode on impact, leaving a permanent Radiation marker. Any miniature Hit by a Holy Grenade must immediately make a Radiation roll..

Range: Thrower's Strength x 5 cm.

Stats: -

Cost: 5 pts cada una.

SPECIAL EQUIPMENT

SPECIAL BULLETS

The Irradiated have several types of additional ammunition besides the usual one, at the same cost in points, being able to choose whichever they prefer for each miniature. A miniature can only carry one type of ammunition.

Irradiated ammo

The Irradiated can insert radioactive material into their ammunition to further weaken the enemy.

Rules: Any miniature will suffer a -3 penalty on Radiation rolls for each time it has been Hit by a weapon using this ammo, but the weapon suffers a -1 penalty to its Strength and Penetration.

Contaminated ammo

The Irradiated can place a uranium capsule inside the ammunition, which explodes when the enemy is Downed.

Rules: The ammo has the Special Rule Contaminant, but when Shooting this weapon it suffers a -1 penalty to the Precision roll.





MUTARDS

Nobody knows exactly how or why the first mutards started appearing. It's likely that the abundance of chemicals and radiation in the environment played a significant role, along with genetic research experiments or simple natural selection. The fact is, these are people with strange traits like a third arm, scales, or a slug-like body.

Mutards aren't usually very popular, ranging from reluctantly accepted in some settlements to being hunted down in others. Some with minor mutations try to hide their condition from others, while others are so far removed from humanity that they're not accepted even in the most liberal places. Many of them have founded their own settlements or gangs, either to live peacefully or because they believe they represent the next step in evolution. Mutards are often poorly equipped since nobody generally trades with them, but they possess a variety of mutations that can offset this.

They are typically led by individuals known as bobbleheads. These individuals have had their intellect enhanced to levels beyond human, allowing their brains to perform feats like telekinesis, telepathy, mind control... but in exchange, their bodies are weak and frail. The brute force is provided by the pit seasts, massive mutations specially suited for combat. At the lowest rung are the so-called addlers, humans ravaged by radiation, so affected that they are little more than empty shells with bodies ravaged by tumors and minor harmful mutations, wandering the Wasteland and attacking anyone who approaches, although for some reason, they do not attack Mutards. They also have pets somewhat similar in shape to dogs (at least they usually have four legs and a mouth), known as mongrelmorphs.

RESTRICTIONS

Mutards must adhere to the following restrictions when creating a band:

- There may be a maximum of one Mutard Personality or Mercy in the band.
- There can be a maximum of two groups of Addlers per Bobblehead in the band.
- They can equip themselves with a maximum of one Wastlander Cat.

SPECIAL RULES

WE'VE BEEN IN WORSE PLACES!

All Mutards are immune to the effects of Contaminated terrain.





ADDLER

6 POINTS



25 MM

Some people, ravaged by pollution, chemicals, or radiation, have been reduced to little more than empty shells without minds, the closest thing to zombies one can find in the Wasteland. They are clumsy and slow, but in exchange, they never tire, and in large numbers, they can pose a threat. They attack anything living they sense around them... except, for some reason, mutards. While they are seen more as things than beasts, they are still a card to play when it comes to combat. In battle, it's common to send a good bunch of them so that at the very least, enemies are kept busy with them for a while.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
1	X	-	1	2	2	-

WEAPONS

Claws and teeth.

ARMOR

None.

SPECIAL RULES

Mong.

Debris Body. Addlers are so ravaged that they leave no marker when Downed; it's as if they never existed. Their bodies blend so much with the wasteland that it's not considered ugly to step on them; in fact, some people derive pleasure from doing so.

Group Mentality. Addlers have a collective mindset that compels them to move in groups whenever possible. Addlers must stick together to form a group, with a minimum of 2 and a maximum of 5. If the number exceeds 5, they will form another group, and so on.

At the end of their Activation phase, no miniature in a group should be separated by more than 5 cm from the nearest one or more than 15 cm from the farthest one. If, for any reason, this happens (such as when a miniature in the group is Downed), the group with fewer separated miniatures must spend their next Actions solely trying to rejoin the larger group.

Groups are considered a single miniature for most game effects, such as maximum number of miniatures, deployment, or Movement. Thus, during their Activation Phase, all Addlers in a group move simultaneously, and the Activation Phase of another miniature cannot begin until the entire group has completed its Actions. If a Addler in the group is involved in Combat, the entire group is considered to participate as if it were a single miniature. The group of Addlers only makes one attack, with a Combat Attribute equal to the number of members in the group. Therefore, if the group has Addlers, their Combat Attribute will be 3. However, only one Addler will be Downed per received Hit, or in the case of templates, only those touched by it.

EXAMPLE

A Mutards band with only one Bobblehead has 8 Addlers. You can decide whether these will be in one group of 5 and another of 3, or two groups of 4. They can never be in three groups, as there can only be a couple of groups per Bobblehead. And the rest of the combinations would either result in one group having more than 5 Addlers or less than 2.



MUTANT

12 POINTS



25 MM

When someone thinks of the typical mutard, they imagine this. The most common members of any mutard gang usually have a humanoid appearance, but with some additional touch, something strange and often unsettling. Most mutations affecting these creatures are merely cosmetic, such as unusual-colored eyes, skin, or hair, the presence of scales, inexplicable lumps, or organs in places they shouldn't be. Some mutants develop tentacles instead of arms, webbed feet, or some other trait from the animal kingdom. Mutants with useful mutations cover specialized roles within their gang.

Actions	Combat	Precision	AGility	Strength	Toughness	Tech
2	3	3	3	3	3	3

WEAPONS

Must be equipped with ONE of the following weapons:

<i>Throwing knives</i> 3 pts	<i>Mace</i> 5 pts
<i>Light mace</i> 3 pts	<i>Medium blade</i> 10 pts
<i>Small blade</i> 4 pts	

ARMOR

None.

MUTATIONS

MUST choose at least ONE and up to THREE different mutations from the Mutations List paying their point cost.



MONGRELMORPH

20 POINTS



25 MM

Mutations that affect humans also manifest in common animals, creating a mishmash of strange and unsettling beasts that clearly illustrate how screwed up Mother Nature is. Mutards feel no qualms about interacting with other mutated creatures, and in fact, they seem to enjoy the company of these kinds of beasts. Some have become tireless guardians, using their enhanced abilities to protect their owners from lurking dangers. Others have proven to be excellent trackers and scouts, helping mutards find scarce resources in the Wasteland.

Although they are generically referred to as mongrelmorphs, these creatures adopt any size and shape, developing a unique adaptability in this messed-up new world. Some are small and sleek, with agile legs that allow them to move deftly among the rubble. Others are bulkier and somewhat clumsy. However, it is important to remember that most mongrelmorphs retain an innate ferocity and predatory instinct that drives them to hunt and defend their territory.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	-	7	4	3	-

WEAPONS

Claws and teeth.

ARMOR

None.

SPECIAL RULES

Beast, Swift.

Silly dog. A Mongrelmorph's mind is too confusing and alien for a Bobblehead to control it, so they won't be able to use any Psychic power on Mongrelmorphs.





PIT BEAST

70

POINTS



Some mutards have become quite large and strong creatures... although for some reason, in almost all cases, intelligence hasn't exactly accompanied this growth; in fact, their brains seem to have become quite small. In the typical fighting pits found in many settlements, these mutards are the kind of brute that the local boss usually has to win bets, typically treating them as little better than slaves. In Mutard bands, surrounded by people who are also different, one might think the situation is much better, but let's be honest, they're pretty dim-witted creatures who, in exchange, pack a punch... so they don't hesitate to hurl themselves at enemies without much regard for their own safety.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
2	5	2	2	6	6	1

WEAPONS

Must be equipped with ONE of the following weapons:

Mace.....	5 pts	Heavy blade.....	8 pts
Heavy mace.....	6 pts		

ARMOR

Tough skin 3.

MUTATIONS

Already has the Hunk and Resilient mutations (included in the profile) and Tough skin 3.

It can choose another ONE among Acid spit, Brutal charge, Extra limbs, Poisoned claws, Prehensilelimb, Sharp tail, Sure feet or Thorns, paying its point cost.

SPECIAL RULES

Berserker, Mong.



BOBBLEHEAD

80 POINTS



25 MM

Wherever mutards gather in large groups, it's most likely due to a bobblehead. Mutants with strange mental abilities, bobbleheads gather large numbers of followers with their willpower and psychic magnetism to achieve any personal goals they may have.

These individuals have seen their intellect increased to limits beyond humanity, using their brains to perform feats like telekinesis, telepathy, mind control... However, their physical appearance hasn't been particularly reinforced, with their bodies being weak and sickly. Most of them have large heads that stand out on their tiny, withered bodies, hence their name. Some are born from the bodies of other mutards, like parasites or aberrant twins that make their way through their corrupted flesh... but one thing is clear: none of them are easy on the eyes.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
3	1	3	3	2	2	4

WEAPONS

Must be equipped with ONE of the following weapons:

Light mace..... 3 pts | *Small blade*..... 4 pts

ARMOR

None.

SPECIAL RULES

Psychic powers. bobblehead has all the Psychic powers detailed in the corresponding section.



MAGMADOR

90 POINTS



PERSONALITY

55 MM

Most mutards fall into the typical categories of bobbleheads, mutants, or pit beasts, and while varied, they often share several common traits. However, some rare specimens stand out from the usual scale and possess unique powers. This is the case with Magmador, a massive mutard that seems to have been torn straight from a volcano, with a body resembling rock and lava.

Generally, Magmador prefers a solitary life, as with his size and ability to make everything burn, he isn't usually welcomed for too long in any settlement. Instead, he lives by joining groups of mutards that require his abilities when facing an enemy.

A	Actions	C	Combat	P	recision	AG	ility	S	Strength	T	oughness	T	eC
	2		4		3		2		6		5		3

WEAPONS

Claws and teeth.

ARMOR

Tough skin 5.

MUTATIONS

Magmador already possesses the Resilient (included in his profile), Tough skin 5, and Flame Breath (see below) mutations.

Flame Breath. Magmador is capable of expelling a stream of flames from his mouth, much like the dragons that, according to some ancient world books, lived many years ago. It is a ranged weapon with the following statistics. Range: Tear-shaped template. Strength: 4. Penetration: 4. Dead slow (2), Template.

SPECIAL RULES

Fireproof, Mutards Personality.

Burning Body. If Magmador is hit by a melee weapon, he must roll 1d10. With a result of 6 or higher, the weapon will be destroyed, although the Hit will still occur normally.

Magma Pool. Once per game, Magmador can expel magma from his body, turning the terrain into a lava hell. If he spends 2 consecutive Actions (not necessarily in the same Activation phase), Magmador can create a 10x10 cm lava pool, which will be considered an Impassable terrain zone. It must be created with one edge touching his base, in a ground-level space cleared of any elements, including objectives or miniatures.

It's Burning Me Up! Despite his appearance suggesting otherwise, Magmador is a rather smart Mutard. However, he finds it very difficult to interact with things... because he burns them. In scenarios, he can control objectives, but not interact with them.



KIM AND BASHINGER

125 POINTS



40 MM

Kim was captured very young as a slave to control and command the Pit Beasts of a mining town with her mental powers. She was tortured and ill-treated for years, making her hatred for mankind grow at the very same time that her innocent bonds with one of the Pit Beasts also grew stronger. Bit by bit her resentment poured into the creature's mind, being able to communicate with it even when they were separated at night. So, when she had her chance and one of her masters forgot to chain the beast properly, Kim set it free and made the creature kill all her slavers in the most gruesome ways she could think of, as well as liberating the other Mutard captives who in turn became Kim's first followers. From that day on the beast became known as Bashinger, and Kim enters battle on her mighty shoulders. Contrary to Prometheus' speech advocating for the peace between humans and mutards, Kim preaches the mutants superiority as the next step in evolution and the need to eradicate the human's plague.

In game terms both characters are a single miniature.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
3	6 (5)	3	2 (1)	6 (10)	6	4

WEAPONS

Bazinga.

ARMOR

Tough skin 3.

MUTATIONS

Kim and Bashinger already possesses the mutations Hunk and Resilient (included in the stats), Tough skin (3) and Sure feet.

SPECIAL RULES

Mutard's personality.

Bazinga. This was one of the defensive weapons of the settlement where Kim & Bashinger were kept as slaves, which the beast tore apart and kept. Bashinger uses as ammunition anything she can grab on the spot, so once fired the weapon needs to be properly reloaded with a new piece of furniture. The rival will set 3 markers on the table, at least 12" away from each other, each one representing a streetlight, pole, or similar piece of street furniture. If in base to base contact with one of them, Bashinger can use one Action to grab it and load Bazinga. Bazinga has the following statistics. Range: 25/50/75. Strength 9, Penetration 10. Bulky, Cumbersome.

Busy mind. The constant effort of Kim controlling Bashinger's mind makes the Pit Beast's brain too busy to be affected by any external psychic power. No psychic power can be cast on Kim & Bashinger other than Kim's.

Kim's Powers. Kim is a Bobblehead so she can use psychic powers. She knows Disarm, Enhancement and Master of puppets, but she also has access to a couple of new powers:

- **Confusion:** Kim can delve into the mind of an enemy up to 30 cm away and within Line of Sight, except those with the Special Rule Beast or Mong, and disrupt it with disturbing thoughts. That miniature will act on an Agility round 3 times lower than marked by its Agility in the next game Turn, to a minimum of 1. For example, a miniature with Agility 5 would act that Turn on Agility round 2.
- **Life drain:** Kim has no qualms about gaining at any cost, even by absorbing the vitality of an allied miniature, to give a portion to another in need. She can subtract 2 permanent Toughness points from a miniature or a complete group of Addlers from her gang to permanently increase the Toughness of another miniature by 1 point. Both miniatures must be within 30 cm of Kim.

Pure hatred. Beatings, slavery, ill-treatment... all the scars are still burning in Kim's mind. If she is Downed, all that hatred will detonate in an energy wave with the following consequences.

1D10	EFFECT
1-3	All the miniatures on the table suffer such a strong psychic blow that they will lose 1 Toughness point.
4-7	Her people will take her hatred as their own. All the miniatures in her band will get the Enhancement psychic power, following all its rules and restrictions.
8-10	Confusion is widespread. All the miniatures on the table will lose 1 Action for the next Action turn.



MUTATIONS

Every Mutard has some kind of strange mutation, to a greater or lesser extent. After all, they wouldn't be mutants otherwise. Due to the genetic diversity among them, Mutards **can't repeat** the same mutation more than three times in the same band.

■ HUNK

The Mutard has a higher-than-normal strength. It gets a +2 bonus to its Strength Attribute.

Cost: 10 pts.

■ ABLE

The mutard is more able than the average. It gets a +1 bonus to the Actions attribute.

Cost: 25 pts.

■ BRUTAL CHARGE

The mutard is able to ram with savage energy when it assaults an enemy. It gets the Special rule Momentum (1).

Cost: 10 pts.

■ SHARP TAIL

The Mutard has a prehensile tail with which it can lash at its enemy. If desired, the Mutard may roll ONE additional die per Activation Phase in a Combat Action, considered as an attack with the stats of a Small Blade (without counting as a weapon for equipment limits), with a -1 penalty to the Combat Attribute on the attack made with the tail.

It must choose the result that suits it best for its opposed Combat roll.

Since this attack is assumed to be performed simultaneously with the Mutard's normal attack, a miniature that makes an attack with bonuses from an Assault or Enhancement may benefit from them on both its normal attack and the one made with the tail.

Cost: 10 pts.

■ RUNNER

The Mutard has strong legs that allow it to reach faster speeds. It gets the Special rule Swift.

Cost: 12 pts.

■ THORNS

The Mutard's body is covered with a great number of thorns or spikes, that can be shot at great speed against the enemy. It can spend an Action to Shoot the thorns, that have these statistics: Range 10/20/30, Strength 2 and Penetration 3/2/1.

Cost: 6 pts.

■ ACID SPIT

The Mutard can spit highly corrosive saliva. When Assaulting or being Assaulted, a miniature with Acid spit which is not already engaged in Close combat can make a free shooting Action with the following profile: Strength 1 and Penetration 3.

This shoot is not modified by distance or Cover, unless the cover is granted by the enemy's equipment (such as a *shield*, for example).

Cost: 5 pts.

■ PREHENSILE LIMB

The Mutard has a limb with an outstanding strength or grippers of some kind. One enemy miniature engaged in Close combat with the mutard will suffer a -1 penalty to its Combat rolls. Besides, if that same enemy miniature wants to Disengage from combat, it will suffer a -1 penalty to its Agility check..

Cost: 5 pts.

■ CLAWS

The Mutard has *claws* and teeth to fight with. This cannot be used with any other weapon.

Cost: 2 pts.

■ POISONED CLAWS

The Mutard's body contains a highly venomous poison. This works exactly as the Claws mutation, except for the fact that the attacks made with them also have the Special rule Poison (2).

