

A
TABLETOP
SKIRMISH GAME
BY
BILL
MAKING
STUFF

SKIRM

IN THE
GUTTERNOS





STANDOFF AT THE KINGS END INN
- D.E.A.P. TROOPS CONFRONT THE
RESPITE LOCALS. (PROBABLY OVER
A NOISE COMPLAINT)



WELCOME TO SKIRM IN THE GUTTERLANDS!

MY NAME IS BILL... I HAVE A YOUTUBE CHANNEL CALLED 'BILL MAKING STUFF'. WHEN I'M NOT DOING THAT, I LIKE TO MAKE TABLETOP GAMES SUCH AS THIS ONE. I ALSO LIKE TO EAT, SLEEP, PEEL DRIED PVA GLUE OFF MY FINGER TIPS BUT THAT'S IRRELEVANT.

WELCOME TO MY TABLETOP SKIRMISH GAME! SKIRM IS A RUTHLESS, CHAOTIC, EXCITING, HARSH, UNFORGIVING SKRIMISH MINIATURE GAME FOR BEGINNERS, EXPERTS AND EVERYONE INBETWEEN.

I DONT KNOW ABOUT YOU... I DON'T HAVE TIME/
MONEY/ FRIENDS TO PLAY TABLETOP GAMES, YOU
SHOULD THROW THIS BOOK IN THE BIN RIGHT NOW...

THAT WAS A TEST... YOU PASSED. I MADE THIS GAME TAKING ALL OF THE ABOVE INTO ACCOUNT, I WANTED A FUN, QUICK NARRATIVE DRIVEN SKIRMISH EXPERIENCE THAT ENCOURAGES YOU TO BUILD TERRAIN, KITBASH MINIATURES AND CREATE SMALL LITTLE STORIES THAT YOU CAN TELL YOUR FRIENDS AT WORK, IF ONLY TO REINFORCE THEIR NERDY IMAGE OF YOU... YOU'RE WELCOME.

SO THAT'S WHAT I'VE DONE, THAT'S WHAT THIS IS... THIS BOOK THAT YOU'RE SCREWING YOUR FACE UP TRYING TO READ. ENJOY.

BILL (NOT CAT)

FOR BUILDING TUTORIALS GO TO
WWW.YOUTUBE.COM/C/BILLMAKINGSTUFF

FOR ALL THE GUTTERLANDS LORE GO TO
WWW.THEGUTTERLANDS.COM

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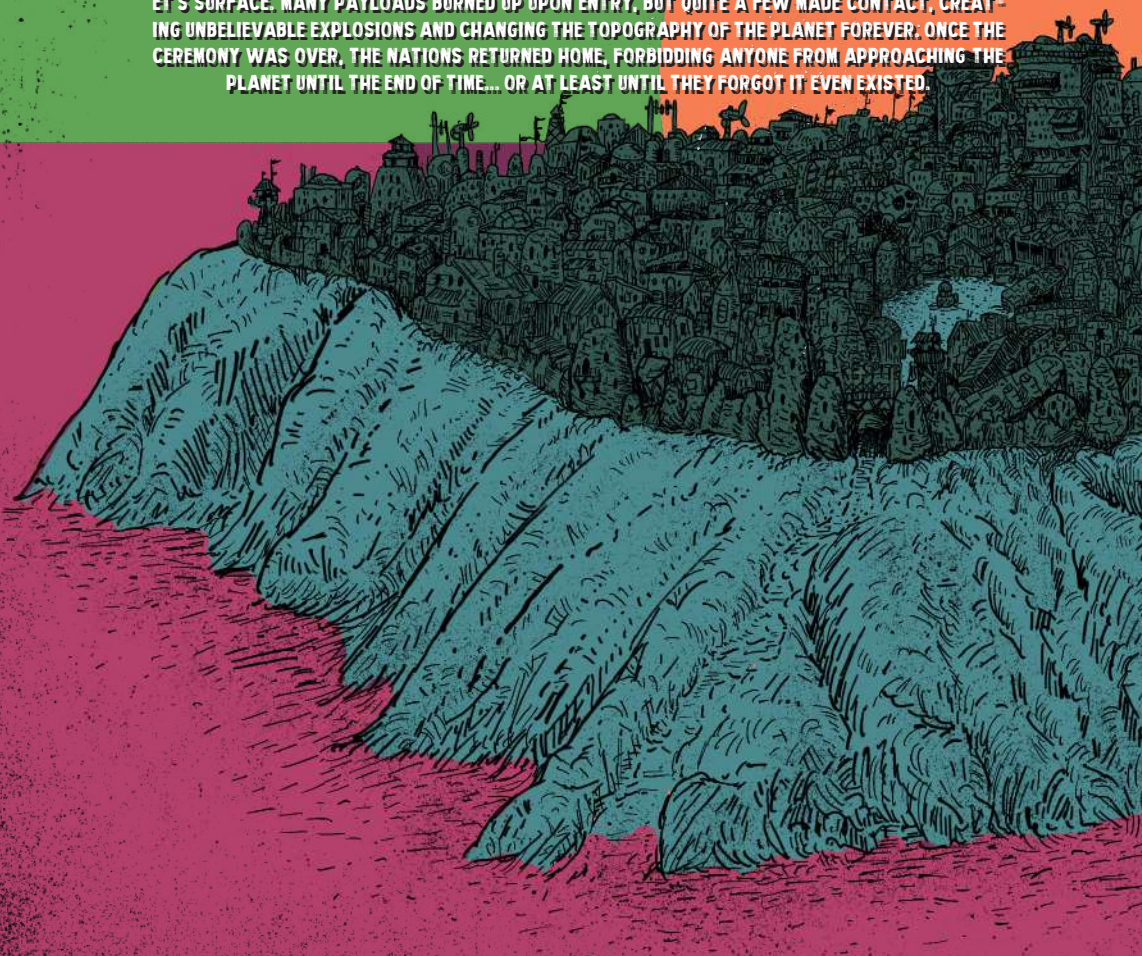
PLUS OTHER STUFF...

THE UNIVERSE

THE UNIVERSE WAS AT WAR. THE ENTIRE UNIVERSE, MILLIONS UPON MILLIONS WERE LOST IN THE GREAT GALACTIC WAR, A CONFLICT BETWEEN ALL KNOWN GALACTIC CIVILIZATIONS THAT LASTED OVER 1,000 YEARS. THE WAR SEEMED NEVER-ENDING... UNTIL IT DID. PEACE WAS AGREED UPON BY ALL CIVILIZATIONS AND AN ARMISTICE WAS DECLARED. EVERY WEAPON OF WAR WAS TO BE DISPOSED OF, NOT JUST DISCARDED BUT DONE SO IN A GRAND SPECTACLE, WITNESSED BY ALL SIDES.

