



TEST DIFFICULTY

Difficulty	Test Modifier
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Arduous	-40
Punishing	-50
Hellish	-60

HIT LOCATIONS

Roll	Location
01-10	Head
11-20	Right Arm
21-30	Left Arm
31-70	Body
71-85	Right Leg
86-00	Left Leg

CRITICAL TABLES

Energy	(page 252 to 253)
Explosive	(page 254 to 255)
Impact	(page 256 to 257)
Rending	(page 258 to 259)

WEAPON CRAFTSMANSHIP

Poor	-10 to hit. Jam on any failed to hit roll.
Good	+5 to hit.
Best	+10 to hit, +1 Damage.

COVER TYPES

Adds extra AP to locations hidden by cover.	
Cover Type	AP
Light Wood, Armour-glas,	4
Light Metal	
Heavy Wood, Flakboard,	8
Sandbags, Ice	
Rockerete, Thick Iron,	16
Stone	
Plasteel, Armaplas	32

RANGED WEAPONS

Las Weapons	Name	Class	Range	RoF	Damage	Pen	Clip	Rld	Special
Archeotech Laspistol	Pistol	90m	S/3/-	1d10+3 E	2	70	Full	Accurate, Reliable	
Belasco Dueling Pistol	Pistol	45m	S/-/-	1d10+5 E	4	1	Full	Accurate	
Hellpistol (Lucius)	Pistol	35m	S/2/-	1d10+4 E	7	40	2 Full		
Hellgun (Lucius)	Basic	110m	S/3/-	1d10+4 E	7	30	2 Full		
Las Gauntlets	Pistol	50m	S/4/-	1d10+4 E	1	20	Full	Reliable	
Lascarbine (Locke)	Basic	60m	S/2/-	1d10+3 E	0	40	2 Full	Reliable	
Lasgun	Basic	100m	S/3/-	1d10+3 E	0	60	Full	Reliable	
Laspistol	Pistol	30m	S/-/-	1d10+2 E	0	30	Full	Reliable	
Long-las	Basic	150m	S/-/-	1d10+3 E	1	40	Full	Accurate, Reliable	
Man Portable Lascannon	Heavy	300m	S/-/-	5d10+10 E	10	5	2 Full		

Solid Projectile Weapons

Autogun	Basic	90m	S/3/10	1d10+3 I	0	30	2 Full	-
Autopistol	Pistol	30m	S/-/6	1d10+2 I	0	18	Full	-
Hand Cannon	Pistol	35m	S/-/-	1d10+4 I	2	5	2 Full	-
Heavy Stubber (Orthlack)	Heavy	120m	-/-/10	1d10+5 I	3	200	2 Full	-
Heavy Stubber (Ursid)	Heavy	120m	-/-/10	1d10+5 I	3	40	Full	-
Naval Pistol (Mars)	Pistol	20m	S/3/-	1d10+4 I	0	6	Full	Tearing
Naval Shotcannon	Heavy	40m	S/3/-	2d10+4 I	0	24	2 Full	Scatter, Unreliable
Pump-Action Shotgun	Basic	30m	S/-/-	1d10+4 I	0	8	2 Full	Scatter
Shotgun	Basic	30m	S/-/-	1d10+4 I	0	2	2 Full	Scatter
Shotgun Pistol	Pistol	10m	S/-/-	1d10+4 I	0	1	Full	Reliable, Scatter
Stub Automatic	Pistol	30m	S/3/-	1d10+3 I	0	9	Full	-
Stub Revolver	Pistol	30m	S/-/-	1d10+3 I	0	6	2 Full	Reliable

Bolt Weapons

Boltgun (Locke)	Basic	90m	S/2/4	1d10+5 X	4	24	Full	Tearing
Bolt Pistol (Ceres)	Pistol	30m	S/2/-	1d10+5 X	4	8	Full	Tearing
Storm Bolter (Mars)	Basic	90m	S/2/4	1d10+5 X	4	60	Full	Storm, Tearing
Heavy Bolter (Solar)	Heavy	120m	-/-/10	2d10+2 X	5	60	Full	Tearing