Cost: 8 pts.



■ EXTRA LIMBS

The Mutard has some extra limb that allows it to fight more effectively. It gets a +2 bonus to its Combat Attribute.

Cost: 10 pts.

■ MIMETISM

The Mutard can camouflage itself astonishingly well. It gains the Special Rule Camouflage.

Cost: 5 pts.

■ STICKY

This Mutard secretes an adhesive substance all over its body. It gains the Special Rule Climber, and any enemy in base-to-base contact with it who tries to Disengage from combat Combat suffers a -3 penalty to its Agility roll.

Cost: 4 pts.

■ HARD SKIN 1

The Mutard has leathery skin or thick fur. It gains Armour 1.

It cannot be combined with other Hard skin mutations.

Cost: 5 pts.

■ HARD SKIN 3

The Mutard has thick skin or some kind of scales. It gains Armour 3.

It cannot be combined with other Hard skin mutations.

Cost: 10 pts.

■ HARD SKIN 5

The Mutard has stony skin, some kind of solid scales, or bony plates. It gains Armour 5.

It cannot be combined with other Hard skin mutations.

Cost: 20 pts.

■ SURE FEET

The mutard has an extra leg, or maybe its limbs are abnormally wide or with claws to grab onto any surface. It gets the Special rule Offroad.

Cost: 8 pts.

■ ORGANIC MISSILE

The Mutard's stomach is a burning cauldron full of gastric acid able to dissolve flesh like butter, or it has throat glands capable of inflaming its breath, or bioplasma sacs in its rectum... Whatever the case, the Mutard can project something extremely harmful from its maw (or any other orifice) at a considerable distance. The only problem is that the Mutard's anatomy rarely has enough "ammunition" for prolonged combat.

It is considered that the Mutard has a ranged weapon with no long-range band (only short and medium) with Range 10/20/-, Strength 3, and Penetration 4, and the Special Rules Pellets and KABOOM!!!

Cost: 10 pts.

■ FROG

The Mutard has exceptionally powerful legs that allow it to make enormous leaps. It gains the Special Rule

Cost: 16 pts.

■ PSYCHIC ECHO

Psychic abilities in Mutards are relatively common. While some, like the so-called bobbleheads, are able to perform psychic feats and manipulate minds, the vast majority are limited to moving pebbles and guessing cards. For unknown reasons, this mental power entails less physical decline in these Mutards, though its main utility (apart from livening up parties and winning the nukelotto at the cost of a tremendous hangover) is to act as psionic relays for the superior psyches of the bobbleheads.

A Bighead may cast any of its Psychic Powers (except Psychic barrier) on a Mutard with Psychic resonance. The power may then be immediately redirected, with no additional Action cost, to another target, as long as it is within the distance and Line of Sight limits of the power from the Mutard with Psychic resonance.

Cost: 20 pts.

EXAMPLE

A player with a Band of Mutards may use a Bobblehead to cast Enhancement on a Mutard with Psychic echo, as long as it is within 30 cm range. The player may then immediately redirect the power to any of their own miniatures within 30 cm of the Mutard with Psychic echo.

■ RESILIENT

The Mutard is tougher than normal. It gains a +2 bonus to its Toughness Attribute.

Cost: 10 pts.

■ SHARP SENSES

The Mutard has almost supernatural senses that allow it to move more precisely. It gains a +2 bonus to its Agility Attribute.

Cost: 8 pts.

■ SONAR

The Mutard has the ability to locate its enemies even without Line of Sight. Whether through a hyper-developed sense of smell, ultrasonic emissions captured through large membranous ears, a domed head sensitive to imperceptible changes in pressure and humidity, or all of the above. The point is, they can practically see through walls and nothing can catch them from behind.

The Mutard has a full 360° Line of Sight (instead of the usual 180° front arc), so any part of its base is considered when calculating Cover. In addition, when performing an Assault, the Mutard is considered to always have Line of Sight to its target at the beginning of all its Actions.

Cost: 6 pts.

PSYCHIC POWERS

A Bobblehead may spend one Action to use a Psychic Power automatically. No Psychic Power may be cast twice on the same miniature in the same Action Turn. Psychic Powers have a maximum range to their target, and cannot be used beyond that. Unless otherwise noted, they do not require Line of Sight to the target.

■ PSYCHIC BARRIER

This power grants a barrier of pure psychic energy that gives Armour 5 to the Bobblehead who casts it. To use it, the Bobblehead must spend one Action, and from that moment it remains active, requiring one Action to be maintained in each subsequent Activation Phase, leaving only 2 Actions free. At the beginning of later Activation Phases, the Bobblehead may choose to deactivate it, and it cannot be reactivated until the following Action Turn.

Range: -

■ MINDSHOCK

The Bobblehead can unleash a psychic wave that tries to fry an enemy's brain. It may spend one Action to attempt to eliminate an enemy miniature in Line of Sight that is not in Combat. Make an opposed roll of its Strength against the target's Toughness. If it equals or beats the opponent, the target miniature is Downed.

Range: 15 cm.

■ DISARM

Thanks to telekinesis, the Bobblehead can attempt to disarm an enemy miniature. It may spend one Action to try to disarm an enemy miniature in Line of Sight that is not in Combat. To avoid being disarmed, the affected miniature must pass a Strength roll. If it fails, one of its weapons (chosen by the Bobblehead) drops to the ground, and it must spend one Action to pick it up again.

Range: 30 cm.

■ ENHANCEMENT

Through psychic energy, the Bobblehead can enhance friendly miniatures. It may use one of its Actions to grant a +3 to Combat, Precision, or Tech to a friendly miniature. That miniature benefits from this bonus until it is used for the first time, at which point it loses the Enhancement.

Until that happens, the miniature cannot receive this power again, not even applied to a different Attribute. Addlers have weaker and more easily influenced minds. When a Bobblehead uses this Psychic Power, a whole group of Addlers may benefit from the Enhancement.

Range: 30 cm.

■ MASTER OF PUPPETS

The Bobblehead can enter the minds of other Mutards, making them act through it. It may spend one Action to have another miniature in its Band immediately perform a free Action. Addlers have weaker and more easily influenced minds. When a Bobblehead spends one Action on this power, a whole group of Addlers may be affected by Master of Puppets.

Range: 30 cm.





GRANGERS

Life in the Wasteland is tough as hell. For those who don't want to or can't settle in communities, the most common option is to band together to be stronger and survive. That's how Gangers are born. The Wasteland is full of these gangs, ranging from ruthless raiders to relentless vigilantes. Groups that attack settlements, assault travellers in search of scarce resources like bullets and gasoline, work as mercenaries, do jobs for local bosses, guard the surroundings of settlements to protect that territory, or generally do whatever helps them grow stronger and turn into a more powerful gang. Others roam the Wasteland as free spirits, relying on the group's strength to improve their chances of survival in a hostile environment.

Some gangs of Gangers follow a distinct and defined style. They may wear a specific kind of clothing, bear identifying tattoos on their skin, or shave half their heads as a distinctive mark. These elements give them a sense of belonging and camaraderie within the group, as well as a clear identity in a chaotic world. On the other hand, there are Gangers whose gangs are completely heterogeneous, with no tribal marks. These groups unite out of need and convenience, and their cohesion lies in their shared goal of surviving the Wasteland at any cost.

Life in the Scrapbridge Zone is not for the faint-hearted or the soft. The lack of resources, extreme weather conditions, and the constant threat of rival Gangers and terrifying Wasteland beasts make survival an arduous and ruthless task. Gangers face constant challenges and must be willing to do whatever it takes to stay alive. More often than not, loyalty and trust are scarce values, while betrayal and violence are the currency of the day.

Yet in the midst of the desolation of the Wasteland, there is also room for camaraderie and solidarity. Gangers may form close bonds within their groups, relying on each other for protection and facing the dangers of the environment together. They may also find a sense of freedom and autonomy by roaming the Wasteland as free spirits, without ties or restrictions imposed by society.

What is clear is that belonging to a gang can mean the difference between life and death, and the choice of whether or not to join a group can have deep consequences in the daily struggle for survival.

RESTRICTIONS

The Gangers must comply with the following restrictions when creating a band:

- There may be a maximum of one Ganger Personality or Mercenary in the band.
- There may be a maximum of one Chief in the band.
- There cannot be more Piltrafas than the sum of the rest of the members of the band.
- They can equip themselves with a maximum of one Wastelander Cat.

GENERIC EQUIPMENT

All Gangers have access to this generic equipment:

Biohazard protection 5 pts



SCUMBAG

20 POINTS



25 MM

Pups, sluts, cannon fodder, grunts, rookies, meatbags, or any other derogatory nickname you can think of: the Scumbags are the newcomers, the fresh meat who still have to earn their place in the Gang or the respect of their companions. Most are youngsters eager for adventure, though there is always some old-timer who joins a Gang after leaving—willingly or not—their settlement. Grey hair or wrinkles don't keep these Scumbags from suffering the same mistreatment as the others. They form the base of the food chain, used as cannon fodder until they survive long enough to earn a promotion. Scumbags are usually equipped with the crappiest gear and have few personal possessions.

Actions	Combat	Precision	Agility	Strength	Toughness	Tech
2	4	4	4	4	3	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Throwing knives	3 pts	Pistol	5 pts
Light mace	3 pts	Bow	10 pts
Small blade	4 pts		

ARMOR

Thick clothes.

You may replace its *thick clothes* with:

Hardened leather	5 pts
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THUG

30 POINTS



In some gangs you have to pass certain trials, in others you must survive a year, in others you must be voted in... but eventually, if a Scumbag doesn't screw up, the time comes for them to become a Thug, a full-fledged member of the Gang.

A	Actions	C	Combat	P	Precision	AG	Ability	S	Strength	T	Toughness	T	eC	h
	2		5		5		5		4		3		3	

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Throwing knives	3 pts	Shotgun	6 pts
Light mace	3 pts	Crossbow	8 pts
Small blade	4 pts	Bow	10 pts
Mace	5 pts	Medium blade	10 pts
Pistol	5 pts		

ARMOR

Thick clothes.

You may replace its *thick clothes* with:

Hardened leather	5 pts
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SPECIAL RULES

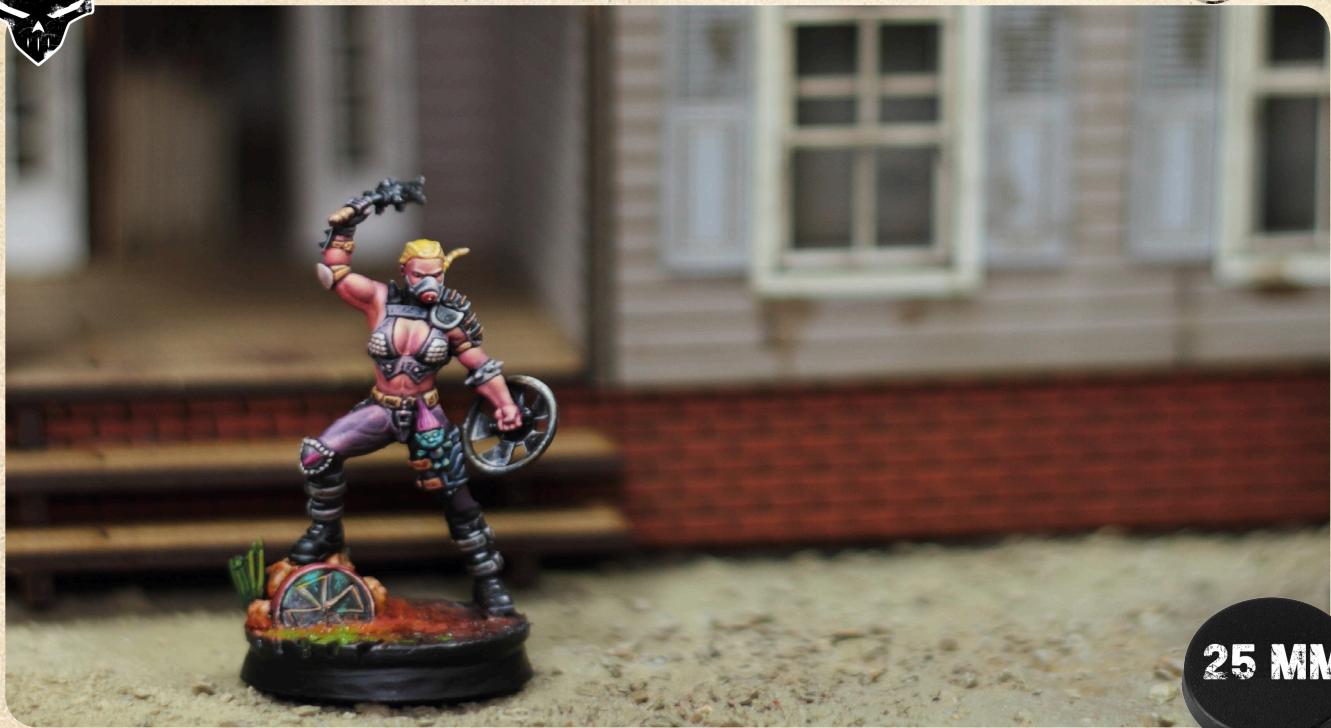
Delay (1).





BRUTE

40 POINTS



25 MM

Every Gang benefits from having some big, beefy guys who may not be the smartest or the most skilled, but can dish out some really satisfying punches.

Huge and hulking, the Brutes shrug off pain with a raised eyebrow. Which suits them fine, since they were never going to win a Nobel Prize anyway. What they lack in brains, they make up for with muscles in every nook and cranny. Brutes may serve as the personal guard of the current warlord, since they usually lack the initiative to seize power themselves, or simply as meat shields to advance first while covering the rest of the Band.

Actions	Combat	Precision	Agility	Strength	Toughness	Tech
2	5	4	4	5	4	2

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Mace	5 pts	Heavy mace	6 pts
Shotgun	6 pts	Heavy blade	8 pts

ARMOR

Hardened leather.

You may replace its *hardened leather* with:

Metallic armor	10 pts	Pure sheet metal.....	15 pts
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EQUIPMENT

Can be equipped with:

Shield.....	6 pts
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BADASS

40

POINTS



25 MM

These are the tough guys and gals of the Gangs, the Badasses, those whom the others look at with respect. They've fought in countless battles and skirmishes in the Wasteland, turning them into true war veterans. They've acquired a wide range of survival and combat skills, and developed a hardened mentality that sets them apart from other Gang members.

Of course, most of them have paid a high price for their experience. They've lost friends, comrades, pets, and plenty of good clothes in battle, and they carry with them traumas and emotional scars. That makes them gruff and moody, but since they can punch your face inside out, the rest of the Band puts up with it.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	6	6	5	4	4	4

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Mace	5 pts	Rifle	8 pts
Pistol	5 pts	Medium blade	10 pts
Shotgun	6 pts	Automatic rifle	10 pts
Crossbow	8 pts		

ARMOR

Thick clothes.

You may replace its *thick clothes* with:

Hardened leather	5 pts	Metallic armor	15 pts
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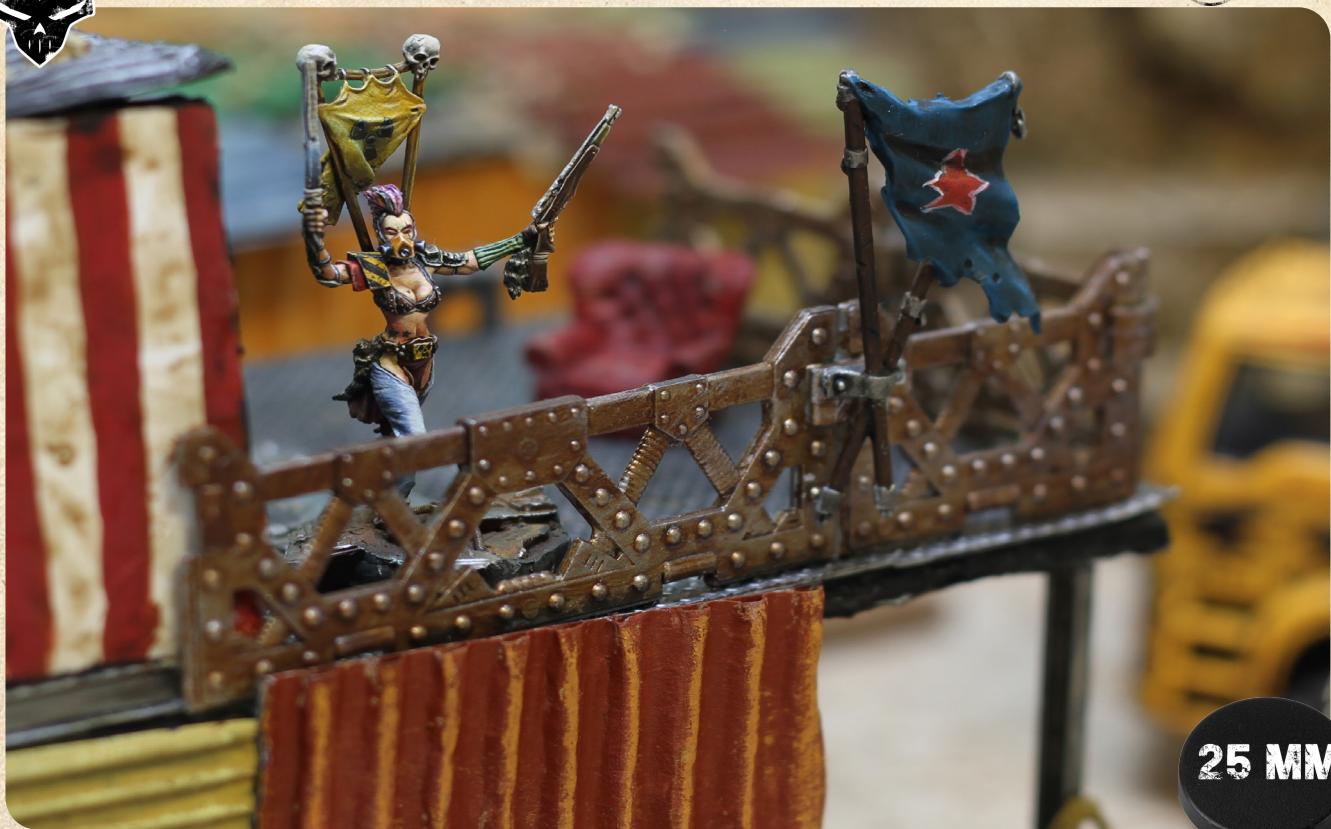
SPECIAL RULES

Delay (2).