THE TAPU ARMISTICE

IT WAS AGREED THAT THE WEAPONS COULDN'T BE DESTROYED, JETTISONED INTO SPACE, OR CONTAINED IN A VAULT ON A CIVILIZED PLANET (IT WOULD HAVE BEEN A VERY LARGE VAULT). ALL THESE OPTIONS WERE DEEMED TOO DANGEROUS. SO, THEY FOUND A PLANET UNINHABITED (APPARENTLY), OUT OF THE WAY, LACKING VALUABLE ORES OR PROSPECTING OPPORTUNITIES. TAPU, A SMALL PLANET ON THE OUTSKIRTS OF THE BLACK, THE MANY NATIONS DECIDED IT WOULD BE SAFER TO EJECT THE WEAPONS FROM ORBIT ONTO TAPU'S SURFACE, TRAPPING THE NUCLEAR MATERIALS, KILLER TITAN BOTS, AND BIOLOGICAL WEAPONS SAFELY WITHIN THE PLANET'S GRAVITATIONAL PULL. AND SO, THEY DID. IT WAS A SPECTACLE: CRUISER AFTER CRUISER JETTISONED THEIR PAYLOADS ONTO THE PLANET'S SURFACE. MANY PAYLOADS BURNED UP UPON ENTRY, BUT QUITE A FEW MADE CONTACT, CREATING UNBELIEVABLE EXPLOSIONS AND CHANGING THE TOPOGRAPHY OF THE PLANET FOREVER. ONCE THE CEREMONY WAS OVER, THE NATIONS RETURNED HOME, FORBIDDING ANYONE FROM APPROACHING THE PLANET UNTIL THE END OF TIME... OR AT LEAST UNTIL THEY FORGOT IT EVEN EXISTED.



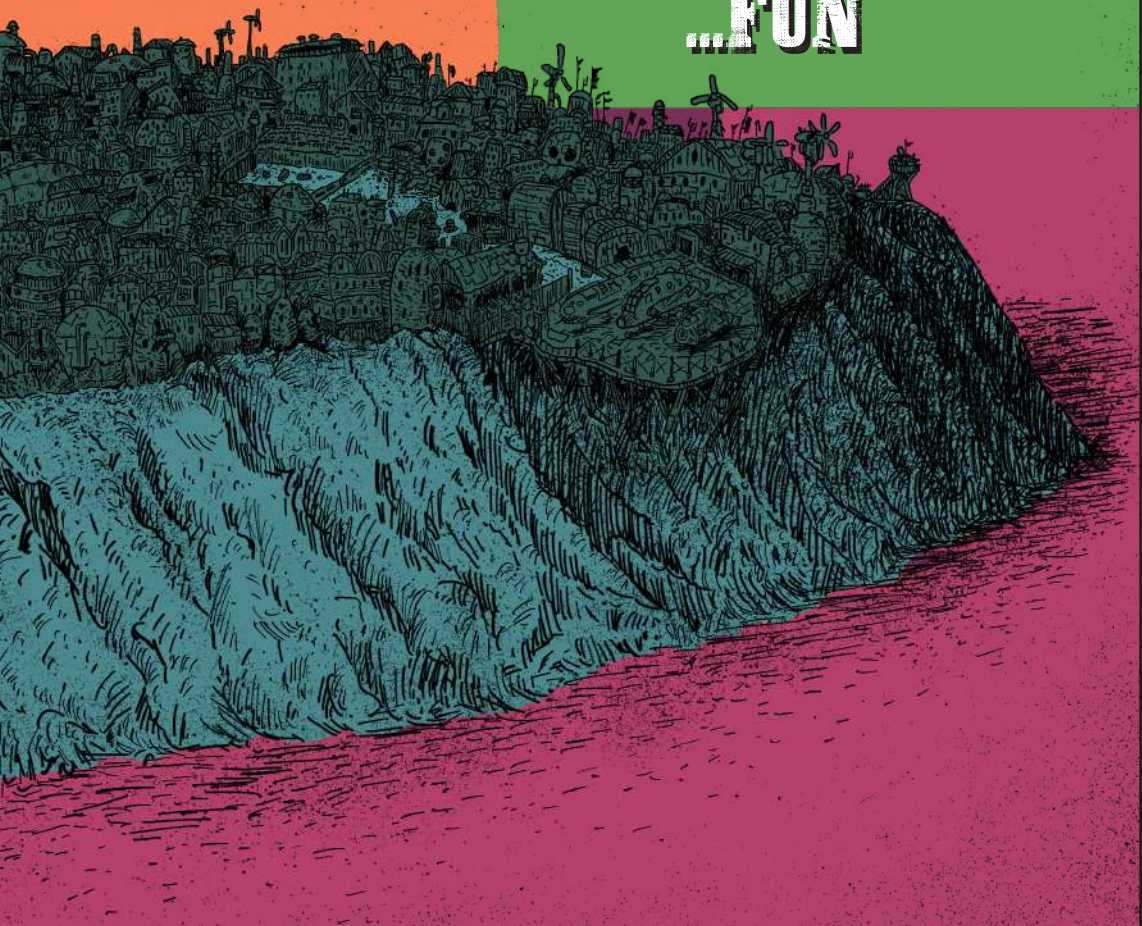
PEACE

WAR, CRIME, AND BAD LANGUAGE BECAME THINGS OF THE PAST. YOU COULDN'T EVEN SHARPEN A STICK. KNIVES WERE EXTREMELY RARE, MAKING STICK SHARPENING EVEN HARDER. EVERYONE ATE HEALTHY, THE MUSIC WAS CALMING, EXPLORATION WAS OVER, AND ALCOHOL... WELL, LIFE WAS BORING. MOST LIVED IN HARMONY, BUT THERE WERE ALWAYS ONE OR TWO WHO FELT LIKE SOMETHING WAS MISSING. ONE OR TWO WHO WANTED TO EXPLORE, FIGHT AND EAT MEAT. EVENTUALLY, THEY WOULD HEAR WHISPERS OF A PLACE... TAPU THE GUTTERLANDS!

THE GUTTERLANDS

TWO THOUSAND YEARS AFTER THE TAPU ARMISTICE, PEOPLE RETURNED OUTCASTS, CRIMINALS, EXPLORERS, BUSINESSMEN, THE MENTALLY DERANGED. ONE BY ONE, THEY ARRIVED AT THIS FORGOTTEN LAND, A PLACE FULL OF RUSTY JUNK MOUNTAINS AND ANCIENT MACHINERY, TRIBES OF RUST-WORSHIPPING RAIDERS, WANDERING ROBOTS, MEAT MONSTROSITIES, MUTATED NOMADS, GIANT METAL TITANS, AND JUST ABOUT ANYTHING ELSE YOU CAN THINK OF. THEY RETURNED FOR MANY REASONS, BUT TO SUM IT UP...

...FUN



WHAT YOU WILL NEED

A SPACE TO PLAY
3' X 3' (91CM X 91CM) FLAT
SURFACE FOR EXAMPLE A
TABLETOP SURFACE, A FLAT
BOARD... THE FLOOR.