Melta Weapons

Inferno Pistol (Mars)	Pistol	10m	S/-/-	2d10+8 E	13	3	Full	
Meltagun (Mars)	Basic	20m	S/-/-	2d10+8 E	13	5	2 Full	
Meltagun (Mezoa)	Basic	20m	S/-/-	2d10+8 E	13	10	3 Full	
Thermal Lance (Mars)	Heavy	10m	S/-/-	2d10+10 E	12	2	2 Full	Accurate
Multi-Melta (Mars)	Heavy	60m	S/3/-	4d10+5 E	13	10	2 Full	Blast (1)

Plasma Weapons

Plasma Pistol (Ryza)	Pistol	30m	S/2/-	1d10+6 E	6	10	3 Full	Overheat
Plasma Gun (Mezoa)	Basic	90m	S/2/-	1d10+7 E	6	40	5 Full	Overheat
Plasma Cannon (Ryza)	Heavy	120m	S/-/-	2d10+10 E	8	16	5 Full	Overheat, Unreliable

Flame Weapons

Hand Flamer (Mezoa)	Pistol	10m	S/-/-	1d10+4 E	2	2	2 Full	Flame
Flamer (Mezoa)	Basic	20m	S/-/-	1d10+4 E	2	6	2 Full	Flame
Heavy Flamer (Locke)	Heavy	30m	S/-/-	2d10+4 E	4	10	2 Full	Flame

NPC CREW RATINGS

Crew Rating	Skills and Characteristics
Incompetent	20
Competent	30
Crack	40
Veteran	50
Elite	60



Scatter Diagram

COMBAT ACTIONS

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
All Out Attack	Full	Attack, Melee	+20 to WS, cannot Dodge or Parry.
Brace Heavy Weapon	Half	Miscellaneous	Prepare to fire a heavy weapon.
Called Shot	Full	Attack, Concentration, Melee or Ranged	Attack a specific location on your target with a -20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction, opponents suffer -20 to WS.
Delay	Half	Miscellaneous	Before your next Turn take any Half Action.
Disengage	Full	Movement	Break off from melee and move.
Dodge	Reaction	Movement	Test Dodge to negate a hit.
Feint	Half	Attack, Melee	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a Psychic Power.
Full Auto Burst	Full	Attack, Ranged	+20 to BS, additional hit for every degree of success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Attack	Full	Attack, Concentration, Melee	-10 WS, +10 to Parry and Dodge.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock-Down	Half	Attack, Melee	Try and knock an opponent to the ground.
Manoeuvre	Half	Attack, Melee, Movement	Opposed WS Test, if you win, move enemy 1 metre.
Move	Half/Full	Movement	Move up to your movement as a Half Action or twice your movement as a Full Action.
Multiple Attacks	Full	Attack, Melee or Ranged	Attack more than once in the same round—requires two weapons or a talent.
Overwatch	Full	Attack, Concentration, Ranged	Shoot targets coming into a set kill zone, -20 to BS.
Parry	Reaction	Defence, Melee	Test Weapon Skill to negate a hit.
Ready	Half	Miscellaneous	Ready a weapon or item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move triple, enemies -20 BS and +20 WS.
Semi-Auto Burst	Full	Attack, Ranged	+10 to BS, additional hit for every two degrees of success.
Stand/Mount	Half	Movement	Stand up or mount a riding animal.
Standard Attack	Half	Attack, Melee or Ranged	Make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, -20 to BS.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Concentration, Miscellaneous	You may use a Skill.