CHIEF

70 POINTS



Chiefs take control of their Gangs by being the smartest and strongest... and very likely by beating up or tricking their predecessors, keeping their position until someone younger, smarter, and faster shows up. Until then, Chiefs do whatever the hell they want with their underlings. Sometimes they are natural leaders whose experience is sought and respected by other members, and other times they rule through fear and violence.

They may rely a lot on their Thugs to handle a bunch of things, but if they've climbed that high it's because they're more than capable of kicking the ass of anyone who gets cocky.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
3	6	6	6	4	4	5

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Mace	5 pts	Rifle	8 pts
Pistol	5 pts	Medium blade	10 pts
Shotgun	6 pts	Automatic rifle	10 pts
Crossbow	8 pts		

ARMOR

Hardened leather.

You may replace its hardened leather with:

Metallic armor	10 pts	Bulletproof vest	10 pts
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SPECIAL RULES

Delay (3).



CLINT CRACKSHOT

60

POINTS



Clint "Crackshot"? The fucking man! He's one of those guys who'll undoubtedly go down in the popular history of the Wasteland. There are hundreds of legends about him, though you never know how much of it is bullshit. But seeing him in action, mate, you believe them all.

Most gangs in Scrapbridge and the surrounding area fight to hire him—those who can afford him, that is. The guy's got one of the steepest fees in the Sinagua List of all mercenaries out there. And on top of that, he charges commission per Downed enemy. I've heard of bands having to stop him because he was killing so many people they weren't going to have enough bullets left to pay him.

He always carries a custom Colt, a gift from Samantha O'Sullivan, which he calls Lucy (they say they had a fling... and, well, knowing her, you'd believe it). If you ever run into him, don't even think about touching it or even looking at it—the guy's got a sick attachment to that piece. He even talks to it! One of these days it'll turn transparent from all the cleaning. He's got other quirks too: when he's hired, no one else in the Gang can carry firearms—he says Lucy doesn't like the competition. Once, apparently, he spent a long time aiming at a Bobblehead, and just before pulling the trigger, some Scumbag with a popgun shot the Bobblehead and dropped him. The poor Scumbag's joy lasted only as long as it took Clint to put a bullet right between his eyes.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4 (3)	7	5	4	4	3

WEAPONS

Lucy (pistol).

ARMOR

Hardened leather.

SPECIAL RULES

Gangers Personality, Delay (2).

For a Few Bullets More. Whenever Clint misses a Shot, his honour is so wounded that he switches sides at the beginning of the next Action Turn. This may happen again during the game.

Unforgivable. Clint doesn't like Lucy having competition. If you take Clint, no other miniature in the Gang may be equipped with a weapon with the Special Rule Firearm.

Make My Day. When Clint has run out of bullets, he may attempt a normal Shooting Action. If the result of the Precision roll is even, Clint still has one last bullet in the chamber, which may be used normally. If the result is odd, tough luck—he's definitely out of bullets. This may only be done once per game.

The Pale Rider. Miniatures Shooting at Clint suffer a -1 penalty to their Precision.



LORD HOMOEROTICUS

100 POINTS



PERSONALITY

25 MM

There are many rumours surrounding Lord Homoeroticus—why he hides his face behind a mask, where he got his Cheerbringer gun, or how he took control of the settlement of Coolwell (formerly Sadwell) and turned it into the den of perdition it is today. But his leadership of the Blue Oyster has made him a legend in the Wasteland.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
3	6 (5)	6	6	5	5	4

WEAPONS

Cheerbringer (pistol with Telescopic sight).

ARMOR

Hardened leather.

SPECIAL RULES

Gangers Personality, Delay (3).

Chief. Lord Homoeroticus is a Ganger Chief, so you cannot have another one in your Gang.

We Love Leather. The Blue Oyster Gang has an obsession with leather that is impossible to miss, and is without a doubt one of its most distinctive traits. The Scumbags, Thugs, and Badasses of the Gang have Hardened Leather by default instead of Sturdy Clothes, at no additional cost.

Speeches. Lord Homoeroticus has a certain mania for grabbing a loudspeaker and delivering rather insufferable speeches before battle. Maybe he just likes the sound of his own voice, or maybe he thinks it makes him cooler, but he's an absolute bore. The speeches vary—from his disappointment in the enemy to his skills as an upholsterer. The fact is, sometimes they weigh on the enemy, sometimes quite the opposite. Just before the first Action Turn begins, roll on the following table to determine their effect:

RESULT	EFFECT
1	The enemy won't stand that clown for a second longer. All miniatures in the rival Gang gain the Special Rule Berserker.
2-3-4	His men wonder why they have to put up with this crap. They lose all tied opposed rolls that the miniature would normally win in its Activation Phase.
5-6	Both sides would rather kill each other than endure any more of this. In case of a tie in opposed Strength vs Toughness rolls, Strength always gets a +1 bonus.
7-8-9	The enemies wonder why they have to put up with this crap. They lose all tied opposed rolls that the miniature would normally win in its Activation Phase.
10	Look at that, today he was sharp and inspiring. All miniatures in his Gang gain the Special Rule Berserker.



TROUPE



West of Scrapbridge, near the abandoned Luckyland park, lies one of the nastiest spots in the whole area. Huge circular tents, painted in once-bright but now faded colours, cover a plain crowded with the remains of a grand old fairground: wrecked food trucks, collapsed stalls, rides turned into piles of junk, and other such relics.

The main tents, however, are still in surprisingly good condition, standing tall against all odds. What this circus was called back in its glory days is unknown, but now the place has been chosen by the nutjobs of the Brotherhood of the Slack Laugh as their base of operations.

This Brotherhood is a band of men and women who have devoted their lives to cheering up the poor bastards who inhabit the Wasteland. They know the old stories about clowns who once brought laughter and joy to children and adults alike, and have decided to take up the mantle of modern jesters to make this shitty world inherited from the bastards who pressed the red button a little more bearable.

They dress in bright, oversized outfits, wear ridiculous or gaudy hats, sport absurd moustaches, and some even manage to stomp around in giant clown shoes. Bearded ladies, poster strongmen, cocklizard tamers, and prankster clowns make up a colourful bunch of folks whose only goal is to make you smile. And they might just manage it... if they didn't scare the living hell out of you.

Although they call themselves the Brotherhood of the Slack Laugh, or simply the Brotherhood, when they go "on tour" the group is known as the Troupe, and that's the name that stuck.

Want more info about the Brotherhood of the Slack Laugh? Then the Cult of the Wasteland roleplaying supplement will make your dreams come true! You'll learn how Klownlogy was born, and who the Five Families that founded the Brotherhood were (yes, that's why there are five jingle bells in their logo). Fun galore awaits in that supplement!

RESTRICTIONS

The Troupe must comply with the following restrictions when creating a Band:

- There may be a maximum of one Personality or Mercenary in the Band.
- There may be a maximum of one Ringmaster in the Band.
- There cannot be more Tamers (not counting their beasts), Strongmen, or Acrobats than Klowns.
- A Tamer may acquire up to two beasts, which count toward the Band's miniature limit.
- They may equip a maximum of one Launcher cannon.
- They may equip a maximum of one Klowncar.
- They can equip themselves with a maximum of one Wastelander Cat.

GENERIC EQUIPMENT

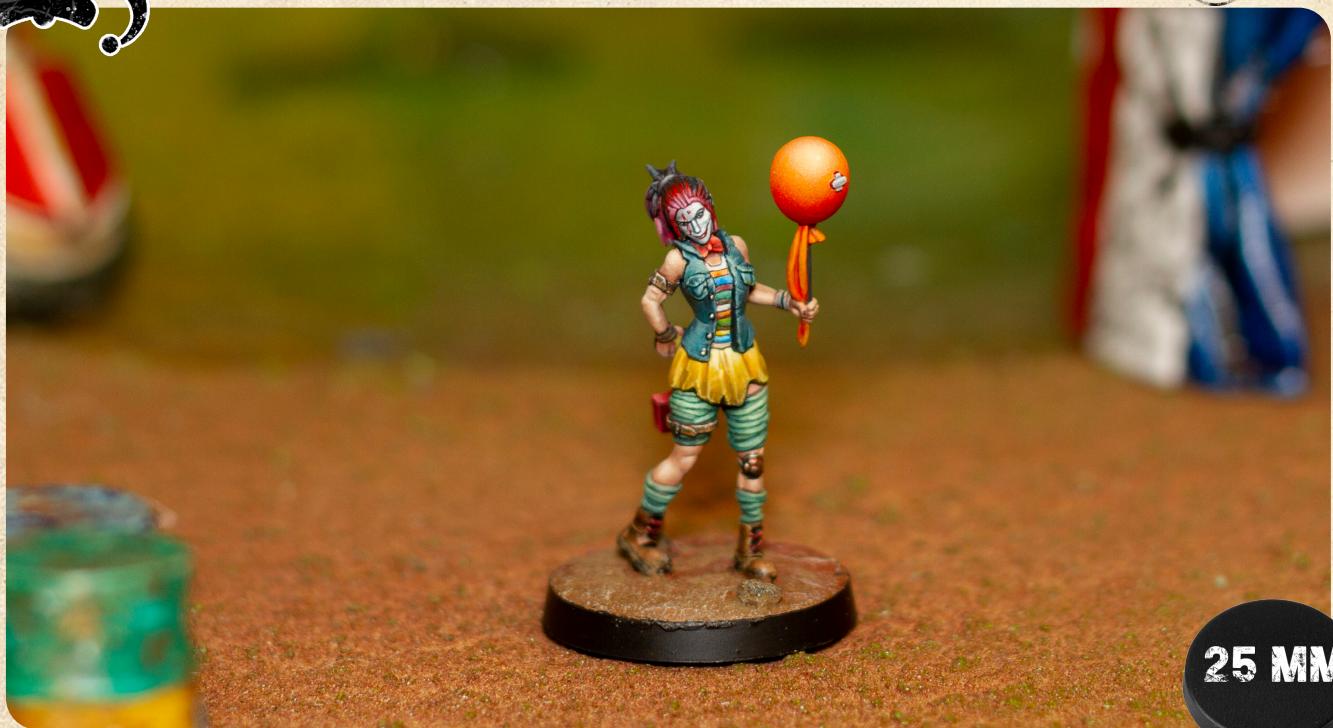
Any member of the Troupe has access to the following generic equipment:

Biohazard protection 5 pts



KLOWN

18 POINTS



25 MM

Klowns, clowns, or pagliacci, are the workforce of the circus – the hard-working crew that forms the foundation of every show. Maybe they're into physical slapstick with punches and pratfalls, more refined dramatic art, or the surprise of a never-ending handkerchief up a sleeve. Their field of expertise is direct action: they'll kill you with laughter, whether you want it or not.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3	3	3	3	3	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

<i>Light mace</i>	3 pts	<i>Pistol</i>	5 pts
<i>Small blade</i>	4 pts	<i>Confetti Cannon</i>	6 pts
<i>Extendable boxing glove</i>	4 pts	<i>Shotgun</i>	6 pts
<i>Mace</i>	5 pts		

ARMOR

Thick clothes.

You may replace its Sturdy Clothes with:

<i>Hardened leather</i>	5 pts
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SPECIAL RULES

- **Tough Crowd.** Just like classic clowns, the Klowns of the Brotherhood of the Slack Laugh tend to provoke extreme emotions – you either love them or you hate them. Fighting a Klown is like flipping a coin. When a miniature Shoots or Fights against a Klown, check whether its Precision or Combat roll (whichever applies) is even or odd. If even, add +2 to the roll (to a maximum of 10). If odd, subtract -2 (to a minimum of 1).

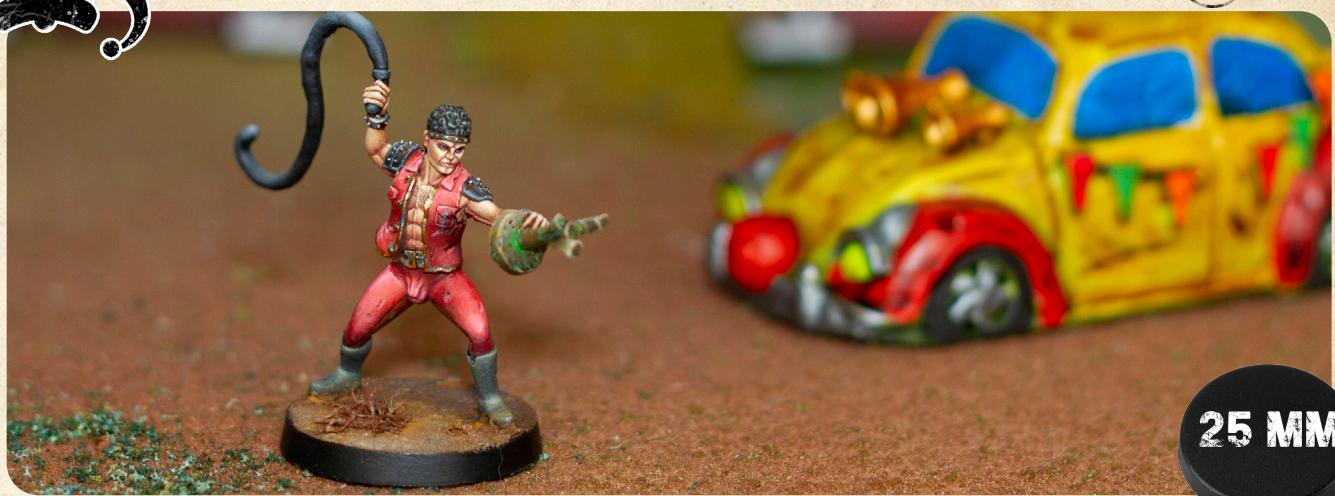
Big Shoes. If a Klown wishes to Assault an enemy miniature and falls short by 2.5 cm or less, those big shoes let them automatically move that extra distance and complete the Assault. But beware – the same applies if someone Assaults them!

Gag Items. A Klown may equip up to two Gag Items.



TAMER

22 POINTS



Tamers, or domatori, are the newest members of the Brotherhood of the Slack Laugh – but that doesn't mean they're any less appreciated. Folks who can communicate with beasts and make them fight by their side are always welcome. Their animals guard the camps, keep them company, and never leave their side when the fists start flying.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3	3	4	3	3	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Whip 4 pts | Mace 5 pts

ARMOR

None.

SPECIAL RULES

Beast Master. A Tamer may acquire up to 2 beasts at +12 points each. These beasts, though of varying shapes and sizes, must always use a 40 mm base. They are armed with Claws and Teeth and, surprise surprise, have the Special Rule Beast.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	-	4	3	3	-

The beasts must always remain within 15 cm of their Tamer and may not willingly move farther away. If they are beyond this range, when it's their turn to act, they must use all necessary Actions to Move back within 15 cm.

If their Tamer is Downed, before starting the beasts' Activation Phase, roll 1d10 for each beast on the following table to determine their behaviour that Turn:

RESULT	EFFECT
1	The beast will try to Assault the miniature from its own band that it can reach most easily. If it cannot Assault, it will move as close as possible.
2-3	The beast will attempt to flee, moving as far as possible toward the nearest edge of the board.
4-6	The beast remains still, dazed.
7 or more	The beast will try to Assault the miniature from the rival band that it can reach most easily. If it cannot Assault, it will move as close as possible.