TERRAIN

TERRAIN IS BASICALLY OBSTRUCTIONS PLACED ABOUT THE BOARD, RUINS, BUILDINGS, TREES, ROCKS ETC. THINGS THAT CAN BE CLIMBED, OBSTRUCT MOVEMENT AND LINE OF SIGHT. GO AS CREATIVE AS YOU LIKE, OR AS MINIMAL... UP TO YOU. TRY AND ADD TO THE NARRATIVE OF THE GAME VISUALLY BY USING THEMED TERRAIN PIECES.

USE PLENTY OF TERRAIN. SKIRM IS VERY 'KILLY'...
YOU WILL NEED LOTS OF HIDING PLACES.

DICE AND TOKENS

SEVERAL D6
TAPE MEASURE (IN INCHES)
VARIOUS TOKENS

(YOU WILL NEED DISTINCTIVE TOKENS TO REPRESENT DIFFERENT THINGS... USE ANYTHING AVAILABLE, COINS, BITS OF CARD, SMARTIES.)

MINIATURES

A MINIMUM OF 6 X 28MM SCALE MINIATURES PER TEAM, THE GAME IS MINIATURE AGNOSTIC, USE ANY MINIATURES YOU LIKE THE LOOK OF BUT DO CONSIDER THE NARRATIVE AND THEME OF THE GAME YOU ARE PLAYING. THE MINIATURE SHOULD BE ON 25MM BASES. ASSIGN ONE MINIATURE AS THE TEAM LEADER (THE BOSS)

EACH FACTION WILL HAVE A BOSS UNIT, THE BOSS UNIT IS THE TEAM LEADER, THE BOSS UNIT WILL HAVE AN OLD TEC WEAPON ASSIGNED AT THE BEGINNING OF THE GAME AND 1 ARMOUR TOKEN PLACED NEXT TO THE UNITS BASE. THE BOSS CAN PERFORM A STANDARD SHOOT/MELEE ACTION TOO.



JUNK PILES

6 X 25MM BASES TO REPRESENT PILES OF JUNK.

AMMO

TOKENS REPRESENTING AMMO BEING USED IN GAME. CAN BE PIECES OF CARD, TRIMMED PAPER STRAWS, DICE, TWIGS, MATCH STICKS, WOODEN DOWELS ANYTHING REALLY, JUST TRY AND KEEP THEM VISUALLY DISTINGUISHABLE FROM THE TOKENS ABOVE.

A FEW MONSTERS

HAVE HANDY A COUPLE OF MINIATURES THAT CAN REPRESENT MONSTERS ON THE TABLE, ABOUT THE SAME SIZE AS THE OTHER MINIATURES (25MM BASES) ... JUST IN CASE.

NOTEBOOK/PAPER

(OPTIONAL) MAY BE HANDY TO KEEP TRACK OF OBJECTIVES, ANCIENT TEC ETC.)

SETTING UP THE GAME

THE GAME IS AIMED
AT 2-4 PLAYERS.
YOU CAN EITHER PLAY
2 PLAYERS (1 V 1)
4 PLAYERS (ALL V ALL)
4 PLAYERS (2 V 2)

PLACE TERRAIN ON THE 3' BY 3' BOARD. CON-
SIDER PLACEMENT OF THE TERRAIN PIECES
(TRY AND HAVE IT MAKE SENSE NARRATIVE-
LY). MAKE SURE THAT THERE ARE PLENTY OF
PLACES TO NAVIGATE AROUND, BLOCK LINE
OF SIGHT BETWEEN TEAMS AND PLACES TO
CLIMB UP FOR A BETTER A VANTAGE POINT.

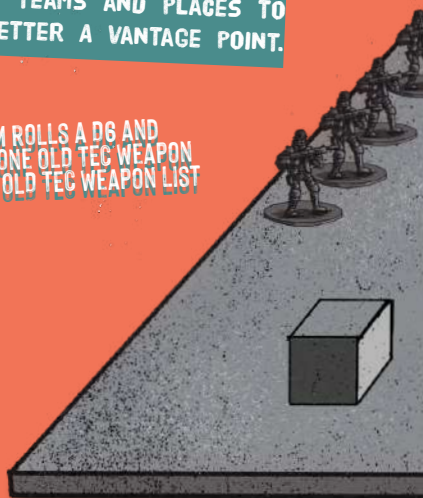
HAND OUT THE CORRECT AMOUNT OF
AMMO TOKENS RELATIVE TO EACH
TEAM'S AMMO STAT.

PLACE A RESERVE OF EXTRA AMMO
TOKENS NEXT TO THE BOARD WITHIN
REACH OF ALL PLAYERS.

WHEN PLAYING WITH 4 PLAYERS, DO THE SAME
USING ALL 4 SIDES OF THE BOARD.

ASSIGN ARMOUR TOKENS TO ALL ELLIGIBLE
UNITS (EG. SEVERAL RUSTER UNITS, BOSS
UNITS) AND PLACE THE TOKEN NEXT TO THE
UNITS BASE.

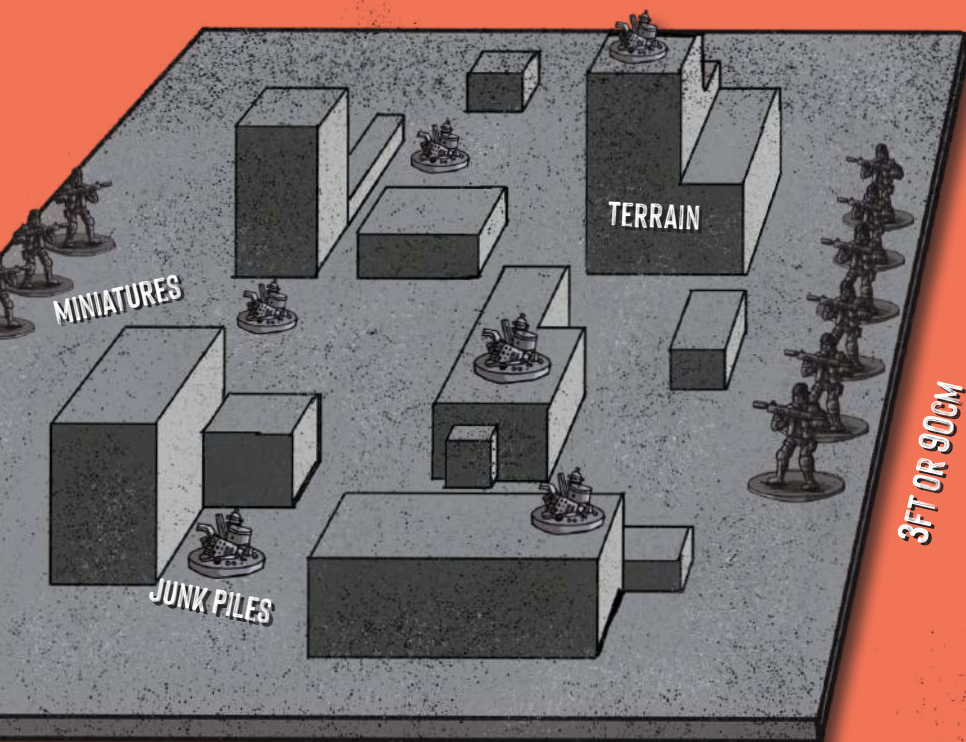
EACH TEAM ROLLS A D6 AND
RECEIVES ONE OLD TEC WEAPON
FROM THE OLD TEC WEAPON LIST



TAKE TURNS PLACING THE 6 JUNKPILES ON THE BOARD AT LEAST 6" FROM THE EDGE AND EACH OTHER. SCATTER THEM AROUND THE TERRAIN, OUT IN THE OPEN. WHEREVER YOU LIKE REALLY.