WEAPON SPECIAL QUALITIES

Accurate:	Additional +10 to hit when used with an Aim Action.
Balanced:	+10 to Parry.
Blast (X):	All within the weapon's blast radius in metres is hit. Roll Hit Location and Damage individually for each person affected.
Customised:	Reloading takes 1/2 the listed time, rounding up the next full action, with a minimum of 1/2 action.
Defensive:	+15 to Parry, -10 to hit.
Flame:	No BS Test. All creatures in a 30 degree arc make Agility Test or be struck by flame and take Damage. If Damage is taken, the target must succeed on second Agility Test or catch fire. Cannot be Parried.
Flexible:	No bonus gained from Aim Action.
Inaccurate:	Unmodified roll of 91 or more on to hit roll causes Overheat, see page 129.
Overheats:	When Parrying an attack made with a weapon that lacks this quality, there is a 75% chance of destroying the attacker's weapon.
Power Field:	AP doubled, unless armour also has Primitive quality.
Primitive:	Can only fire every-other Round.
Recharge:	If Jam, roll 1d10 and only on roll of 10 has it Jammed.
Reliable:	At Point Blank range, each 2 degrees of success scores another hit. AP doubled at Long and Extreme ranges.
Scatter:	If weapon causes Damage, Test Toughness or Stunned (+10 bonus per AP). Creates smoke screen 3d10 metres in diameter, lasts 2d10 Rounds.
Shocking:	The target must make an Agility Test or be immobilised. An immobilised target can attempt no other Actions except to try to escape the bonds.
Smoke:	He can attempt to burst the bonds (a Strength Test) or wriggle free (an Agility Test) in his Turn. The target is considered helpless until he escapes.
Snare:	Doubles the number of hits inflicted on the target.
Storm:	Roll two dice for Damage, take the best result.
Tearing:	If weapon causes Damage, Test Toughness at -5 for every point of Damage taken, if failed take extra 1d10 Impact Damage (no reduction for armour or Toughness).
Toxic:	+20% to hit, may score one additional hit if the attack roll succeeds by two or more degrees of success.
Twin-linked:	-10 when used to Parry.
Unbalanced:	Jams on roll of 91-00.
Unstable:	On a successful hit, roll 1d10: 1: Inflicts half Damage, 2-9: Inflicts normal Damage, 10: Inflicts double Damage.
Unwieldy:	Cannot be used to Parry.

MELEE WEAPONS

Name	Class	Range	Damage	Pen	Special
Chain Axe	Melee	—	1d10+4 R	2	Tearing
Chainsword (Hecate)	Melee	—	1d10+2 R	2	Tearing, Balanced
Omissionian Axe (Sollex)	Melee	—	2d10+4 E	6	Power Field, Unbalanced
Power Axe (Mezoa)	Melee	—	1d10+7 E	7	Power Field, Unbalanced
Power Fist (Mezoa)	Melee	—	2d10 ⁺ E	9	Power Field, Unwieldy
Power Maul (High)	Melee	—	1d10+5 E	4	Power Field, Shocking
Power Maul (Low)	Melee	—	1d10+1 E	2	Shocking
Power Sword (Mordian)	Melee	—	1d10+5 E	5	Power Field, Balanced
<i>* Power Fists add the users SBx2 to the Damage.</i>					
Officer's Cutlass	Melee	—	1d10 R	0	Shocking
Shock Glove	Melee	—	1d10 I	0	Shocking
Shock-Staff	Melee	—	1d5+3 I	0	Shocking
Great Weapon	Melee	—	2d10 R	0	Primitive, Unbalanced
Groxwhip	Melee	3m	1d10+3 R	0	Flexible, Tearing, Primitive
Improvised	Melee	—	1d10-2 I	0	Primitive, Unbalanced
Knife	Melee, Thrown	5m	1d5 R	0	Primitive
Spear	Melee	—	1d10 R	0	Primitive
Staff	Melee	—	1d10 I	0	Balanced, Primitive
Sword	Melee	—	1d10 R	0	Balanced, Primitive
Truncheon	Melee	—	1d10 I	0	Primitive
Warhammer	Melee	—	1d10+2 I	1	Primitive

Note: Characters using melee weapons add their SB to the Damage they inflict.

COMBAT DIFFICULTY SUMMARY

Difficulty	Skill Modifier	Example
Easy	+30	Attacking a Surprised or Unaware target. Shooting a Massive target.
Routine	+20	Shooting a target at Point Blank Range.
		Melee attacks against a foe who is outnumbered three to one or more.
Ordinary	+10	Attacking a Stunned opponent. Shooting an Enormous target.
		Melee attacks against a foe who is outnumbered two to one. Attacking a Prone opponent with a melee weapon. Attacking from higher ground. Shooting a Hulking target. Shooting a target at Short Range.
Challenging	+0	A Standard Attack.
		Any test whilst Fatigued. Attacking or Dodging whilst in the mud or heavy rain. Shooting a target at Long Range. Shooting a Prone target. Shooting a Scrawny target. Shooting into melee combat. Dodging whilst Prone. Making an unarmed attack against an armed opponent. Melee attacks in darkness. Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target.
Difficult	-10	The target a weapon without the correct Talent. Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a Minuscule target.
		Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target.
Hard	-20	Using a weapon without the correct Talent. Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a Minuscule target.
		Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target.
Very Hard	-30	Shooting at a target at Extreme range. Shooting at a completely concealed target. Shooting at a target in darkness.
		Shooting at a target at Extreme range. Shooting at a completely concealed target. Shooting at a target in darkness.