Whip Up. A Tamer may use their whip to spur on a beast. If in base contact with one of their beasts, they may spend one Action to give that beast a +1 bonus to Strength and Toughness for the rest of the current Action Turn.



ACROBAT

40 POINTS



25 MM

Acrobats, or giocolieri, are the most agile members of the circus – the ones best suited for thrown weapons, precision kills, and any mission requiring stealth and dexterity.

If paired with the evasi, experts in stealth and Infiltration, they can absolutely screw you over anywhere without you even realising they're kicking your ass six ways from Sunday.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	4	6	3	3	4

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Throwing knives	3 pts	Small blade	4 pts
Light mace	3 pts	Medium blade	10 pts

ARMOR

None.

SPECIAL RULES

Elusive, Offroad, Swift.

Infernal Catapult. Acrobats train in pairs to perform a special technique that lets them jump higher to avoid obstacles or leap onto the enemy.

At the start of the game, you may pair up your Acrobats. Obviously, if the number is odd, at least one Acrobat will remain unpaired. While an Acrobat is in base contact with their partner (and only with them), they gain the Special Rule Leap.

Using one of these jumps to Assault an enemy is always risky – the miniature performing the jump must pass an Agility roll. If successful, the assaulted miniature is considered to be attacked from behind (technically, from below), but if the roll fails, the Acrobat loses all bonuses from the Assault.

Gag Items. An Acrobat may equip up to one Gag Item.



STRONGMAN

40

POINTS



25 MM

Strongmen, or forzuti, are the brute beasts of the circus brotherhood. Genuine mountains of muscle or giant guys who could squat you into paste with their greasy buttocks. True freaks of nature – they bend iron bars, crack coconuts with their teeth, and have bunches of bananas for hands.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	3	2	6	5	2

WEAPONS

Must be equipped with at least ONE of the following weapons:

Mace.....	5 pts	Heavy blade.....	8 pts
Heavy mace.....	6 pts		

ARMOR

None.

Can be equipped with:

Thick clothes	5 pts
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SPECIAL RULES

Powerhouse. The Strongman literally works by lifting weights, so he ignores the -1 Agility penalty from the Cumbersome Special Rule.

Showtime. The Strongman can perform great feats of strength. Once per game, at the beginning of an Action Turn, he may give his Strength Attribute a +2 bonus that lasts until the end of that Turn.

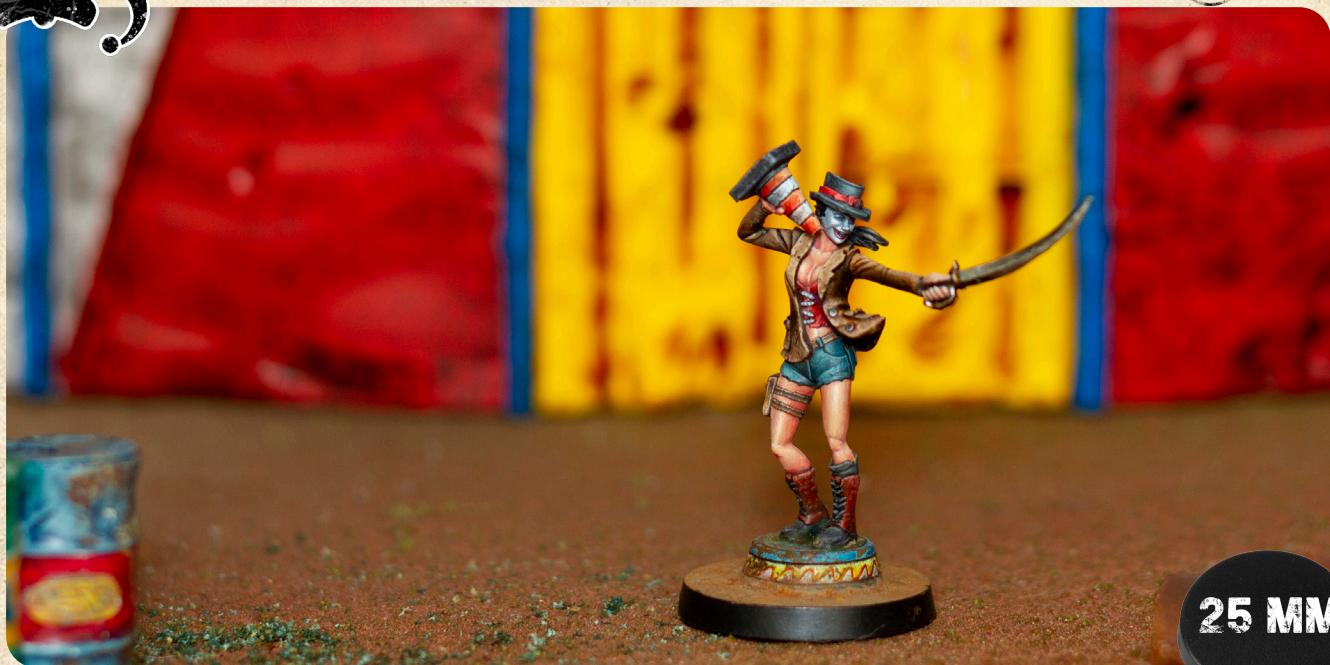
Gag Items. A Strongman may equip up to one Gag Item.





RINGMASTER

50 POINTS



25 MM

Ringmasters, or direttori, are the natural leaders of any section of the Brotherhood (they call a Troupe what any other normal wastelander would call a band). They make plans, book shows, announce their performances with great fanfare, and make sure their folks always have work. They're also egocentric, pompous, and absolutely full of themselves.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
3	3	4	4	3	3	6

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Small blade	4 pts	Medium blade	10 pts
Pistol	5 pts		

ARMOR

None.

Can be equipped with:

Thick clothes	5 pts
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SPECIAL RULES

The Greatest Show on Earth. The Ringmaster is a master of ceremonies, capable of charming both children and adults alike, leaving them open-mouthed while his Troupe does its thing. During his Activation Phase, the Ringmaster may use his loudspeaker and spend 1 Action to achieve one of the following effects (each effect may only be used once per game):

- Command Attention:** All enemy miniatures not engaged in Combat must immediately turn to face the Ringmaster.
- Present the Klowns:** During this game Turn, the Special Rule Tough Crowd of the Klowns adds or subtracts 4 instead of 2.
- Present the Acrobats:** The next time you use the Infernal Catapult Special Rule of an Acrobat, add 10 cm to the super jump distance (so it can reach up to 40 cm).
- Present the Strongmen:** The next time you use the Showtime Special Rule of a Strongman, the +2 bonus also applies to Combat.
- Present the Tamers:** During this game Turn, the beasts may move up to 30 cm away from their Tamers instead of the usual 15 cm.



FRANÇOIS THE MIME

30 POINTS



For some reason, the members of the Brotherhood of the Slack Laugh manage to inspire an unmatched mix of unease and hatred. Now, imagine someone who's actually rejected within that community. Well, yes—there's someone who lives among the Brotherhood of the Slack Laugh but is met there with rejection, pity, and mockery: François the Mime.

And that's saying something in a world where nationalities no longer exist, and no one even realises his name is French. When this bunch tried to recover all those characters from the World Before to bring joy back into the world, they skipped the mime because... well, even they realised he's just not fucking funny. But François, who by some mutation was born without a mouth—and therefore mute—became fascinated by those beings with white-painted faces who could tell stories through facial expressions and body movements.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3 (1)	3	3	3	3	3

WEAPONS

None.

ARMOR

None.

SPECIAL RULES

Troupe Personality.

Kill That Thing! It's impossible to focus on killing anyone else while François is nearby. If an enemy wishes to Assault or Shoot at a miniature from François's band, and François could also be a valid target, the attack must be directed at François instead.

Mime. François can get really annoying by perfectly imitating someone down to the smallest detail. If François is within 30 cm of a non-Downed enemy miniature on a 25 mm base and with a humanoid shape, and has Line of Sight to it, he may spend one Action to gain all that miniature's Attributes and equipment. He basically becomes a clone. He can maintain this imitation as long as all the above conditions remain true.

Invisible Wall. François loves doing that hand-gesture thing, pretending there's a wall in front of him – and somehow, it actually works. François may spend one Action to create a wall that gives him (and only him) a +6 Cover bonus from the front (in his Line of Sight). However, as soon as he moves from that spot, the wall loses its effect.



MADAME DESTINO

50 POINTS



PERSONALITY

40 MM

Unlike most members of the Troupes – who adopted their circus roles after joining the Brotherhood of the Slack Laugh, inspired by whatever relics of that life they could find from the World Before – Madame Destino (stage name, her real name is Nadja) was already working as a fortune-teller beforehand. She descends from a long line of gypsy seers who somehow managed to keep their traditions alive to this day. When a Troupe passed through her settlement, they immediately recognised in her one of the fortune-tellers described in the old books. There hadn't been one in the Brotherhood, since none of its members had such gifts, so they offered her a place without hesitation. Naturally, she told them she already knew they were coming and that she'd been waiting for them—because otherwise, what kind of fortune-teller would she be? Since then, she has joined the Troupes to read the future for anyone who wants to know it... though you know what they say: be careful what you wish for.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	2	2	5	3 (4)	3	5

WEAPONS

Small blade.

ARMOR

Thick clothes.

SPECIAL RULES

Delay (3), Troupe Personality.

Levitation. Madame Destino likes to move around levitating, though never far from the ground. She ignores any kind of ground-level terrain, even impassable terrain, since she never actually touches it.

Seer. Madame Destino can read the future through Tarot cards. She may reveal a card to an enemy miniature in Line of Sight and up to 45 cm away during Game Turns 1–2, another during Turns 3–4, and a final one during Turns 5–6, spending 1 Action each time. Yes, three cards in total. When she does so, roll 1d10 on the following table (rerolling if the same card comes up twice), or use the printable cards available on our website, and apply the effect permanently to the target miniature.

RESULT	EFFECT
1	The Chief. The miniature gains +1 Action (to a maximum of 3).
2	The Lunatic. One of the miniature's weapons (chosen at random) disappears.
3	The Sun. The miniature suffers –2 Precision (to a minimum of 1).
4	The Moon. The miniature suffers –2 Combat (to a minimum of 1).
5	The Car. The miniature gains the Special Rule Swift.
6	The Gear. The miniature suffers –2 Toughness (to a minimum of 1).
7	The Wasteland. The miniature suffers –2 Agility (to a minimum of 1).
8	The Tower. The miniature gains +2 Toughness.
9	The Demon. The miniature suffers –1 Action (to a minimum of 1).
10	Death. The miniature must pass a Toughness roll or be Downed.

TROUPE EQUIPMENT

In addition to the usual generic gear, the Troupe has its own faction-specific equipment.

CLOSE COMBAT WEAPONS

EXTENDABLE BOXING GLOVE

Through some janky mechanism, the Brotherhood folks can make a boxing glove shoot out at their enemies. Cliché, but effective.

Special rules: Rare, Dead Slow (1).

Stats: Combat +2, Strength +2, Penetration 1.

Cost: 4 pts.

WHIP

A rod ending in a strap, cord, or leather lash used to spur on beasts.

Stats: Combat +0, Strength +1, Penetration 3.

Cost: 5 pts.

RANGED WEAPONS

CONFETTI CANNON

Only a handful of people find confetti cannons funny—among them, the members of the Brotherhood of the Slack Laugh. Built by hand in imitation of those from the World Before, these cannons make more noise, pack way more powder, and are even less fucking funny than the ones sold in old convenience stores.

Rules: When firing the Confetti Cannon, you first spend the Action to Shoot, then roll 1d10 to determine range (it has no range modifiers). If it doesn't reach, tough luck—the Action is wasted.

The shiny paper bits are countless and annoying as hell. Any miniature Hit but not Downed suffers a -1 penalty to Agility until it spends one Action cleaning itself off. In any case, it'll still be finding confetti crap in its clothes for a month.

Special Rules: Rare, Dead Slow (1), Pellets.

Range: 1d10 x 5 cm.

Stats: Fuerza 3, Penetración 5

Cost: 6 pts.

EQUIPO ESPECIAL

CAÑÓN LANZADOR

A massive cannon, full of colour and nonsense, large enough to fit a band member ready to be fired.

Rules: The cannon must be deployed in the band's deployment zone, on a 40 mm base, before placing any miniatures.

Any Klown or Acrobat in contact with the cannon may spend one Action to launch themselves toward an enemy in Line of Sight up to 90 cm away, using their own Precision Attribute (no range modifiers and cannot Aim).

If the attack Hits, it resolves at Strength 7 and Penetration 10. If it misses, the launched miniature flies off the board and is considered Downed (though it cannot be Looted).

If the attack Hits, the launched miniature ends in base contact with the target and is immediately Downed unless they rolled a 1 on their Precision roll. If the target miniature

survives, both remain engaged in Combat, but no Assault is considered to have taken place.

Limited to 1 per band.

Cost: 10 pts.

GIZMO-CYCLE

Some of the Klowns in the Brotherhood of the Slack Laugh love to ride ridiculously small vehicles for their size. Usually ending in "cycle" (like unicycle or tricycle), and if they were useless before, imagine them now in the middle of the Wasteland.

Rules: A Klown can be equipped with a Gizmo-cycle to ride it. Once per Activation Phase, and as long as it's on Cool Terrain, it gains the Special Rule Swift for one Movement Action. A Klown on a Gizmo-cycle gains the Special Rule Mounted and loses Big Shoes.

Cost: 8 pts.

KLOWNCAR

Klowns drive tiny, ridiculous cars with loud colours, overinflated tyres, tinted windows, and all sorts of silly decorations—painted flowers, roof springs with bobbing horns or trumpets. But what truly baffles their enemies is how many people can fit inside those ridiculously small rides.

Rules: Before the game begins, and before deploying any miniatures, you may place the Klowncar anywhere on the table outside deployment zones. When it's time to deploy your Klowns, you may choose to deploy each one from the car instead.

Before deploying a miniature, check the distance from your deployment zone to the car and roll. If you succeed on the roll indicated in the following table, you may deploy a Klown adjacent to the car; if you fail, they deploy normally.

You may continue deploying Klowns until a roll fails, after which all remaining ones must deploy as usual.

The car remains on the board as a Size 1 piece of terrain with Heavy cover.

DISTANCE	REQUIRED ROLL
0 to 10 cm	2+
+10 to 20 cm	4+
+20 to 30 cm	6+
+30 to 40 cm	7+
+40 to 50 cm	8+
+50 to 60 cm	9+

Cost: 25 pts.

EXAMPLE

You place the Klowncar 27 cm away from your deployment zone. You decide to deploy a Klown from the car and roll a 7, allowing you to deploy it in contact with the vehicle. You try deploying another Klown from the car and roll a 9, so that one also deploys there. You attempt it with another Klown and roll a 3 – since it's lower than the required 6+, you can't deploy it from the car. This Klown, and any others you deploy afterward, must be deployed normally.

GAG ITEMS

As you'd expect, the Brotherhood of the Slack Laugh loves all those joke gadgets that usually aren't funny at all to their victims. Members of the Troupe often use these gag items when there's no other choice but to fight. They seem to work either because of the gadgets themselves—or sheer willpower.

Certain troop types in the Troupe can take specific Gag Items that grant one-time benefits for the cost listed below. Items are single-use; once used, they're spent. Choose wisely when to activate them.

No item may be taken more than once by the same miniature, nor repeated more than three times per band.

HORN

Who doesn't find it hilarious to get honked in the ear and half-deafened?

Rules: If the miniature is Assaulted, it may blow the horn at its attacker, making them lose all Assault bonuses from the shock.

Cost: 6 pts

STINK BOMB

Maybe made from some beast's guts, or maybe it's a bottled fart—either way, it's tossed to the ground to make everything reek.

Rules: You may drop the Stink Bomb at your feet, leaving a permanent 5 cm radius marker. Any miniature in contact making a Tech roll suffers a -3 penalty.

Cost: 4 pts

WHOOPEE CUSHION

Though the idea is for someone to sit and sound like they've ripped one, Klowns use them as padding for their asses.

Rules: A miniature equipped with the cushion can survive a shot from the Launcher Cannon on a Precision roll of 1-2 instead of only 1.

Cost: 5 pts

WATER-SQUIRTING FLOWER

Few jokes are as classic as the flower that sprays water in your face... though in the Troupe's case, it's some disgusting liquid, since water's too precious to waste.

Reglas: If the miniature is already engaged in Combat, it may use the flower to inflict a -2 penalty to the opponent's Combat during that exchange (whether it's its own Activation Phase or the enemy's).

Cost: 5 pts

FLOATING BALLOON

No one knows why some members of the Brotherhood can't part with these latex balloons filled with flammable gas. Maybe it's because every time one of their comrades falls, everyone bursts out laughing at the explosion.

Rules: If the equipped miniature is Downed, the balloon explodes, hitting all miniatures within 5 cm at Strength 2, Penetration 2.