ROLL A D6 TO DETERMINE WHICH SIDE GOES FIRST. THEN IT'S A MATTER OF MY UNIT GOES THEN YOURS UNTIL THE ROUND IS OVER (WHEN EVERY UNIT HAS PERFORMED THEIR ACTIONS)

PLACE YOUR 6 UNITS ANYWHERE ALONG ONE SIDE OF THE BOARD (TRYING TO AVOID LINE OF SIGHT WITH THE OPPOSING TEAM) THE OTHER PLAYER THEN DOES THE SAME ON THE OPPOSITE SIDE. THE ORDER OF UNIT ACTIVATIONS STARTS FROM LEFT TO RIGHT (TO AVOID CONFUSION).



3FT OR 90CM

3FT OR 90CM

HOW TO PLAY TURNS

SKIRM IN THE GUTTERLANDS IS A QUICK BRUTAL SKIRMISH GAME. IT CAN BE OVER PRETTY QUICK BUT THAT'S OK. YOU CAN JUST PLAY AGAIN.

ROLL A DICE TO SEE WHO GOES FIRST.

THE PLAYERS MUST COMMAND EACH OF THEIR 6 UNITS (MINIATURES). EACH UNIT CAN PERFORM TWO ACTIONS PER TURN (THE ACTIONS ARE EXPLAINED LATER) ONCE ALL UNITS HAVE PERFORMED 2 ACTIONS EACH IT'S THE END OF THE ROUND. SKIRM USES AN 'I GO, YOU GO' SYSTEM. EACH TEAM TAKES TURNS ACTIVATING ONE OF THEIR UNITS. ONCE ALL UNITS ON ALL TEAMS HAVE BEEN ACTIVATED THE ROUND IS OVER. START AGAIN.

EACH UNIT HAS 1 HITPOINT. THIS BASICALLY MEANS IF THEY ARE HIT BY A SHOOT OR MELEE ACTION, THEY ARE DEAD AND OUT OF THE GAME. PLACE THEM ON THEIR BACK FACE UP. THIS ALLOWS ENEMY UNITS TO LOOT THEIR CORPSE IF THEY SO CHOOSE.

THE OBJECTIVE OF A STANDARD SKIRM GAME IS TO DEFEAT ALL OPPOSING UNITS. THE PLAYER WITH ANY UNITS STILL ON THE BOARD WINS. THERE ARE OTHER GAME MODES WITH DIFFERENT WIN OBJECTIVES THAT WE WILL COVER LATER.

AMMO

SKIRM HAS AN AMMO SYSTEM. MOST TABLETOP WARGAMES ALLOW YOU TO SHOOT AWAY INDEFINITELY AT ENEMY MODELS BUT NOT SKIRM. AMMO IS A RESOURCE. AMMO IN THE GUTTERLANDS IS SCARCE. THAT'S WHY I HAVE INCLUDED THE AMMO SYSTEM. STANDARD WEAPONS COST LESS TO FIRE THAN ANCIENT TEC WEAPONS. THE AMMO FOR THESE WEAPONS IS EXTREMELY RARE, BUT ALSO VERY DEADLY.

ALL UNITS DRAW FROM A SHARED AMMO POOL. EVERY SHOT A UNIT TAKES CONSUMES AMMO. EVEN IF IT MISSES THE TARGET... USE IT WISELY.

SINGLE SHOT (RIFLES, SHOTGUNS, PISTOLS) - COST ONE AMMO TOKEN.
ANCIENT TEC (PIN-RAY, NANOBOOM, CRAZER ETC.) - COST 3 AMMO TOKENS.

WHEN AMMO IS DEPLETED, YOU CAN LOOT MORE FROM JUNK PILES OR DEAD ENEMIES. UNTIL THEN... GET BASHING.

ARMOUR

SOME PEOPLE IN THE GUTTERLANDS HAVE FIGURED OUT THE AGE OLD TECHNIQUE OF WEARING THICK CLOTHING MADE OF KEVLAR, METAL, WOOD? TO PROTECT THEMSELVES FROM STRAY BULLETS. THIS IS ARMOUR... ARMOUR IS REPRESENTED BY A TOKEN PLACED NEXT TO THE UNITS BASE.

WHEN SUCCESSFULLY SHOT BY A UNIT, INSTEAD OF BEING INSTANTLY DOWNED, REMOVE THE ARMOUR TOKEN. THEY CAN CARRY ON AS NORMAL. IT'S BASICALLY AN EXTRA LIFE.

1 ARMOUR TOKEN IS ASSIGNED TO BOSS UNITS AT THE BEGINNING OF THE GAME (AND SOME RUSTER UNITS) IT CAN ALSO CAN BE SCAVENGED FROM JUNK PILES... IF YOU'RE LUCKY

JUNK PILES AND LOOTING

THE GUTTERLANDS IS CRAMMED WITH JUNK. MOUNTAINS OF OLD TEC. WAR MACHINES, SCRAP AND DISUSED ROBOTS LITTER THE PLANET AS FAR AS THE EYE CAN SEE. YOU CAN FIND ALL SORTS OF TREASURE IF YOU LOOK HARD ENOUGH.

SKIRM HAS A LOOT SYSTEM. IF YOU RUN LOW ON AMMO YOU CAN LOOT JUNKPILES. IT'S NOT ALWAYS GUARANTEED THAT YOU'LL FIND AMMO BUT IT'S LIKELY YOU'LL FIND SOMETHING. SCATTER 6 JUNKPILES ON THE BOARD AT LEAST 8" FROM THE EDGE AND EACH OTHER. YOU CAN TAKE TURNS PLACING THESE WITH YOUR OPPONENT.

WHEN A UNIT STANDS BASE TO BASE WITH A JUNKPILE YOU CAN USE THE LOOT ACTION (WE TALK MORE ABOUT THAT LATER).

ONCE THE JUNKPILE/CORPSE HAS BEEN LOOTED, REMOVE IT FROM THE BOARD.