WEAPON JAMS

An unmodified roll of 96-00 weapon Jams. Full Action and BS Test to clear. Semi- and Full Auto Fire Jams on a 94-00.

TWO-WEAPON FIGHTING

Only one-handed weapons. Either make a single attack with either weapon (-20 for off-hand), or if you have the Two Weapon Wielder Talent, spend a Full Action to attack with both weapons, but at -20 to each (drops to -10 with Ambidextrous Talent). If shooting with a gun in each hand, your targets must be within 10m of each other.

USING WEAPONS WITHOUT TALENT

-20 penalty when using a weapon without the appropriate Talent. In the case of Flame weapons, targets receive +30 to Agility Test to avoid being hit.

UNARMED COMBAT

WS to hit, inflicts 1d5-3 I+SB. Armour Points count as double. In addition, inflicting damage greater than or equal to your target's Toughness Bonus also inflicts 1 level of Fatigue.

DAMAGE

When a character has sustained Damage equal to their Wounds, all further Damage is Critical Damage. When Critical Damage is suffered, consult the relevant Critical Table (pages 252-259), determined by the type of Damage (Energy, Impact, Rending or Explosive) and the Hit Location of the attack, and apply the effect. All Critical Damage is cumulative.

FATIGUE

Can suffer a number Fatigue equal to TB. Fatigued characters -10 all Tests. If you suffer more Fatigue than TB, fall unconscious for 10-TB minutes. Each hour of complete rest removes 1 level of Fatigue; after 8 hours, Fatigue is reduced to 0.

STUNNED

Stunned characters cannot take Actions (including free ones), opponents receive +20 to hit.

LIGHTLY DAMAGED

If Damage taken is equal or less than twice TB.

HEAVILY DAMAGED

If Damage taken is more than twice TB.

BLOOD LOSS

10% chance of death each Round unless treated.

SEMI-AUTOMATIC WEAPONS

+10 BS, for every 2 degrees of success gain another hit, as indicated on Multiple Hits Table (page 239), or can be allocated to another target within 2m. Result of 94-00 on BS Test indicates weapon has Jammed.

FULL AUTOMATIC WEAPONS

+20 BS, for every degree of success gain another hit, as indicated on Multiple Hits Table (page 239), or can be allocated to another target within 2m. Result of 94-00 on BS Test indicates weapon has Jammed.

OVERWATCH

You take a Full Action to establish a kill zone 45-degrees from your facing and up to the Range of the weapon. You may spend subsequent Turns waiting for targets to enter the zone. You may take the Full Auto Burst Action, Semi-Auto Burst Action, or Suppressing Fire to shoot any targets entering the zone, targets must make a Hard (-20) Willpower Test or become Pinned. Overwatch may be maintained up to your WP Bonus in hours, or until the Full Burst Action has been used.

SUPPRESSIVE FIRE

You can suppress an area 45-degrees from your facing and up to half the Range of the weapon. Targets within this area must make a Hard (-20) Willpower Test or become Pinned. Make a Hard (-20) Ballistic Skill Test to determine if anyone in area has been hit, GM assigns hit to random target. An extra hit is scored for every 2 degrees of success. Result of 94-00 on BS Test indicates weapon has Jammed.

PINNING

Pinned targets have Half Action only and suffer -20 BS and must keep cover between them and the shooter. Test Willpower to recover at the end of the Turn, +30 if not shot at. If engaged in melee, automatically escape.

MULTIPLE HITS FROM SEMI AND FULL AUTO FIRE

Location	Each Additional Hit				
	Second	Third	Fourth	Fifth	Each
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

MOVEMENT (METRES/ROUND)

AB	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54