Cost: 5 pts

GUANTE CON DESCARGA

"Pleased to meet you... GRRRRZZZZT." Another timeless classic.

Rules: If the miniature is Hit in Combat, it may choose to gain the Special Rule Electrification.

Cost: 5 pts

PÁÑUELOS INFINITOS

If you're paid by the hour, there's no better trick than pulling out handkerchiefs nonstop for 45 minutes.

Rules: If the miniature is targeted by a shot, it may use the handkerchiefs to distract the attacker, giving them a -2 penalty to Precision.

Cost: 5 pts

FAKE TURD

Fake turd? We don't stock that item.





V REICH



Aaron Schwartzmann founded the V Reich, which operates in the area surrounding Scrapbridge, after his teacher, Winston, showed him fragments of 20th-century history books – and his brain short-circuited specifically over all the Nazi-fascist pageantry of 1930s and 40s Europe.

Turning away from the more anarcho-punk attitude and look of the common Gangers, Schwartzmann created a highly militarised, organised, and hierarchical faction, stockpiling a massive amount of military hardware in a fortress-like settlement he christened Festung Germania. Since the old books of the World Before spoke of very ancient dates – and uncertain whether there had been another Reich after the "Third" so often mentioned – he named it the V Reich, just in case.

Despite their grand pretensions, until recently they were a rather pathetic group, usually getting their asses handed to them by any other faction they crossed paths with. But as if destiny itself had intervened, two fortuitous – and related – events turned the tide.

In a military bunker, they found several genetically-engineered soldiers preserved in cryogenic chambers – stronger and, conveniently, dumber. These were converted into the Übersoldat, the V Reich's elite troops. And in another routine scavenging expedition, they uncovered a trapdoor under the ruins of an old mansion from the World Before. It led to none other than the private museum of Edward Berhart, containing among many other things hundreds of World War II uniforms and weapons – the perfect material to equip the faction's troops.

The V Reich's core principles include a deep hatred of Mutards, whom they consider beasts unworthy of standing beside humans, as well as a kind of apocalyptic doomsday cult, convinced that the end of the world is still to come. In essence, they combine the best traits of modern-day doomsday preppers with a healthy dose of racist hatred toward those they deem inferior.

That said, as long as you don't have extra limbs, scales, a tail, or any freakish mutation, the V Reich welcomes you with open arms regardless of sex, race, or religion. Women, Latinos, Black people, Jews, and others all serve in the ranks of this organisation, which to this day remains led by the Führer Aaron Schwartzmann.

RESTRICTIONS

The V Reich must comply with the following restrictions when creating a band:

- There may be a maximum of one Personality or Mercenary in the band.
- There may be a maximum of one Marshal in the band.
- They can equip themselves with a maximum of one Wastelander Cat.

GENERIC EQUIPMENT

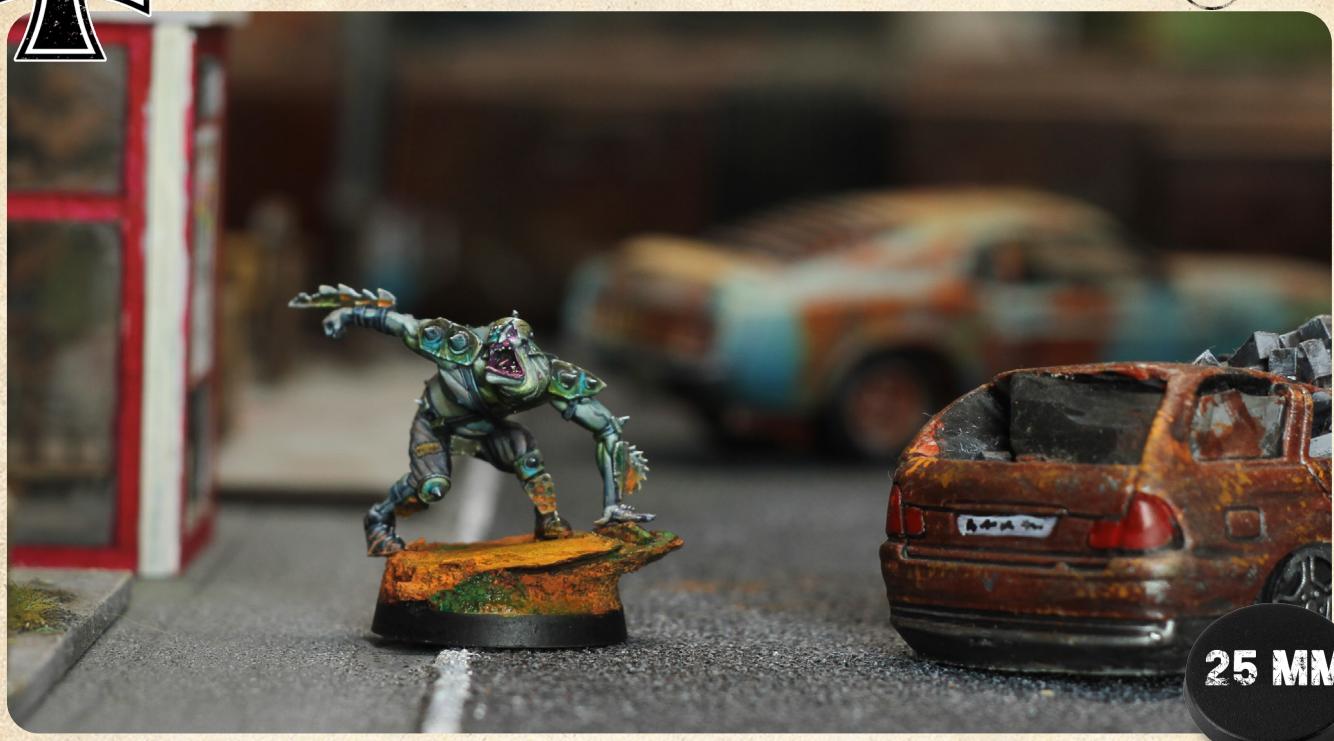
All members of the V Reich except the Subhumans have access to the following generic equipment:

Biohazard protection 5 pts



SUBHUMAN

20 POINTS



The Subhumans are the failed by-products of the V Reich's shoddy genetic engineering. Excited by the discovery of the cryogenic chambers that once held the Übersoldat, the mad geniuses of Fort Germania embarked on a project to replicate their enhancements and mass-produce improved humans by accelerating the process—without having the slightest clue what they were doing or how to control it.

The results were catastrophic, to put it mildly. Every experiment conducted so far has yielded only hybrid abominations (some half-vegetable, others completely feral) with their brains fried beyond any chance of recovery.

Nevertheless, the Marshals occasionally find a use for these raging creatures, armouring them to the teeth and hurling them at their enemies like savage tanks that rip and tear limbs apart.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	TeC_h
2	2	-	2 (1)	2	2	-

WEAPONS

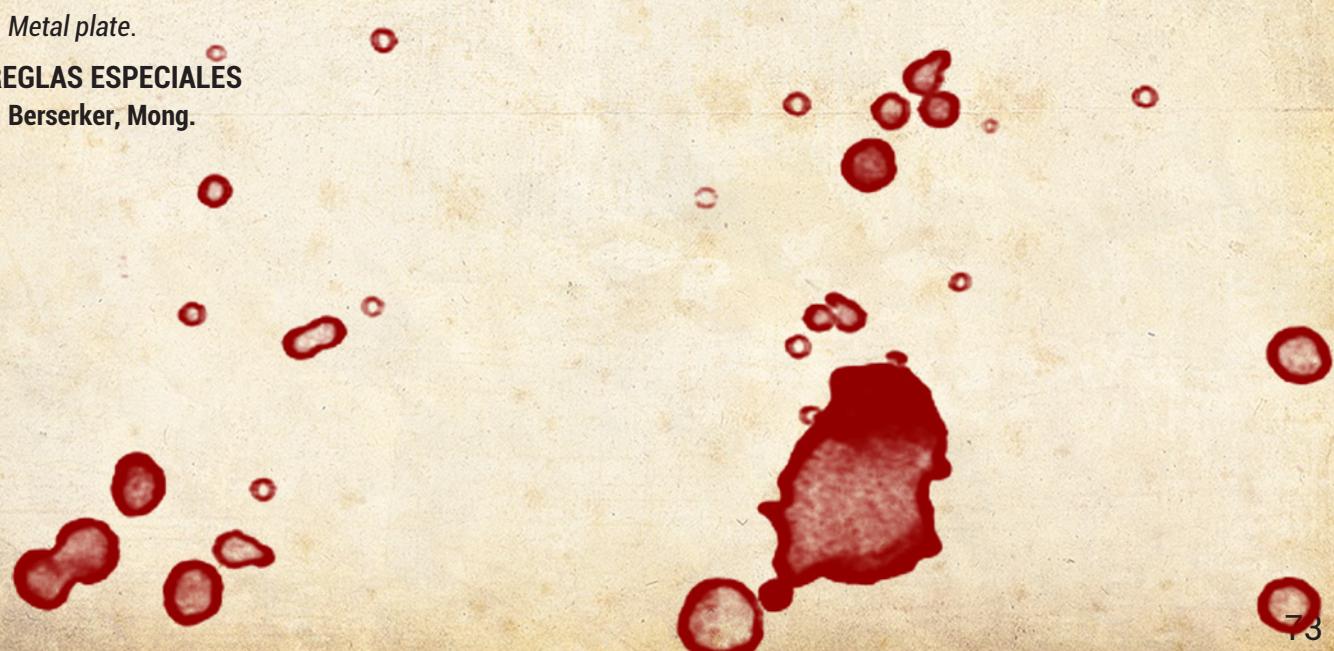
Claws and teeth.

ARMOR

Metal plate.

REGLAS ESPECIALES

Berserker, Mong.





MEDIC

35 POINTS



The Medics are the V Reich's field doctors. The books of the World Before spoke of the old Reich's obsession with blood purity, medicine, and genetic experimentation, so they've tried to create their own corps of doctors with "knowledge" in those areas. So far, their grasp of the subject—let alone their success rate—has been rather limited. Still, despite lacking any formal training worthy of a diploma, it's better to have one nearby when the bullets start flying.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3	3	4	3	3	5

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Light mace.....	3 pts	Pistol	5 pts
Small blade.....	4 pts	Shotgun	6 pts

ARMOR

Thick clothes.

You may replace its *thick clothes* with:

Hardened leather	5 pts
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SPECIAL RULES

First Aid. A Medic can attempt to patch up a Downed allied miniature to get it fighting a little longer. They must be in base contact with the Downed miniature, spend one Action to treat its wounds, and then roll on the following table. First Aid cannot be used again on a miniature that has already been patched up once.

RESULT	EFFECT
1	The miniature is beyond saving. It not only fails to recover, but no further recovery attempts can be made for the rest of the game.
2-3	The miniature doesn't manage to recover, but you may try again later.
4-8	The Downed miniature may return to play from its next Activation Phase, but suffers a -1 penalty to its physical Attributes (Agility, Strength, and Toughness) due to trauma, weakness, and blood loss.
9-10	The Downed miniature may return to play in its next Activation Phase with its Attributes intact.



SOLDAT

40 POINTS



The Soldats are the basic militia of the V Reich – hardened soldiers who carry out missions of reconnaissance, punishment, retrieval, or ambush. They are trained in the Festungs, and only the most capable are promoted to Soldats and allowed to serve at Fort Germania.

They receive proper training and believe obedience is one of the greatest virtues, so they follow orders without question.

They are equipped with the best weapons the faction's arsenals can provide. The ramshackle gear of the wastelanders (such as crossbows and bows) is strictly forbidden by Reich regulations, and no Soldat would ever use them. If these people shoot, they do it with firearms – something that seems etched into their DNA since time immemorial.

Actions	Combat	Precision	AGility	Strength	Toughness	TeCh
2	4	5	4	4	3	3

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Throwing knives	3 pts	Shotgun	6 pts
Small blade	4 pts	Rifle	8 pts
Pistol	5 pts		

ARMOR

Hardened leather.

EQUIPMENT

Can be equipped with:

Walkie-talkie	7 pts
Mastiff	9 pts

SPECIAL RULES

Mastiff. The V Reich loves animals far more than Mutards – especially fierce, powerful dogs that can be trained for guarding, tracking, or even fighting.

A Soldat may take ONE Mastiff, which moves with them on a leash and counts as part of their equipment.

The Mastiff grants a +1 bonus to Combat.

Additionally, if the miniature is Downed, the Mastiff stands guard, preventing any enemy miniature from Looting the Soldat's corpse.



ÜBERSOLDAT

50 POINTS



25 MM

The ÜberSoldats are genetically altered soldiers discovered in a bunker not far from the area that was once the Pentagon. The Reich's medics managed to recover a handful of these enhanced humans (definitely not Mutards!), since most of the cryo-tanks they were found in had long been corrupted or destroyed.

For this reason, they are valued above all other assets by their leaders and are rarely exposed to open combat unless absolutely necessary. Still, when unleashed, they become a terrifying shock trooper – falling upon the enemy without mercy and unleashing their full arsenal.

Since their discovery, the Scientific Division has been trying to replicate the serum that made them the "perfect soldiers": stronger, tougher, and much less intelligent.

A	C	P	AG	S	T	T
Actions	Combat	Precision	Ability	Strength	Toughness	Tech
2	4	4	5	6	5	2

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Mace	5 pts	Heavy blade	8 pts
Pistol	5 pts	Medium blade	10 pts
Shotgun	6 pts	Automatic rifle	10 pts
Heavy mace	6 pts		

ARMOR

Hardened leather.

Can replace their Hardened leather for:

Metallic armor	10 pts	Metal plate	15 pts
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EQUIPMENT

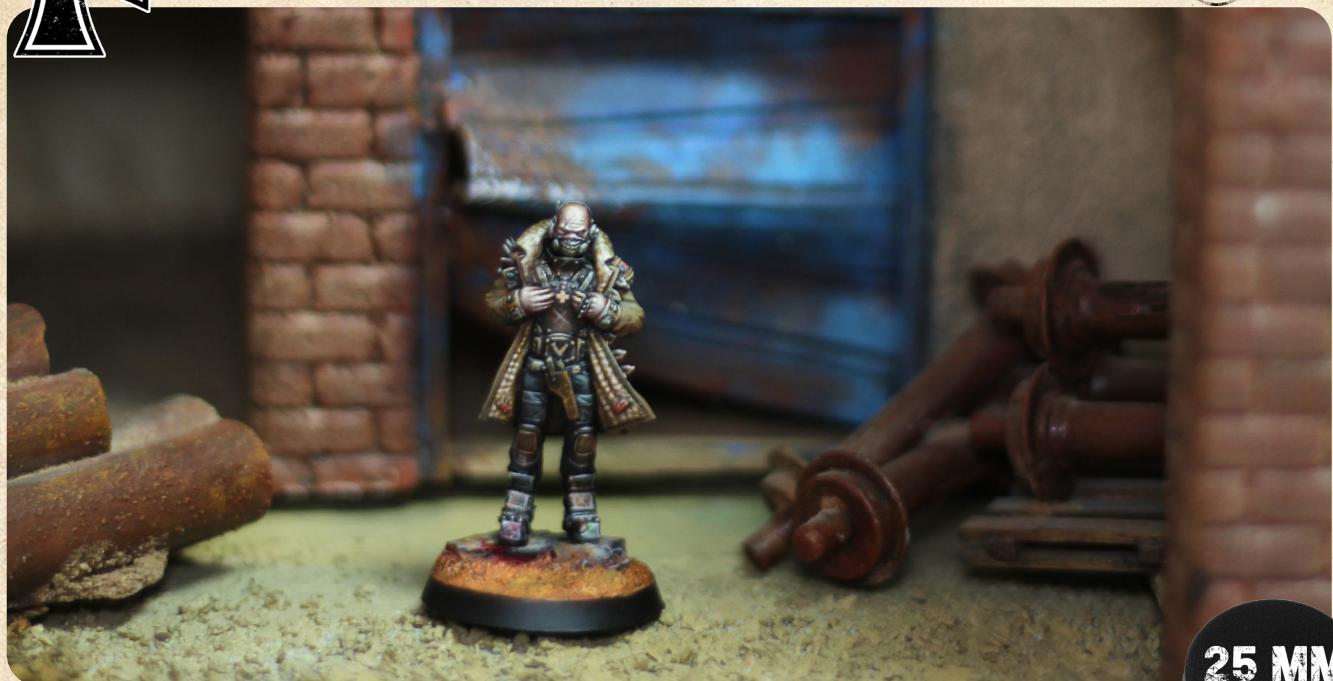
Can be equipped with:

Walkie-talkie	7 pts
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MARSHAL

60 POINTS



25 MM

A Feldmarshall or Field Marshal (commonly shortened to "Marshal") is the one who leads the V Reich's combat units on the battlefield and answers only to their Caporal. They command what are known as detachments, and such authority grants them the ability to make on-the-spot decisions, give orders, and carry out any tactics they deem necessary to achieve victory.