FACTION STATS

EACH FACTION IN SKIRM HAVE DIFFERENT SKILL SETS, SOME ARE GOOD AT SHOOTING, SOME ARE GOOD AT MELEE, SOME HAVE MORE AMMO AND SOME CAN MOVE REALLY FAST. YOU CAN FIND OUT EACH FACTIONS STATS ON THE FACTION PAGES.

IF A FACTION HAS AN AMMO STAT OF 12 THIS MEANS YOU START WITH 12 AMMO TO USE IN THE MATCH.

IF A FACTION HAS A MOVE STAT OF 6 THIS MEANS THAT THEY CAN MOVE 6 INCHES PER MOVE ACTION.

IF A FACTION HAS A SHOOT SKILL OF 8 THIS MEANS THAT YOU HAVE TO ROLL 8 OR MORE ON TWO D6 TO SUCCESSFULLY SHOOT AN ENEMY.

IF A FACTION HAS A MELEE STAT OF 10 THIS MEANS YOU HAVE TO ROLL 10 OR MORE ON TWO D6 TO SUCCESSFULLY MELEE AN ENEMY.

LUCKY DOUBLES

WHENEVER YOU PERFORM A SHOOT/MELEE ACTION WITH 2 D6, IF YOU ROLL A 2 AND A 2, A 3 AND A 3, A 4 AND A 4... MUST I GO ON? IF YOU ROLL DOUBLE NUMBERS, YOU RECEIVE A BONUS ACTION TO USE WITH THAT UNIT. THE AMMO IS STILL CONSUMED AS PER USUAL.



DOUBLE ONES

IF YOU PERFORM A SHOOT/MELEE ACTION AND ROLL DOUBLE ONES (SNAKE EYES) YOUR WEAPON BACKFIRES AND EXPLODES/ YOU ACCIDENTLY STAB YOURSELF?, KILLING YOU INSTANTLY... THE AMMO IS STILL CONSUMED PER USUAL.

**GUN MAINTENANCE IS LACKING
IN THE GUTTERLANDS.**

COVER AND BONUSES

ALL UNITS HAVE A 180 DEGREE FIELD OF VIEW (THEY CAN SEE, SHOOT, MELEE ANYTHING IN FRONT OF THEM. WE CAN TELL THIS BY LOOKING AT WHERE THE FRONT HALF OF THE MINIATURE IS FACING. THE BACK HALF IS THE REAR...

COVER YOUR REAR.

COVER

WHEN IN COVER, YOU ARE HARDER TO SHOOT. THE PLAYER SHOOTING AT THE ENEMY UNIT IN COVER MUST -1 FROM THEIR FINAL SHOOT DICE ROLL. IF AN ENEMY UNIT IS BEHIND TERRAIN, AS LONG AS YOU CAN SEE ATLEAST 1/3 OF THE ENEMY MODEL. YOU CAN SHOOT AT IT.

(THIS DOES NOT INCLUDE SPEARS, WEAPONS, CLOAKS, TAILS OR ANY OTHER THING THAT DOESN'T CONTAIN VITAL ORGANS... USE YOUR DISCRESSION AND BEST JUDGEMENT AS TO WHETHER THE UNIT IS IN COVER OR NOT)

HIDDEN

IF NO PART OF A UNIT CAN BE SEEN BEHIND A PIECE OF TERRAIN, THEN THIS UNIT IS HIDDEN. THEY CANNOT BE SHOT AT (UNLESS YOU HAVE THE DRILLERKILLER).

IF A PIECE OF COVER IS TOO SMALL TO HIDE BEHIND, THEN YOU MAY USE THE PRONE ACTION TO LAY THE UNIT FACE DOWN BEHIND THE TERRAIN. JUST REMEMBER YOU CAN'T PERFORM ANY OTHER ACTIONS WHILST PRONE... BUT IT MAY JUST SAVE YOUR SKIN

YOU CAN COMBINE BONUSES. FOR EXAMPLE VANTAGE POINT... YOU GAIN +2 TO YOUR

CLOSE RANGE SHOTS

CLOSE RANGE SHOTS ARE JUST THAT... SHOOTING SOMEONE AT CLOSE RANGE. IT IS OBVIOUSLY EASIER TO SHOOT SOMEONE CLOSE UP THAN FAR AWAY. WHEN SHOOTING AT A UNIT WITHIN 4 INCHES OF YOUR UNIT, ADD +1 TO YOUR FINAL SHOOT ROLL.



REAR ATTACK

IF YOU MANAGE TO SNEAK UP BEHIND A UNIT AND THEIR BACK IS IN YOUR FIELD OF VIEW, YOU CAN MELEE OR SHOOT THEM FOR A +1 TO YOUR FINAL MELEE/SHOOT ROLL.

IF THEY WOULD LIKE TO RETURN THE FAVOUR ON THEIR TURN, THEY MUST SPEND A MOVE ACTION TO ORIENTATE THEIR UNIT AROUND SO THAT YOU ARE IN THEIR FIELD OF VIEW.

VANTAGE SHOTS

WHEN PERFORMING A SHOOT ACTION AT AN ENEMY UNIT, YOU GAIN A BONUS IF YOU ARE POSITIONED AT LEAST 2' HIGHER THAN THE TARGET. SUCH AS CLIMBING UP ON TOP OF TERRAIN OR STANDING ON PLATFORMS.

THIS PROVIDES A +1 BONUS TO YOUR FINAL SHOOT ROLL.

EXAMPLE: FIRING AT SOMEONE'S REAR FROM A HIGHER POSITION... YOU'RE WELCOME.

A

G

T

T

EACH UNIT WITHIN A TEAM MAY PERFORM ACTIONS CAN BE PERFORMED IN AN ORDER CONSECUTIVELY (EXCEPT LOOT WHICH MUST BE OVERWATCH, AIM - WHICH CAN ONLY BE PERFORMED AFTER LOOT)

FOR EXAMPLE: A
UNIT CAN...

MOVE AND SHOOT

MOVE AND MOVE

SHOOT AND OVERWATCH

PRONE AND STAND

...YOU GET THE POINT.

IONS¹⁷

PERFORM TWO ACTIONS PER TURN. ALL
ANY COMBINATION AND EVEN TWICE
WHICH CONSUMES TWO ACTIONS AND
ONLY BE USED ONCE PER TURN)



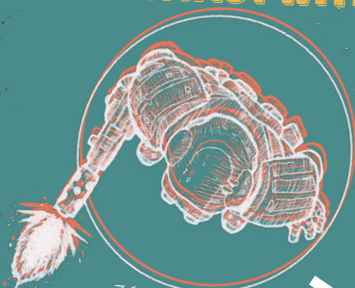
MOVE

MOVE A UNIT IN ANY DIRECTION USING
DEFINED INCH COUNT (ACTION SPECIFIC).
AT THE END OF THE MOVE ORIENTATE THE
UNIT TO FACE ANY DIRECTION. YOU CAN
ALSO CLIMB UP TERRAIN.

CHECK YOUR FACTIONS MOVE STAT
AND MOVE UP TO OR UNDER THAT DISTANCE.

