



ACTIONS

ACTIVE FIGHTERS

MOVE (SIMPLE)

The fighter makes a Standard Move (see page 47).

SHOOT (BASIC)

The fighter makes an attack with a Ranged weapon. Shooting is covered in more detail on page 48.

AIM (BASIC)

If the fighter makes a subsequent Shoot action in the same turn, add 1 to the result of any hit rolls they make.

CHARGE (DOUBLE)

The fighter makes a Standard Move, adding D3" to the distance they can move. They can move within 1" of a standing or Prone enemy (or more than one if they wish) but if they do, they must move into base contact, becoming Engaged. If they do this and are Engaged at the end of the action, they can immediately make a free Fight (Basic) action.

TAKE COVER (BASIC)

The fighter dives for cover, attempting to stay out of the line of fire. They can make a Half Move and are then Pinned.

COUP DE GRACE (SIMPLE)

Pick a Seriously Injured enemy fighter within 1" and within the vision arc of the fighter making the action. That fighter immediately goes Out of Action.

A fighter making a Charge action who ends the move within 1" of a Seriously Injured enemy, and not Engaged with any other enemies, can make a Coup de Grace action instead of making a Fight action.

RELOAD (SIMPLE)

Pick one of the fighter's weapons that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed. If the check is failed, the fighter fails to reload the weapon, either because they do not have a reload to hand or they are too distracted by the fighting to reload. A fighter can attempt to reload the same weapon more than once in a turn.

OPERATE DOOR (SIMPLE)

Either open a closed door within 1" of the fighter, or close an open doorway within 1" of the fighter.

ACCESS TERMINAL (BASIC)

Make an Intelligence check for the fighter with a -2 modifier. If the check is passed, the fighter makes an Operate Door action on the terminal's door.

FORCE DOOR (BASIC)

Roll a D6 and add the fighter's Strength, adding 2 to the result for each other friendly fighter that is in base contact with the door. On a result of 9 or more, the door is opened.

CRAWL THROUGH DUCTWAY (DOUBLE)

Move the fighter to the other side of the wall, setting them up within 1" of the ductway and not within 1" of any enemy models. If this is not possible, this action cannot be taken.

FIRE THROUGH DUCTWAY (BASIC)

The fighter makes a ranged attack against an enemy fighter within 1" of the other side of the ductway. Regardless of the attacker's Ballistic Skill or any modifiers, this attack will only hit on a roll of 5+. Weapons that normally use a Flame template do not use the template here. Instead, they automatically hit each fighter within 2" of the other side of the ductway.

SMASH OPEN LOOT CASKET (BASIC)

Roll a D6 and add the fighter's Strength. If the result is 6 or more, the casket is opened; however, subtract 1 from the result when rolling to determine the casket's contents, to a minimum of 1.

BYPASS LOOT CASKET LOCK (BASIC)

Make an Intelligence check for the fighter. If the check is passed, the casket is opened.

GARRY LOOT CASKET/AMMO CACHE (SIMPLE)

The fighter makes a Standard Move, carrying the loot casket or ammo cache with them as they go. Once they have finished their move, set up the loot casket in base contact with the fighter. The casket cannot be placed on top of anything else.

ENGAGED FIGHTERS FIGHT (BASIC)

The fighter makes close combat attacks against one or more enemies they are Engaged with – see page 50 for full details on close combat attacks.

RETREAT (BASIC)

If it is passed, they can make a Standard Move, moving up to D6" regardless of their Movement characteristic. If it is failed, they cannot move, and each enemy that is Engaged with them can make an Initiative check. If they pass, they can make Reaction attacks (see page 51) as though the fighter who attempted to retreat had attacked them.

PINNED FIGHTERS STAND UP (BASIC)

The fighter stands up, returning to Active status. The controlling player can choose the fighter's facing.

CRAWL (DOUBLE)

The fighter makes a Half Move.

BLIND FIRE (DOUBLE)

The fighter makes a shooting attack, treating their vision arc as 360°. Subtract 2 from the result of any hit rolls.

RELOAD (SIMPLE)

Pick one of the fighter's weapons that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed. If the check is failed, the fighter fails to reload the weapon, either because they do not have a reload to hand or they are too distracted by the fighting to reload. A fighter can attempt to reload the same weapon more than once in a turn.

SERIOUSLY INJURED FIGHTERS CRAWL (DOUBLE)

The fighter makes a Half Move.



SHOOTING SEQUENCE (PAGE 48)

1. Declare the shot
2. Check the range
3. Make the hit roll
4. Target is Pinned
5. Resolve damage

SHOOTING MODIFIERS

- In partial cover (-1)
- In full cover (-2)
- Accuracy modifier (+/-?)
- Engaged (-1)
- Prone (-1, Long range only)

CLOSE COMBAT SEQUENCE (PAGE 50)

1. Turn to face
2. Pick weapons
3. Determine Attack dice
4. Declare targets
5. Make the hit roll(s)
6. Resolve hits
7. Enemies make Reaction attacks
8. Consolidate

BONUS ATTACK DICE

- Dual weapons (+1)
- Charging (+1)

RESOLVING HITS (PAGE 52)

1. Make the wound roll
2. Opponent makes a save roll
3. Resolve injury

WOUND ROLL

Strength vs Toughness	D6 Roll Required
Is the Strength TWICE the Toughness or greater?	2+
Is the Strength GREATER than the Toughness?	3+
Is the Strength EQUAL to the Toughness?	4+
Is the Strength LOWER than the Toughness?	5+
Is the Strength HALF 6+ the Toughness or lower?	6+

INJURIES (PAGE 61)

OUT OF ACTION

The fighter immediately goes Out of Action and is removed from play.

SERIOUS INJURY

The fighter is laid face-down – they are Seriously Injured (see page 43), until they successfully recover in a subsequent End phase.

If the injury was caused in close combat, and the attacker is not Engaged with any other fighters, they can immediately make a free Coup de Grace action (see page 57) against the target. Close combat can be deadly!

FLESH WOUND

The fighter suffers a Flesh Wound. This is marked by putting a Flesh Wound marker on the target's Fighter card. Each Flesh Wound marker on their card reduces their Toughness by 1. If a fighter's Toughness is reduced to 0, they go Out of Action.

GANG NAME

1

HOUSE

2

GANG RATING **REPUTATION** **TURF SIZE**

3

4

5

SPECIAL TERRITORIES

6

STASH

7

FIGHTER NAME

8

TYPE

9

COST

10

XP

11

ADV

12

REC

13

CAPTURED BY

14