Actions	Combat	Precision	Agility	Strength	Toughness	Tech
3	5	5	5	4	4	4

WEAPONS

Must be equipped with at least ONE of the following weapons and with a maximum of two (never being able to combine a pair of weapons with the Special rule Two-handed):

Light mace.....	3 pts	Shotgun.....	6 pts
Small blade.....	4 pts	Medium blade.....	10 pts
Mace.....	5 pts	Automatic rifle.....	10 pts
Pistol.....	5 pts		

ARMOR

Hardened leather.

Can replace their Hardened leather por:

Metallic armor	10 pts	Bulletproof vest	10 pts
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EQUIPMENT

Walkie-talkie.

Can be equipped with:

Mastiff	9 pts
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SPECIAL RULES

Chain of Command. The Marshal can issue orders via their walkie-talkie to any other miniature in their band that is also equipped with one of these devices and is not engaged in Combat. When doing so, they will transfer one of their Actions for that Activation Phase to the chosen miniature, which must immediately perform that Action upon receiving the order. The Action spent to activate the walkie-talkie is the same one that is given to the other miniature, meaning the Marshal can use this Special Rule up to three times in their Activation Phase. No two orders can be given to the same miniature during the same Activation Phase.



ILSE, THE SHE-WOLF OF THE V REICH

45 POINTS



25 MM

The V Reich generally despises the mutated creatures spawned by generations of nuclear winters, radioactive rain, and radiation exposure after the Shitageddon that ended the World Before – but Ilse could win several awards hands down. Even within the ranks of the V Reich, few dare cross paths with this fanatical Mutard hunter, who has more than earned her nickname “The She-Wolf” through her ferocity and bloodlust.

Rumour has it she maintains her own private facility away from Fort Germania, known as the Music Box, where she performs horrific experiments on any Mutards she manages to capture alive – or simply tortures them for pleasure, accompanied by a small group of followers who worship her as an ebony goddess.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3	4	5	3 (4)	4	3

WEAPONS

Riding crop and pistol.

ARMOR

Thick clothes.

SPECIAL RULES

Personalidad del V Reich.

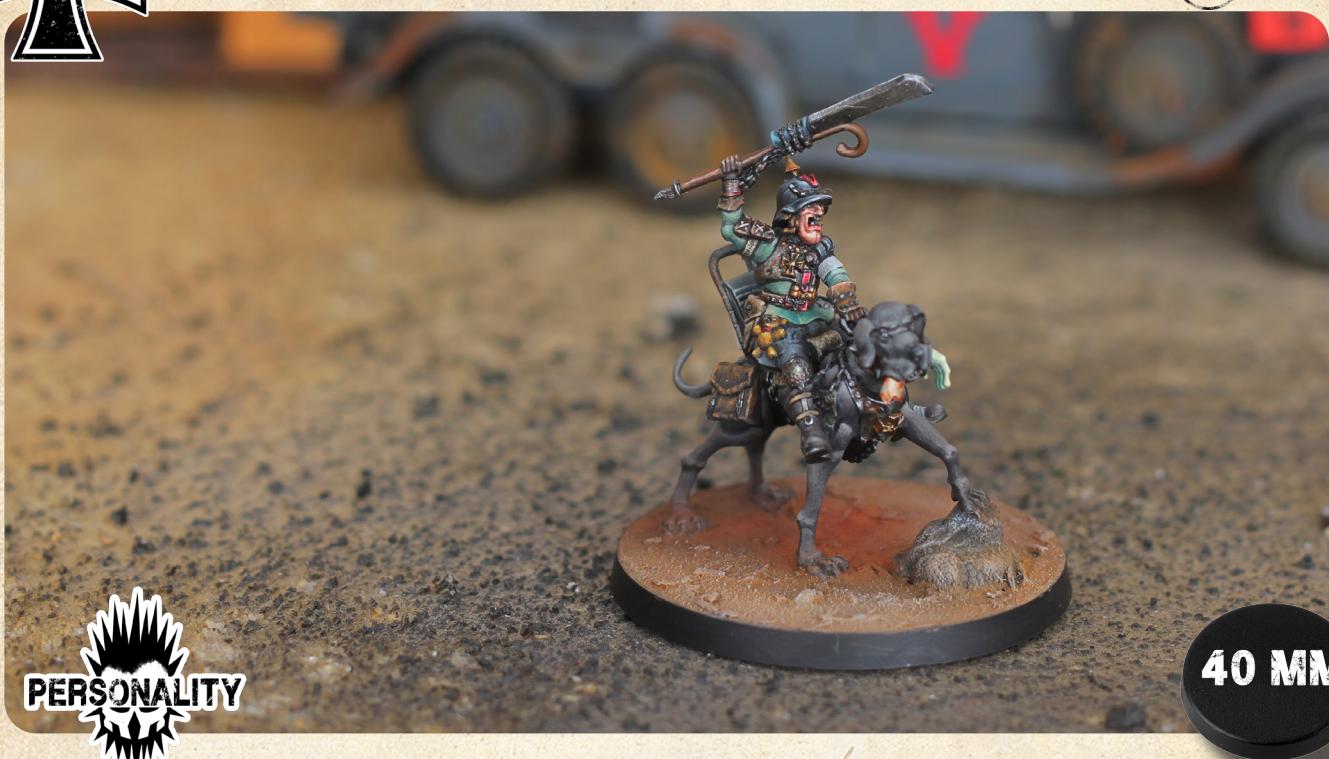
Riding crop. Ilse always carries a riding whip, which she uses in combat to humiliate and enrage her opponents rather than to kill them. It uses the same stats as a Small blade, but every time it hits without Downing the target, that enemy permanently loses 1 point of Combat, as the anger and shame of being publicly whipped make them lose their composure.

Mutard Hunter. The She-Wolf of the V Reich has a particular taste for hunting the mutated scum of the Wasteland and will give everything to see them destroyed. When used in a game against Mutards, she gains the Special Rules Berserker and Bloodlust.



AARON SCHWARTZMANN

80 POINTS



Yes, a short Jewish man is the leader and founder of the V Reich. That's how things are. Aaron built his not-so-small empire by taking what he found in a few books from the World Before and shaping it around a generalised hatred for the Mutards – well, that and taking full advantage of the overwhelming stupidity that runs rampant through the Wasteland.

When Aaron Schwartzmann heads into battle, he does so mounted on his dog Benito, his loyal Great Dane, who not only helps him move faster than his short legs ever could, but also adds a touch of ferocity to his otherwise almost comical appearance.

Actions	Combat	Precision	Agility	Strength	Toughness	Tech	
3	4 (5)	5 (4)	6	5 (7)	5	4	

WEAPONS

Medium blade and pistol.

ARMOR

Hardened leather.

EQUIPMENT

Walkie-talkie.

SPECIAL RULES

Mounted, Swift, V Reich Personality.

Chain of Command. Aaron counts as a Marshal within his V Reich band, and therefore may use the Chain of Command Special Rule.

Master Strategist. Aaron not only counts as a Marshal within his V Reich band and may use the Chain of Command Special Rule, but once per Game Turn, one of his orders given via Walkie-talkie allows the receiving miniature to perform two Actions instead of one.

Beloved Leader. Aaron is the leader of the V Reich, and disappointing him is unthinkable. If Aaron is Downed and a Medic attempts to use a Med Kit on him, they receive a +3 bonus to their roll on the table.



EDWARD BERHART

100

POINTS



40 MM

Edward Berhart was found preserved in resin among the ruins of his old mansion and military museum. With his vast military knowledge and commanding presence, he quickly rose through the ranks of the V Reich and became its Second-in-Command and Supreme Military Leader. Under his direct command are the Caporals, who lead the Gaus and regiments, which in turn are above the Marshals, the ones who lead the detachments.

Actions	Combat	Precision	AGility	Strength	Toughness	Tech
3	3 (6)	6	5 (4)	4 (6)	4	4

WEAPONS

Electric trimmer and automatic rifle.

ARMOR

Metal plate.

EQUIPMENT

Walkie-talkie.

SPECIAL RULES

Chain of Command. Edward Berhart counts as a Marshal within his V Reich band, and therefore may use the Chain of Command Special Rule.

Electric Trimmer. In a fit of rage, Ragnar once pulled Edward's arm so hard he tore it clean off. To replace it, Edward installed a self-made mechanical arm fitted with an electric trimmer at the end. It functions as a *medium blade* in all respects. If it is used at least twice in the same Game Turn, the battery powering it will temporarily drain, reducing its Strength bonus to +1 during the following Game Turn while it recharges.

Ragnar. The completely deranged Great Dane that permanently accompanies him acts as a normal Mastiff, except that the Combat bonus increases to +2. If Edward takes part in a multiple Combat involving another V Reich miniature, before resolving the Combat roll 1d10. On a 1-2, Ragnar attacks a miniature from his own band instead, and all his attacks are made against that model. If there is more than one possible target, the owning player chooses which friendly miniature takes the hits.

Tactician. Edward Berhart possesses extensive knowledge of the Second World War battles he studied so obsessively in his previous life. His superior grasp of military tactics allows him to apply that knowledge directly on the battlefield. Once both players have finished deploying their forces, Edward may reposition up to two miniatures from his band, provided they remain within the deployment zone.

Gas Cylinder. Due to severe respiratory injuries, Edward carries a gas cylinder on his back to help him breathe. If Berhart is Downed, the cylinder explodes. Place a circular template of 5 cm radius centred on the position of the Downed miniature. All miniatures even partially touched by the template immediately suffer an Impact of Strength 3 and Penetration 3, with no bonuses for Cover.



MERCENARIES

While the Wasteland is a dangerous place where most people band together just to survive, some capable individuals simply offer their services to the highest bidder.

Most of them are unaffiliated mercenaries who usually work for whoever can offer them the most bullets. Still, a few operate under different motives – such as helping those most in need... or siding with whoever wears the coolest clothes.

SPECIAL RULES

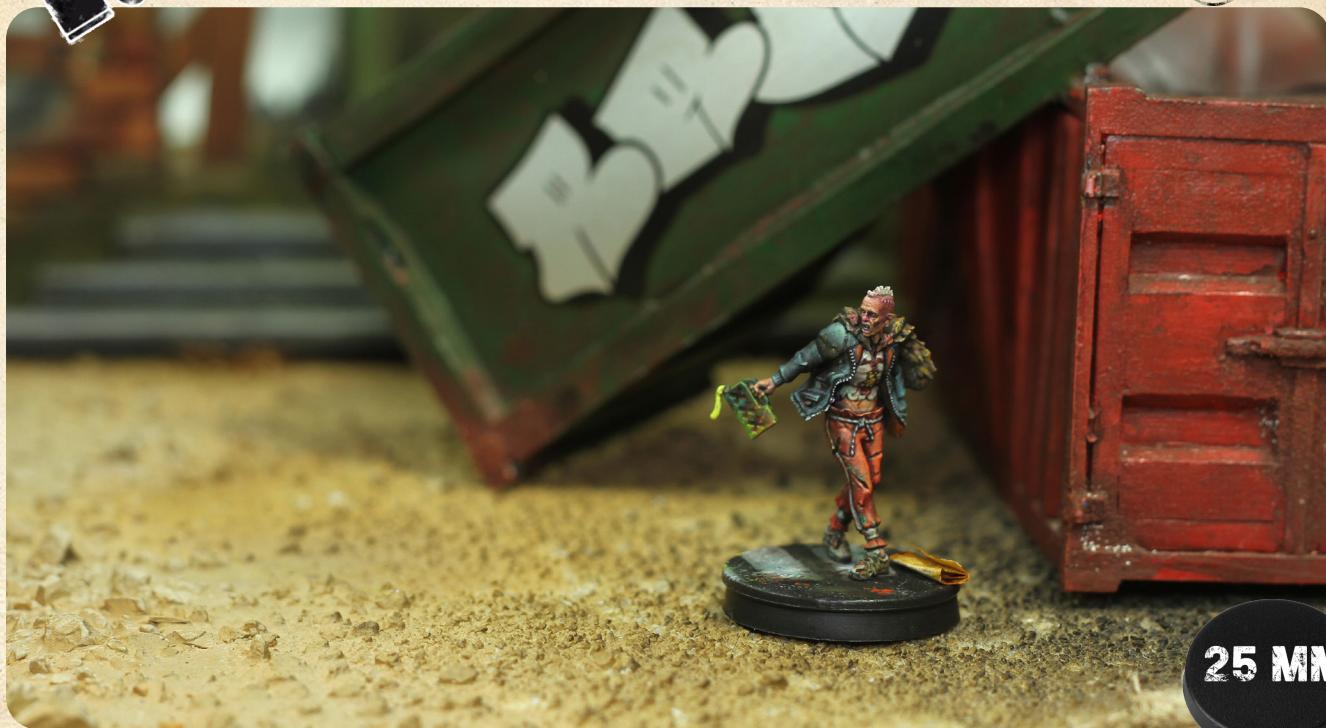
- Unless otherwise stated in their own rules, a Mercenary may join any faction in the game.
- A band may include a maximum of one Mercenary in its roster by paying their cost in points as usual and respecting the maximum miniature limit for the points of the game.
- Mercenaries cannot use or benefit from any special rules or equipment belonging to the bands they join, such as custom bullets, Cabezón powers, immunity, Contaminated Terrain, walkie-talkies, etc.
- Mercenaries have fixed equipment options already included in the miniature's points cost. The only exception is ammunition, which must be purchased as usual.
- Mercenaries cannot Loot equipment, except for bullets if they carry a weapon with the Firearm Special Rule.
- Attributes shown in parentheses are already modified by the equipment or Special Rules of each miniature.





OLD RATCUTTER

15 POINTS



25 MM

Once the best "tunnel basher" in Scrapbridge of his time, everything changed for him after venturing into Tunnel 666 – where he disappeared for three days and came back completely deranged. Since then, he's dragged himself through the streets drinking, begging for bullets... and he's lucky that the Scrapbridge Gazette gives him a few shells now and then for sharing his "life advice." Still, some bands occasionally bring him along to fights for a pittance – not to help them, but to drive their enemies insane.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3 (1)	1	3	2	2	5

WEAPONS

None.

ARMOR

Rat cloak (Hardened leather).

SPECIAL RULES

Mercenary, Mong.

Five Shells for the Bus. Old Ratcutter is a real pain in the ass when he starts begging for bullets. He'll touch you, cry, threaten, plead... and shaking him off is impossible without violence. If during his Actions Old Ratcutter comes into contact with an enemy miniature, he will stay stuck there without entering Combat, simply being annoying. The only Action he can perform while in contact is Pickpocket. If an enemy miniature is in contact with Old Ratcutter during its own Actions, it must Fight him to Down him and get rid of him. If Old Ratcutter wins the Combat, he just stays there pestering.

Pickpocket. Old Ratcutter can smell bullets from miles away, and sometimes his begging is just a distraction for stealing. While in contact with an enemy miniature, he may make a Tech roll to steal 1 bullet if the target has any.

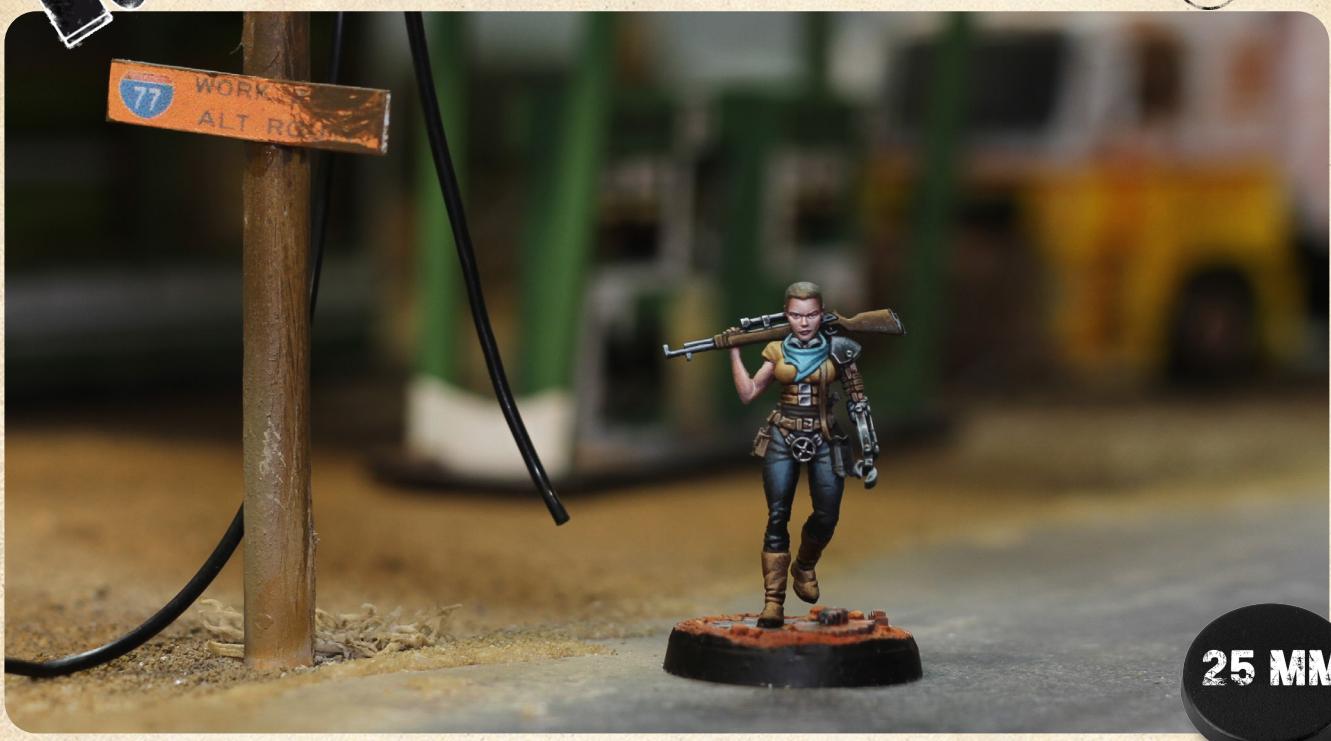
Persistent. No one knows how Old Ratcutter is still alive. He's a human wreck who's been through everything, yet somehow, whenever it seems he's done for, he shows up again. If Old Ratcutter is Downed, he spends his next 2 Actions recovering, then gets right back up, ready to bother the enemy again.