YOU CAN CHANGE DIRECTION MID MOVE IF
YOU WANT TO RUN AROUND A CORNER OR

YOU CAN CLIMB HALF YOUR MOVE DISTANCE
VERTICALLY, YOU MUST BE BASE TO BASE
CONTACT WITH THE TERRAIN TO CLIMB.



360 DEGREE
TURN AT END OF
MOVEMENT

YOU CAN USE TWO MOVE
ACTIONS CONSECUTIVELY
TO CLIMB HIGHER PIECES
OF TERRAIN.

YOU CANNOT MOVE
THROUGH OTHER
UNITS

3 INCHES

3 INCHES

CHANGE
DIRECTION

SHOOT 19



DONT FORGET
EVERY SHOOT
ACTION COSTS AMMO
DISPOSE REQUIRED AMMO
COUNTERS BEFORE
ATTEMPTING A SHOOT
ACTION

SHOOT AT ANY UNIT WITHIN LINE OF SIGHT
ACROSS THE BOARD IF THE FRONT HALF OF YOUR
UNIT IS FACING THE RIGHT DIRECTION AND THE
TARGET IS WITHIN YOUR FIELD OF VIEW.

YOU CANNOT SHOOT WHILST ENGAGED IN MELEE!

TO CONFIRM THAT YOUR UNIT CAN SHOOT AT THE TARGET, LOOK
OVER YOUR MINIATURES SHOULDER AT THE MINIATURES EYE LEVEL. IF
YOU CAN SEE THE TARGET, YOU CAN SHOOT AT IT.

CHECK YOUR FACTIONS SHOOT STAT,
ROLL 2D6 AND CONSUME AMMO. IF THE
AMOUNT IS EQUAL TO OR HIGHER THAN
YOUR SHOOT STAT, YOU SUCCESSFULLY
SHOOT THE ENEMY.

DON'T FORGET THE COVER RULE (-1 TO FINAL ROLL)
REAR ATTACK RULE (+1 TO FINAL ROLL)
VANTAGE SHOT RULE (+1 TO FINAL ROLL)
CLOSE RANGE SHOT (+1 TO FINAL ROLL)

IF SUCCESSFUL, THE ENEMY UNIT IS
DEAD. PLACE THEM ON THEIR BACK
FACE UP.

AIM

IF YOU'RE PARTICULARLY BAD AT HITTING YOUR TARGET, YOU CAN USE AN ACTION TO AIM. AIM ALLOWS YOU TO STAND STILL AND TAKE YOUR TIME BEFORE SHOOTING OR MELEE.

REMEMBER TO BREATHE

AIM WILL ADD PLUS 1 TO YOUR NEXT SHOOT/MELEE FINAL ROLL IF USED DIRECTLY BEFORE A SHOOT/MELEE ACTION.



AND SQUEEEEEEEEEZE

MELEE

ANY UNIT IN BASE-TO-BASE CONTACT WITH AN ENEMY (WHILST FACING THEM) MAY MAKE A MELEE ACTION. THE MELEE ACTION DOES NOT CONSUME AMMO.

CHECK YOUR FACTIONS MELEE STAT, ROLL 2D6. IF THE AMOUNT IS EQUAL TO OR HIGHER THAN YOUR MELEE STAT, YOU SUCCESSFULLY MELEE THE ENEMY.

DON'T FORGET THE REAR ATTACK RULE (+1 TO FINAL ROLL)

IF SUCCESSFUL THE ENEMY UNIT IS DEAD, PLACE THEM ON THEIR BACK FACE UP. IF NOT...

COUNTER MELEE

UNLIKE THE SHOOT ACTION, THE ENEMY UNIT CAN PERFORM A COUNTER MELEE ATTACK IF THEIR FRONT IS FACING THE ATTACKER. THE UNIT MAY MAKE A MELEE ACTION IMMEDIATELY USING THE RULES ABOVE. YOU CANNOT SHOOT WHILST ENGAGED IN MELEE! TO DISENGAGE, USE AN ACTION POINT!



PRONE / STAND

EACH UNIT CAN USE THE PRONE/STAND ACTION. IF A UNIT USES PRONE, YOU MAY LAY THE MODEL FACE DOWN. THIS CAN BE USEFUL TO GET INTO COVER OR BE HIDDEN FROM ENEMY UNITS.

PRONE

LAY YOUR UNIT FACE DOWN. WHILST PRONE YOU CANNOT SHOOT OR MOVE. THE UNIT IS NOW IN COVER. IF COMPLETELY OUT OF SIGHT FROM ENEMY UNITS (BEHIND TERRAIN) IT IS NOW HIDDEN. COVER AND HIDDEN RULES APPLY.

STAND

TO STOP BEING PRONE YOU MUST USE A STAND ACTION. ONCE THIS ACTION IS PERFORMED YOU MAY MOVE / SHOOT / LOOT AS NORMAL.



OVERWATCH

A UNIT CAN CHOOSE TO PERFORM THE OVERWATCH ACTION. THIS IS A GOOD WAY TO GUARD AN AREA OR TO PREVENT FREE ACCESS FOR THE ENEMY TEAM.

THIS SHOULD
ALWAYS BE YOUR
SECOND ACTION 

WHEN ACTIVATED,
PLACE A TOKEN
NEXT TO YOUR UNIT.

IF YOU PLACE A UNIT INTO OVERWATCH, THE UNIT MAY PERFORM A SHOOT ACTION AS SOON AS AN ENEMY MOVES INTO YOUR UNIT'S FIELD OF VIEW IMMEDIATELY (EVEN IF THEY ARE PASSING FROM COVER TO COVER). THEY MUST BE WITHIN LINE OF SIGHT. AMMO AND COVER RULES STILL APPLY.



WHILST IN OVERWATCH YOU CANNOT PERFORM ANY OTHER ACTIONS

WHEN PERFORMING A SHOOT ACTION IN OVERWATCH MODE, THE ENEMY IS IN MOVEMENT, MAKING THEM HARDER TO HIT. THE SHOOTER SUFFERS A -1 TO THEIR FINAL SHOOT ROLL.

ONCE A SHOOT
ACTION HAS BEEN
PERFORMED,
OVERWATCH
MODE IS NOW
OVER.

REMOVE THE
TOKEN

WHILST IN THE KING'S END INN I WAS TOLD OF A FAMOUS BATTLE THAT HAPPENED 20 YEARS BEFORE MY ARRIVAL TO THE GUTTERLANDS.

IT INVOLVED A MAN NAMED JED AND THE RESIDENTS OF RESPITE. ONE FATEFUL DAY THE SCAVENGER JED FELL OUT WITH THE LANDLORD OF THE KING'S END INN, BUSTER DOWELL. APPARENTLY OVER THE USE OF RED ROOT SPICE IN THE ESTABLISHMENTS CUISINE. JED EXPLAINED THAT HE WAS FATALLY ALLERGIC TO THE HERB. ONE THING YOU DON'T DO IN THE KING'S END IS CRITICISE BUSTER'S FOOD (EVEN I KNOW THAT). ONE THING LEAD TO ANOTHER, VIOLENCE ENSUED. IT COST JED HIS RIGHT EYE AND BUSTER AN UNPAID FOOD BILL. JED WAS BANISHED FROM RESPITE!