IMPERATRIX RABIOSA

60 POINTS



25 MM

Imperatrix Rabiosa is one of the most famous mercenaries in the Scrapbridge area. Once a Junker in her early days – and later a member of the Black Blood Children (from whom she fled when Cunilingus Ignis took command) – she now puts her rifle at the service of the highest bidder.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	3	4	5	3 (4)	4	5

WEAPONS

Rifle with scope and small blade.

ARMOR

Hardened leather.

SPECIAL RULES

Mercenary, Delay (2).

I'll Remember Your Face. Rabiosa takes a special grudge against one miniature from the enemy band. The player must secretly note which miniature this is before the game begins. At the end of the match, they reveal it: if Rabiosa managed to Down that miniature, her band earns 1 additional scenario point; if not, the opponent gains 1 point instead.

Mechanical Arm. Rabiosa can use her mechanical arm to block melee attacks. In Combat, Rabiosa gains a +2 bonus to her Armor.





MONGODRILo DUNDEE

70

POINTS



If you ask around the Scrapbridge area who the best beast hunter in the whole known Wasteland is, 11 out of 10 wastelanders will tell you without hesitation it's Mongodrilo Dundee. It doesn't matter if Mutards aren't exactly their favourite people – when something huge and hungry starts devouring their neighbours, the one they hire to take it down, if they truly want results, is Mongodrilo.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	4	5	6	3 (4)	3	4

WEAPONS

Tick (crossbow).

ARMOR

Mongolongo hide.

MUTACIONES

Runner, Camouflage, and Sonar.

SPECIAL RULES

Immune to Poison and Contaminated Terrain, Mercenary.

Tick. It's an ordinary crossbow... but its bolts are far from standard. At the start of the battle, and each time he reloads the crossbow, Mongodrilo must choose one of the following types of bolts:

- Poisoned:** the tip is coated with a blend of mongolongo semen and psycotoad gland extract. These bolts gain the Poison (4) Special Rule.
- Flying:** the bolt is fletched with feathers from a coffee hawk, increasing the weapon's range by 15 cm in all bands.
- Piercing:** the tip is made from terrashark teeth, capable of biting through the toughest armour. These bolts have Penetration 5.

Mongolongo hide. Mongodrilo wears the skin of a mongolongo – the source of his nickname – specially treated to resist the attacks of savage beasts. It provides Armor 2 against shooting attacks and Armor 5 against melee attacks.

Trapper. Mongodrilo is an expert at setting snares to capture his prey. When Mongodrilo is deployed, the player must place six 25 mm markers anywhere on the table except within the opponent's deployment zone and at least 20 cm apart from each other. Without the opponent knowing which are real, three of these markers contain traps and three are decoys. You may record this secretly or flip the markers when revealed. Any miniature other than Mongodrilo (friendly or enemy) that passes within 2.5 cm of a marker reveals it. If it contains a trap, the miniature is caught and suffers an Impact with Strength 2 and Penetration 3. If not Downed, it must spend 1 Action to free itself from the snare.

Crazy Eye. Mongodrilo's huge eye helps him aim, but sometimes it betrays him when he focuses too hard and wanders off in unintended directions. If you spend one Action to Aim with Mongodrilo, roll 1d10. On a 1–2, instead of gaining the +3 Precision bonus, he suffers a -2 penalty.

Mutard Scum. Mongodrilo cannot join any V Reich band – his hatred of Mutards would make that... complicated.



CRAZY MEL

75 POINTS



Crazy Mel is a legend of the Wasteland, roaming it in his vehicle accompanied by his dog, Meatball. He's not much of a talker, and little is known about his past, though everything suggests he lost someone dear to him — a tragedy that turned him into the bitter, disillusioned man he is today.

Although he tries not to get involved in the affairs of others, on occasion — whether out of conviction, or in exchange for fuel or bullets — he fights for one of the warring factions in the Scrapbridge Zone.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	5 (6)	7 (8)	5	4 (6)	4	5

WEAPONS

Shotgun and medium blade.

ARMOR

Metallic armor.

SPECIAL RULES

Mercenario.

Mercenary.

At the Worst Possible Moment. Crazy Mel's Shotgun has the nasty habit of breaking precisely when he needs it most. You don't need to buy bullets for this Shotgun. Instead, whenever you roll for Precision when firing it, check whether the result is even or odd. If it's odd, the Shotgun fires normally. However, if it's even, the weapon jams or breaks somehow, rendering it unusable — it won't fire for that Shooting Action (which is lost) or for the rest of the battle.

Meatball. Crazy Mel is always accompanied by his loyal dog, Meatball. The dog warns him of nearby enemies, allowing Crazy Mel to apply all bonuses for having moved when making an Assault, even if at the start of the Movement he had no Line of Sight to his target.

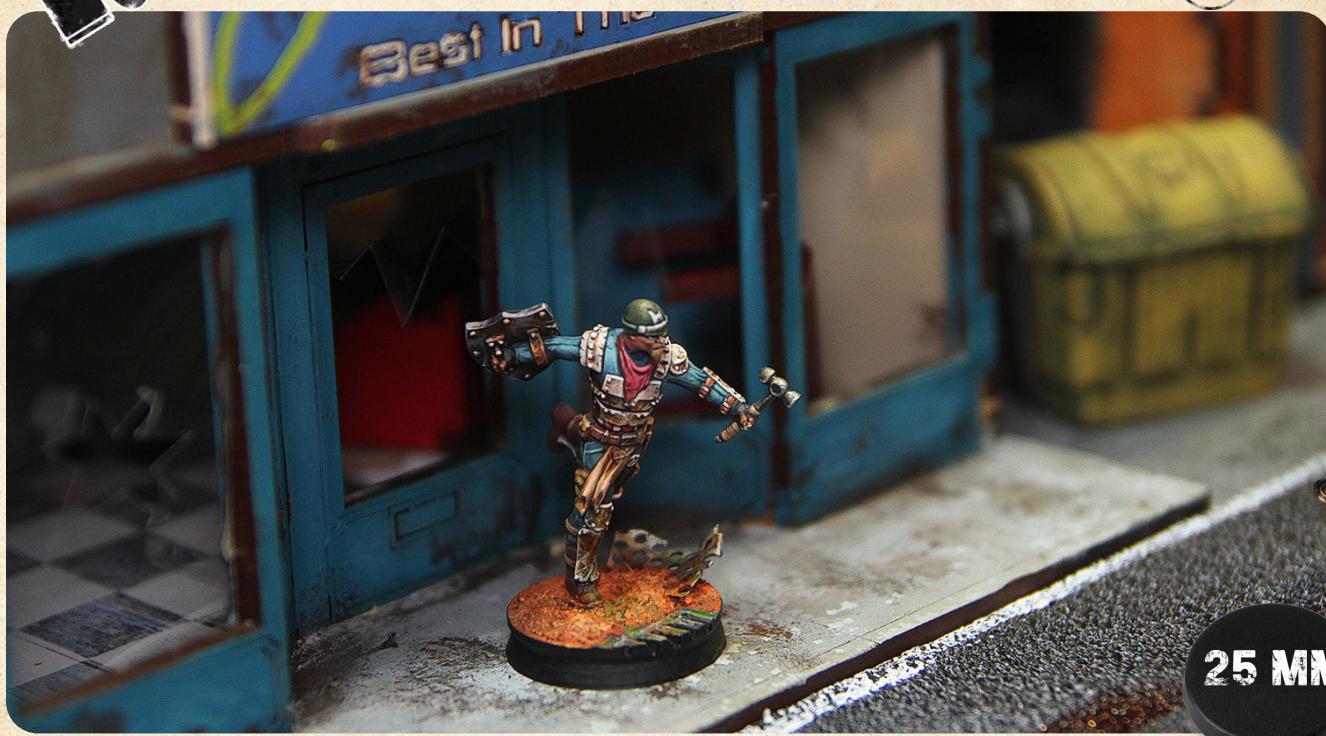
Additionally, Meatball can distract attackers in melee, allowing Crazy Mel to cancel the Support bonus of ONE enemy miniature of his choice when in Combat.



CAPTAIN HAMMERICA

80

POINTS



Captain Hammerica is a legendary figure of the Wasteland – a paladin of justice to some, a complete lunatic to others. As the story goes, a scientist from the Kraken division of the V Reich, unable to bear the anti-Mutard hatred and the tortures inflicted on them, fled with the only viable sample of the enhancement serum used to create the Übersoldats. He gave it to the noblest and kindest soul he could find – or maybe just the first nutcase he ran into: Captain Hammerica. The scientist was later killed by Red Helmet, while the Captain barely escaped with his life.

Serum or not, Hammerica is a tough-as-nails guy who never hesitates to throw himself into a fight if he sees an injustice or a serious wrong being committed against any decent inhabitant of the Wasteland.

Actions	Combat	Precision	AGility	Strength	Toughness	TeCh
2	6	4	5	5 (7)	4	3

WEAPONS

Mace and pistol.

ARMOR

Metallic armor.

EQUIPMENT

Shield.

SPECIAL RULES

Mercenary.

Reinforced Shield. Captain Hammerica carries a very fancy-looking shield, made – according to him – from some vibra-whatever-the-hell alloy. In truth, it's much tougher than usual, granting a +3 bonus to Armor instead of +2. And since the Captain is so well trained with it, he doesn't suffer the usual –1 Combat penalty for using it in melee. He once tried throwing it at his enemies, but it's not aerodynamic at all, so he gave that up.

Hammer Time. Few things please Hammerica more than cracking villain skulls with his trusty hammer. If he's Downed in Combat, he gains the benefits of the Berserker Special Rule, meaning that even as he falls, he might take his enemy down with him.

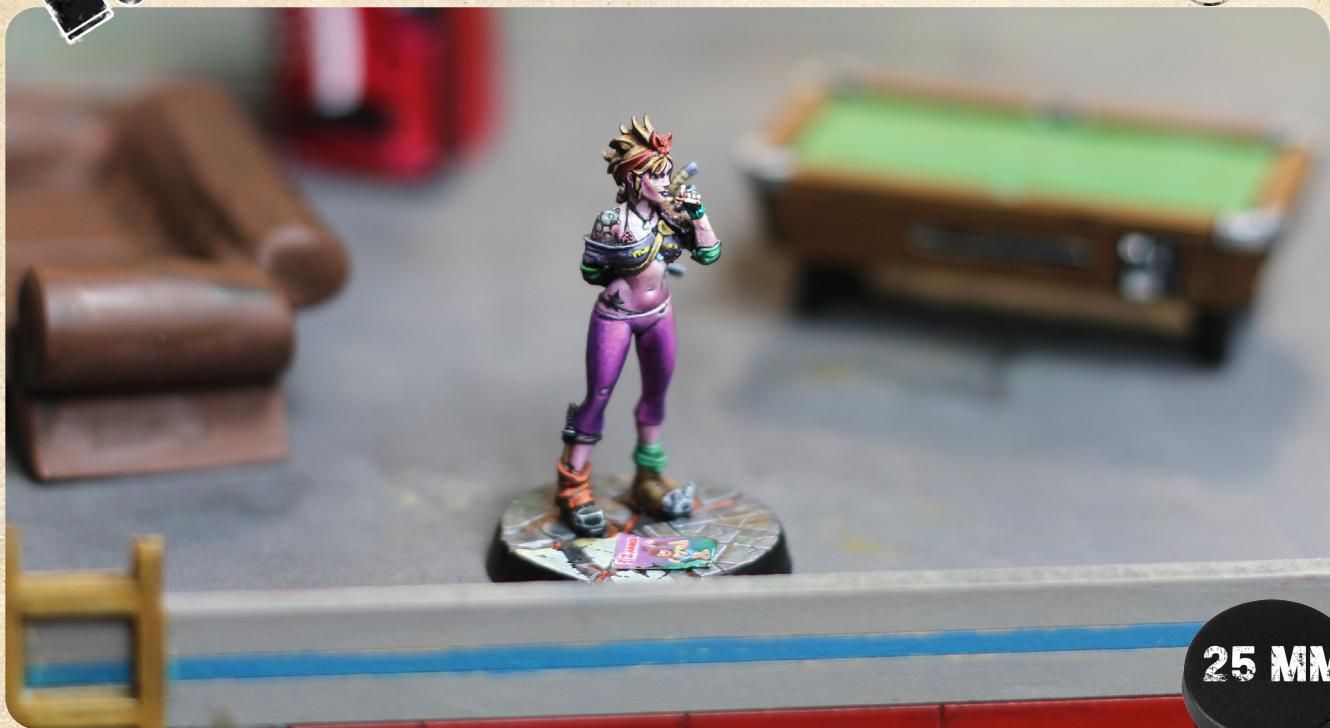
Hatred for Red Helmet. The leader of Kraken, Red Helmet (see The Rise of the V Reich supplement), killed the scientist who had become Hammerica's friend right before his eyes – and the Captain didn't take it well. If he faces a V Reich band that includes Red Helmet and manages to Down him, his band earns 3 extra victory points.

Captain Fasico. As a Mercenary, Captain Hammerica can technically be hired by the V Reich. If this happens, it's assumed he's revealed his true identity as Captain Fasico, a traitor to all that is cool and awesome.



LIZZY DEVILLE

80 POINTS



25 MM

A soldier of fortune and born survivor since before she could remember, Lizzy DeVille has roamed the Wasteland her entire life without ever calling any place home. She forms temporary alliances with whoever she crosses paths with, as long as she sees a potential benefit – but sooner or later, she always goes her own way.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
3	4 (5)	5	5	3 (5)	5	4

WEAPONS

Pistol and medium blade.

ARMOR

Thick clothes.

SPECIAL RULES

Mercenary, Delay (2).

Silver Tongue. Lizzy's got the gift of gab, able to talk her way out of the most improbable situations. She may Disengage automatically from Combat as if she had the Elusive Special Rule, but she can't use this trick against the same enemy miniature more than once per battle.

Cover Girl. Lizzy is the iconic face on all our posters and covers, so she deserves to stand out – because we say so. Lizzy has an almost comic-book ability to dodge bullets, deflect knives, and survive an anvil dropped on her head. Whenever she's about to be Downed, she may avoid it on a roll of 6 or more on 1d10. That's right – a 50% chance to keep on living, just because.