WANDERING THE BLASTLANDS, JED HUNTED AND SCAVENGED. HIS TIME WAS LIMITED. HE TRAVELLED NORTH (WHO KNOWS WHY) ACROSS THE SLOSH AND PAST THE CORPSEFIELDS. HE FOUND THE ANCIENT WRECK OF THE BULLHEAD. A SPACE CRAFT, RELIC OF THE GREAT WAR.

AMONGST THE WRECKAGE WAS AN OLD STYLE TELEPORTER POD. UNLIKE THE NEWER MODELS, THESE ARCHAIC MACHINES WOULD MAKE A COPY OF THE PASSENGER, RE-FORM THEM IN ANOTHER POD LOCATED ELSEWHERE AND DELETE THE ORIGINAL. THE PASSENGER WOULD KNOW NO DIFFERENT (DEATH PODS WAS WHAT WE CALLED THEM). ONLY THIS POD WAS FAULTY...

DESPERATE TO ESCAPE THE BLASTLANDS JED ENTERED THE POD, ONCE ACTIVATED THE COPY WAS MADE 200 FEET AWAY IN ITS SISTER POD. THE ORIGINAL, WELL IT REMAINED. JED HAD MADE A COPY OF HIMSELF, FLANS AND ALL.

ONE THING LEAD TO ANOTHER, MANY HANDS BEING BETTER THAN TWO. JED HAD CREATED AN ARMY... AN ARMY OF JEDS.

CAMP JED WAS FORMED AND MANY PROBLEMS WITH IT. ONE JED WAS HARD TO FEED BUT HUNDREDS! WE CAN ALL GUESS WHAT HAPPENED NEXT... EVERY OTHER NEWLY FORMED JED WOULD FEED THE PREVIOUS. IS IT CANNIBALISM WHEN YOU EAT YOURSELF?

UNDERSTANDABLY, EATING YOURSELF FOR BREAKFAST, LUNCH AND DINNER WOULD GET A LITTLE TIRESOME. THE JEDS WERE RESTLESS, THEY GATHERED WHAT MEASLY WEAPONS THEY COULD AND MARCHED ON THE TOWN OF RESPITE!

INVADING RESPITE IS NO EASY TASK (ASK THE RUSTERS). THE JEDS WERE POORLY ARMED, MALNOURISHED AND BARELY DRESSED BUT NO MATTER HOW MANY FELL... HUNDREDS OF ONE-EYED JEDS COULD BE REPLENISHED IN NO TIME. THE SIEGE APPEARED ENDLESS. THE CITIZENS OF RESPITE WERE DESPERATE.



A TRUCE WAS CALLED WHEN NONE OTHER THAN BUSTER DOWELL OFFERED TO FEED THE JEDS, ALL SEVERAL HUNDRED OF THEM. THE JEDS COULDN'T REFUSE THE OPPORTUNITY TO HUMILIATE THE LAND LORD. THEY ACCEPTED THE OFFER. FOR SEVERAL DAYS BUSTER PREPARED FOOD FOR THE ENEMY AT THE GATES, THEN IT WAS TIME. LIKE FERAL BEASTS THEY TORE AT THE FOOD PARCELS, BARELY CHEWING, HARDLY TASTING BUSTER'S CULINARY SKILLS. THEN IT HAPPENED... SWOLLEN TONGUES, BLOODSHOT EYES, CONTRACTING AIRWAYS. SIMULTANEOUSLY THE HORDE OF JEDS SUFFOCATED, KILLED. THE FEW WHO HADN'T EATEN YET FLED FOR CAMP JED. THEY WERE DEFEATED...

APPARENTLY BUSTER DOWELL SEASONED THE FOOD WITH RED ROOT.
'BUSTER DOWELL CHANGES HIS RECIPE FOR NO ONE'

AT LEAST THAT'S HOW BUSTER TELLS IT... I HAVE RAN INTO THE ODD ONE-EYED QUINTUPLET ON MY TRAVELS... EVEN NOW...

W. LITT

A LOVELY SKIRM BETWEEN THE COLONISTS
AND BIG RED IS INTERRUPTED BY A SCRAP
BEAST









THE LOOT ACTION CAN BE USED TO LOOT JUNKPILES OR ENEMY CORPSES FOR AMMO, TREASURE AND OTHER THINGS... GOOD AND BAD.

TO PERFORM A LOOT ACTION, YOU MUST USE TWO ACTION POINTS. YOU MUST STAND BASE-TO-BASE WITH THE JUNKPILE OR ENEMY CORPSE.

JUNKPILE

FOLLOW THE STEPS WRITTEN ON THE JUNKPILE LOOT LIST PAGE.

CORPSE

FOLLOW THE STEPS WRITTEN ON THE CORPSE LOOT LIST PAGE.



JUNKPILE LOOT LIST

ROLL TWO D6 - THAT NUMBER
CORRESPONDS TO THE LOOT/
EVENT LISTED BELOW.

2- A SCRAPBEAST BURSTS OUT OF THE JUNKPILE AND INSTANTLY ATTACKS. REPLACE THE JUNKPILE TOKEN WITH A MONSTER MINIATURE.

THE SCRAPBEAST ATTACKS WITH MELEE, CHARGING THE CLOSEST UNIT DESPITE WHICH TEAM DISTURBED THE JUNKPILE.

SCRAPBEAST STATS

MOVE - 6
MELEE - 6

IF THE LOOTER KILLS THE BEAST, REMOVE THE MONSTER FROM THE BOARD. IF THE SCRAPBEAST KILLS THE LOOTER, MOVE THE SCRAPBEAST 6" TOWARDS THE NEXT CLOSEST UNIT. WHEN BASE-TO-BASE WITH ANOTHER UNIT, PERFORM A MELEE ACTION ON BEHALF OF THE SCRAPBEAST. REPEAT THESE ACTIONS AT THE END OF THE ROUND UNTIL IT IS KILLED OR THE GAME ENDS.

**3- TWO AMMO ADDED
TO YOUR TEAMS
STOCKPILE**

4- JUNKPILE AVALANCHE
THE JUNKPILE COLLAPSES ONTO THE LOOTER KNOCKING THE UNIT INTO A PRONE POSITION. TO MOVE OR PERFORM AN ACTION THE UNIT MUST USE A STAND ACTION FIRST.

**5- THREE AMMO ADDED
TO YOUR TEAMS
STOCKPILE**



6- ARMOUR PLATE
 YOU FIND A PIECE OF ANCIENT BODY ARMOUR. PLACE A TOKEN NEXT TO THIS UNIT. IT NOW HAS +1 HIT POINTS. CAN ONLY BE USED ONCE.