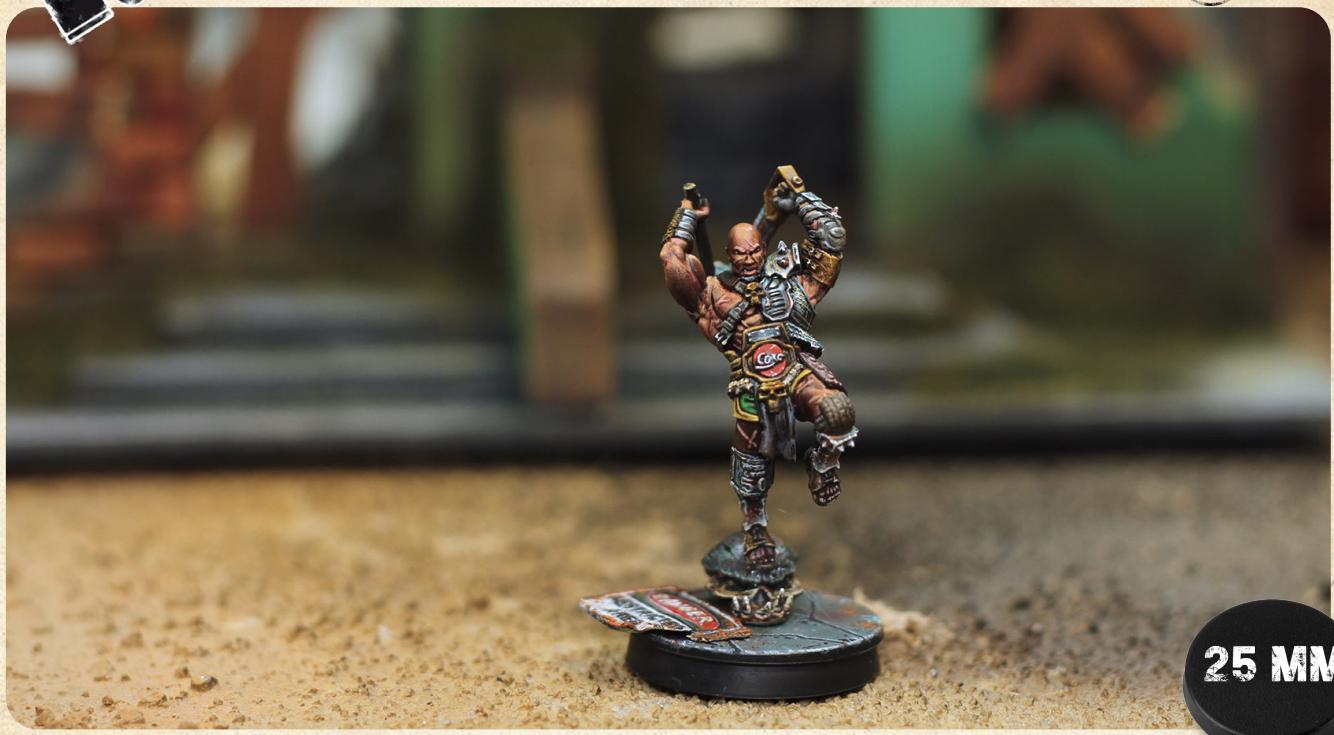
Tightwad. Life in the Wasteland is tough, and ammo doesn't grow on trees. Lizzy won't waste bullets on every random punk she meets when she could just beat their face in the old-fashioned way. Lizzy will not Shoot at any miniature whose total cost is equal to or less than that of a single bullet (15 points).



EIGHTFINGERS

88

POINTS



25 MM

A legendary fighter from the Sinagua Pit, and two-time champion of The Big Smash. He rarely takes part in gang fights, as his manager considers him far too valuable to risk – but if the offer is good enough...

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	5 (6/4)	3	3	4 (6)	4	3

WEAPONS

2 medium blades.

ARMOR

None.

SPECIAL RULES

Mercenary.

Saint Vitus' Dance. Eightfingers doesn't seem to really get going in a fight until he's taken a serious beating. Then he starts moving his whole body in a strange, almost rhythmic dance, eyes burning with madness as he charges his enemies. The first time Eightfingers would be Downed, instead of being replaced by a Downed marker and considered out of the game, he ignores the result and immediately gains a +2 bonus to his Agility, Strength, and Toughness Attributes. If he is Downed again later in the game, he is considered out as normal.

Double Pain. Eightfingers has perfected dual-weapon fighting to such a degree that he can coordinate both strikes at once – though at the cost of some precision. When performing a Combat Action, Eightfingers may either attack normally with one weapon, or use both, rolling one extra die and keeping the higher result, but suffering a -2 penalty to his Combat Attribute.





IRINA

90 POINTS



Everyone knows that the Great Western Wastes are a barren void where only terrifying predators dwell – no settlements, no water, no food... or at least that's what everyone thought, until from those lands came the mercenary known as Irina, riding a monstrous beast. Little more is known of those regions, as Irina is a woman of few words and doesn't care to mingle with the people of the Scrapbridge Zone beyond what's needed to get a job done. She also speaks with a strange accent that makes half of what she says incomprehensible. But no one doubts her combat prowess – she's worth every bullet you pay her.

ACTIONS	COMBAT	PRECISION	AGILITY	STRENGTH	TOUGHNESS	TECH
2	5	3	6	4	5	4

WEAPONS

Utacēl.

ARMOR

Thick clothes.

SPECIAL RULES

Mercenary, Delay (3).

Utacēl. Irina wields a great polearm topped with a blade and decorated with doll heads, which she calls by the strange name Utacēl, which apparently means Fate in her language. During an Assault Action, this weapon has Combat +1, Strength +3, and Penetration 5. During any other Combat Actions, it uses Combat -1, Strength +2, and Penetration 3.

Halálkarma. Irina rides a massive feline beast she calls Halálkarma – an awe-inspiring creature that no one but Irina can approach without risking life and limb. Halálkarma grants Irina the Special Rules Mounted, Swift, and Offroad. Its huge, armor-plated body also provides Irina with an additional +3 Armor Cover bonus.

Of course, this enormous mountain of muscle can attack on its own, though carrying Irina and all her gear is exhausting work. Instead of Irina fighting in Combat, you may choose to have Halálkarma attack, using the following stats: Combat 7, Strength 8, and Penetration 5. However, it must rest before attacking again, effectively giving it the Slow (2) Special Rule.



THE COMIC BAND



Yes, you can actually play with the protagonists of the Punkapocalyptic comic books! (And if you haven't read them yet, we highly recommend picking them up at your favourite comic shop – there are only two volumes, they're cheap, and they're a blast to read.)

Dan has passed his initiation trial to join the Black Moon band. His first mission is to accompany his mentor, Rita, to the Mines of Oblivion in search of missing members of the band. But the Wasteland is full of danger and surprises, and on their journey they'll encounter both enemies and allies – until they uncover a threat that could unleash devastation upon the Scrapbridge Zone.

All right, we won't spoil any more of the plot – go read the comics yourselves!

RESTRICTIONS

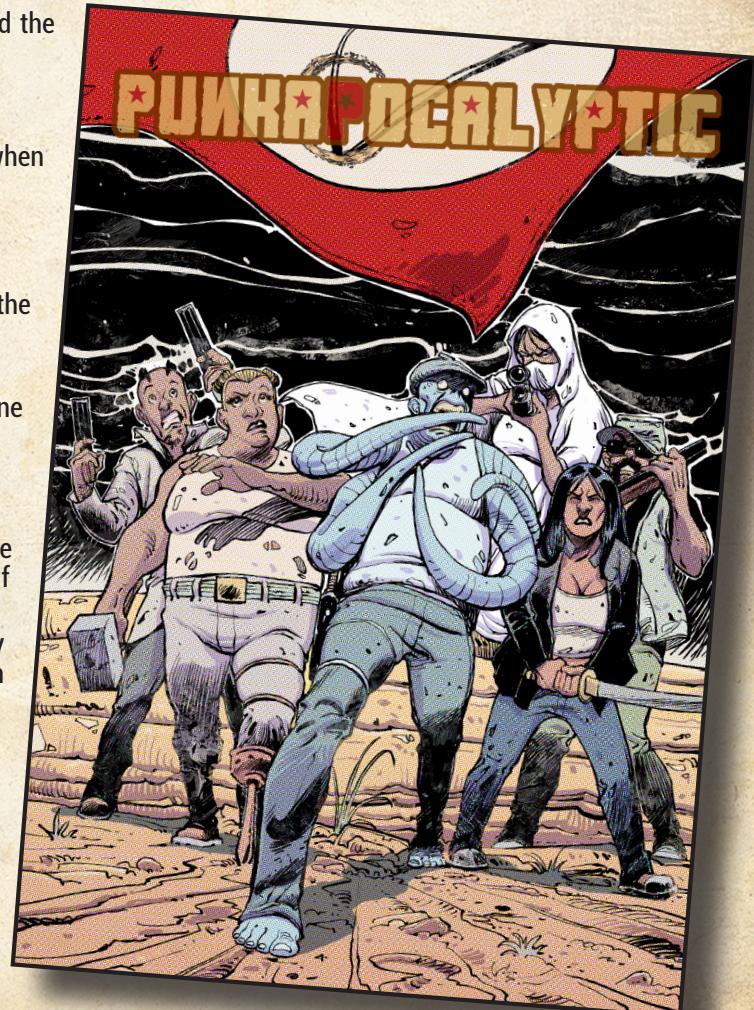
The Comic Band must follow these restrictions when creating a band:

- No Mercenary may join the band.
- None of the characters may be duplicated.
- You cannot include both Rookie Dan and Dan at the same time.
- Caronte (see page 9) may be included in the band.
- They can equip themselves with a maximum of one Wastelander Cat.

SPECIAL RULES

Although technically all the characters in this band are Personalities, you can play them together normally as if they were standard troops of a faction.

All of them have fixed equipment options already included in their points cost. The only exception is bullets, which must be purchased as usual. They cannot Loot equipment, except bullets if they carry a weapon with the Firearm Special Rule.



**PAUL****40** POINTS**25 MM**

Paul was the last to join the band. Although he spent his whole life in Dumpville, he didn't hesitate to leave that miserable existence behind when he met Dan and the others.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
2	5	3	4	4 (5)	4	5

WEAPONS

Small blade.

ARMOR

None.

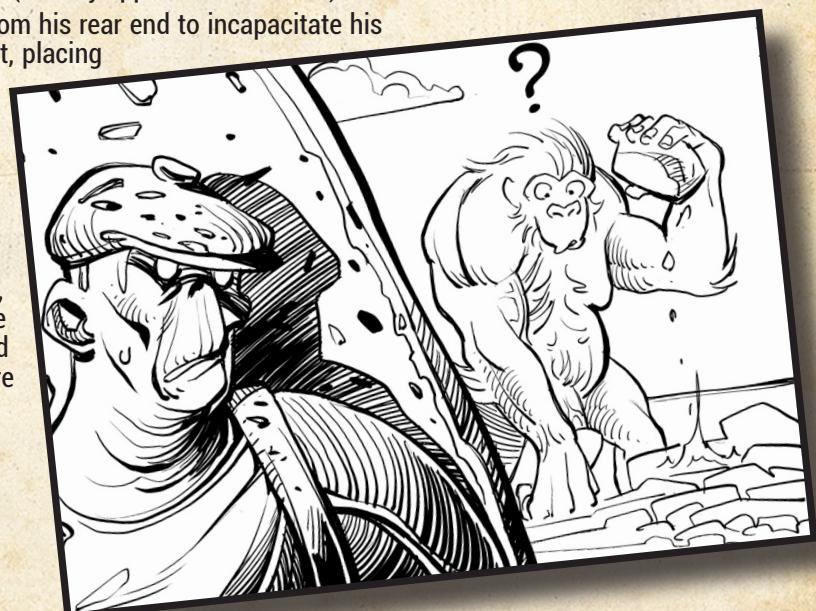
MUTATIONS

Ink Jet (see below), Prehensile limb, Extra limbs (already applied to Attributes).

Ink Jet. Paul can shoot a powerful jet of ink from his rear end to incapacitate his enemies. He may spend one Action to fire the jet, placing the tear-shaped template. Any miniature touched by the template suffers a -2 penalty to Combat, Precision, and Agility rolls. Miniatures may spend Actions cleaning off the ink, removing one -1 penalty for each Action spent.

SPECIAL RULES

Life Sucks. Paul's life has been total crap, plain and simple. He's so used to losing that a tie already feels like a win. Paul wins any tied opposed roll that would normally be won by the miniature whose Activation Phase it is.





ROOKIE DAN

40 POINTS



25 MM

At the beginning of the comic book adventure, Dan has just become a full-fledged member of the Black Moon band – though he's still pretty green.

A	Actions	C	Combat	P	Precision	AG	Ability	S	Strength	T	Toughness	T e C h
	2		4		4 (5)		4		4 (5)		3	3

WEAPONS

Shotgun.

ARMOR

Bulletproof vest.

SPECIAL RULES

Too Honorable. Dan will never attack someone who doesn't have Line of Sight on him. Therefore, he cannot make a ranged attack against anyone who cannot see him. Likewise, to Assault an enemy, the target must have Line of Sight on Dan at least during the last Action of his Assault. Dan only gains bonus modifiers for each Action in which both he and his target can see each other.

Brotherhood. Dan deeply values his friends, and when one of them falls, he digs deep and fights harder. He gains the following cumulative bonuses for each friendly miniature that has been Downed:

DOWNGED COMPANIONS	MODIFIER
1	+1 Precision
2	+1 Combat
3	+1 Toughness
4+	+1 Actions





NICOLE

45 POINTS



25 MM

Nicole once belonged to the Black Blood Children, but decided to get the hell out when Cunnilingus seized power. She's undoubtedly the heart of the group – though nobody really understands how her friendship with Markus came to be.

A	Actions	C	Combat	P	recision	AG	ility	S	trength	T	oughness	T	eC	h
	2		5		3		4		5 (7)		5		7	

WEAPONS

Mace.

ARMOR

Thick clothes.

SPECIAL RULES

Iron Will. Nicole has endured countless hardships and survived them all thanks to her unbreakable will. She may spend one Action to gain a +1 bonus to Toughness. She can keep doing this with further Actions, up to a maximum of +3. The first time she must make a Strength vs. Toughness roll against any attack, all accumulated bonuses are lost. After that, she may start building them again if she wishes.

Bad Fire. Nicole has had terrible experiences with fire, and it affects her deeply. She will never voluntarily move through a Fire marker.





MARKUS

50 POINTS



25 MM

Not much is known about Markus's past, except that he's been with Nicole for several years. He's grumpy, quiet, and pretty damn filthy – but when things get ugly, you'll want him on your side.

A	Actions	C	Combat	P	recision	AG	ility	S	Strength	T	oughness	T	eC	h
	2		5		5 (6)		4		4 (5)		4		5	

WEAPONS

Shotgun.

ARMOR

Hardened leather.

SPECIAL RULES

Bad-Tempered. Markus isn't exactly known for his charm – he can insult you in a thousand different ways, with or without words. He may spend one Action to provoke an enemy miniature within 30 cm and Line of Sight. That miniature becomes so enraged that it counts as having the Mong Special Rule until the end of the current Game Turn.

Dirty Tricks. Markus never misses a chance to fight dirty. When he shoots at a miniature that doesn't have Line of Sight to him, he gains an additional +1 Precision bonus for that shot. Likewise, when he Assualts a miniature that doesn't have Line of Sight to him, he gains an additional +1 Combat bonus for that Assault.



**VALE****50** POINTS**25 MM**

Vale is a lethal sniper who joined the group shortly after the events of the first comic. It didn't take long before she started a relationship with Nicole.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
2	3	4	3	3 (4)	3	5

WEAPONS

Rifle with scope.

ARMOR

Thick clothes.

EQUIPMENT

Biohazard protection.

SPECIAL RULES

Got You. Once Vale locks eyes on a target, she doesn't let go. Vale may spend one Action to Aim at a specific enemy. She keeps the Precision bonus until that target is Downed, regardless of how many Game Turns it takes. She cannot Aim again or use this rule on another miniature until her chosen target has been Downed (by any cause). As with the normal Aim rule, this bonus cannot be used during Defensive Fire.

Concealment. Vale is an expert at shooting without being spotted. She gains the Camouflage Special Rule and an additional +1 Armor bonus from any Cover she's behind (if behind multiple covers, apply it to the one with the highest protection value).



**DAN****65** POINTS**25 MM**

Over time, Dan has been forged in battle and become a tough fighter, yet he hasn't lost the innocence and trust in people that are so hard to find in the Wasteland.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T e C h
2	5 (4)	5	5	4	3	4

WEAPONS

2 pistols.

ARMOR

Bulletproof vest.

SPECIAL RULES

Delay (2).

Bullet Salad. Dan may shoot at two different miniatures (one with each Pistol) using a single Action. However, both shots suffer a -1 penalty to Precision, and this attack cannot benefit from Aim nor be used as Defensive Fire.

Brotherhood. Dan is deeply loyal to his friends, and when one of them is hurt, he draws strength from it. He gains the following cumulative bonuses for each friendly miniature that has been Downed:

DOWNED COMPANIONS	MODIFIER
1	+1 Precision
2	+1 Combat
3	+1 Toughness
4+	+1 Actions





80 POINTS



25 MM

Rita has seen too much to believe that everything can be solved nicely. Still, having trained Dan has helped her regain a bit of faith in humanity.

A	Actions	C	Combat	P	Precision	AG	Agility	S	Strength	T	Toughness	T	Ch
	2		6 (7)		6		5		4 (6)		4		4

WEAPONS

Medium blade and crossbow.

ARMOR

Hardened leather.

SPECIAL RULES

Delay (2).

Coolness. Rita oozes coolness from every pore. It's one of those things you either have or don't, and when she shows it, everyone just stops and stares. If an enemy is within 30 cm of Rita when she Downs an opponent in melee, they are so shaken that they suffer a -1 penalty to Precision and Combat during their next Activation Phase.

Reload on the Move. Rita has mastered the art of moving while reloading. Whenever she performs a Move Action, she may immediately reload her crossbow for free.