7- FOUR AMMO ADDED TO YOUR TEAMS STOCKPILE

8- SECRET TUNNEL
 YOU DIG AMONGST THE JUNKPILE AND FIND A HIDDEN TUNNEL. THIS TUNNEL LEADS TO ONE OF THE OTHER JUNKPILES ON THE BOARD.
 CHOOSE YOUR PREFERRED JUNKPILE AND REPLACE IT WITH A TOKEN, NOW REPLACE THE LOOTED PILE WITH A TOKEN. THIS WILL FOREVER BE A FAST TRAVEL ACROSS THE BOARD (FOR EVERYONE). USE A FULL MOVE ACTION WHEN BASE-TO-BASE WITH ONE OF THE TOKENS TO TRAVEL BETWEEN THEM.

9- FIVE AMMO ADDED TO YOUR TEAMS STOCKPILE

10- NANOTEC MEDKIT

YOU FIND AN ANCIENT REMOTE NANOTEC MEDICAL DEVICE. THE NANOBOTS WITHIN CAN REVIVE ANY DOWNED UNIT ON YOUR TEAM. ONE USE.

11- EXPLOSIVE CANISTER

YOU DIG TOO DEEP AND TOO ROUGH; YOU KNOCK AN EXPLOSIVE CANISTER INSTANTLY KILLING YOU AND ANY OTHER UNIT WITHIN 6' OF THE JUNKPILE.

12- OLDTEC WEAPON

YOU FIND GOLD! (WELL NOT LITTERALLY) YOU FIND AN OLDTEC WEAPON. ROLL ON THE OLDTEC WEAPON CHART AND THAT UNIT RECEIVES THAT WEAPON. YOUR TEAM NOW HAS AN EXTRA OLD TEC WEAPON.



CORPSE LOOT LIST

ROLL A D6 - THAT NUMBER
CORRESPONDS TO THE LOOT/
EVENT LISTED BELOW.

1- BOOBY TRAP

THE CORPSE IS RIGGED
WITH AN ANTI-PERSONNEL
MINE. IT BLOWS, KILLING
YOU AND REMOVING THE
LOOTED CORPSE FROM THE
BOARD PERMANENTLY.

2- ONE AMMO TAKEN FROM YOUR ENEMIES STOCKPILE

3- TRAUMA

YOU STARE AT THE MANGLED
CORPSE: IT STIRS DEEP
EMOTIONS IN YOU, AND YOU
ARE IN SHOCK. IMMEDIATE-
LY GO PRONE. TO PERFORM
YOUR NEXT ACTION, YOU
MUST PERFORM A STAND
ACTION ACTION FIRST.

4- TWO AMMO TAKEN FROM YOUR ENEMIES STOCKPILE

5- WHAT THE...?!

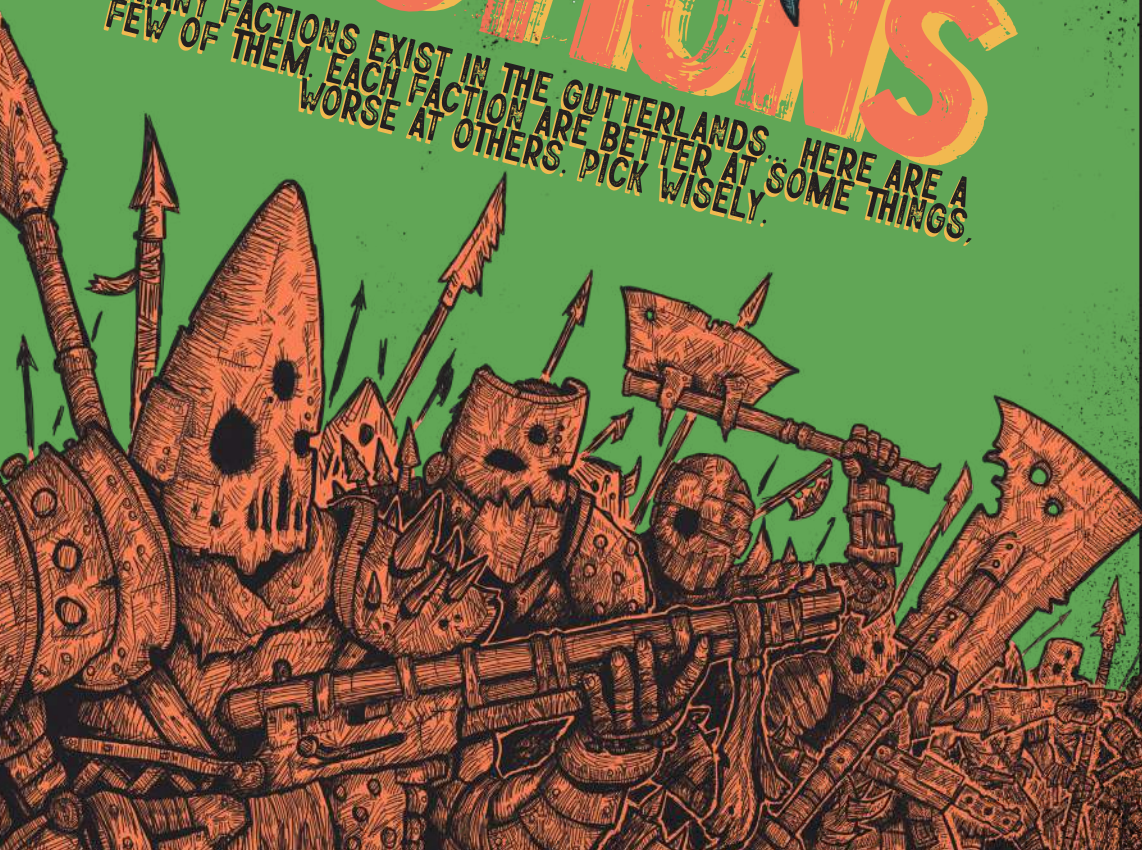
YOU FIND INCRIMINATING PHOTOS OF A LOVED ONE ON THE
CORPSE. YOU GO CRAZY. YOU IMMEDIATELY PERFORM A MOVE
ACTION TOWARDS THE CLOSEST ENEMY UNIT, IN YOUR RAGE
YOU AVOID COVER AND HEAD IN A STRAIGHT LINE. AFTER
THIS MOVE YOU REGAIN COMPOSURE AND RESUME NORMAL
PLAY. LETS JUST HOPE THAT LITTLE OUTBURST HASN'T
LEFT YOU OUT IN THE OPEN...

6- THREE AMMO TAKEN FROM YOUR ENEMIES STOCKPILE



FACTIONS

MANY FACTIONS EXIST IN THE GUTTERLANDS. HERE ARE A FEW OF THEM. EACH FACTION ARE BETTER AT SOME THINGS, WORSE AT OTHERS. PICK WISELY.

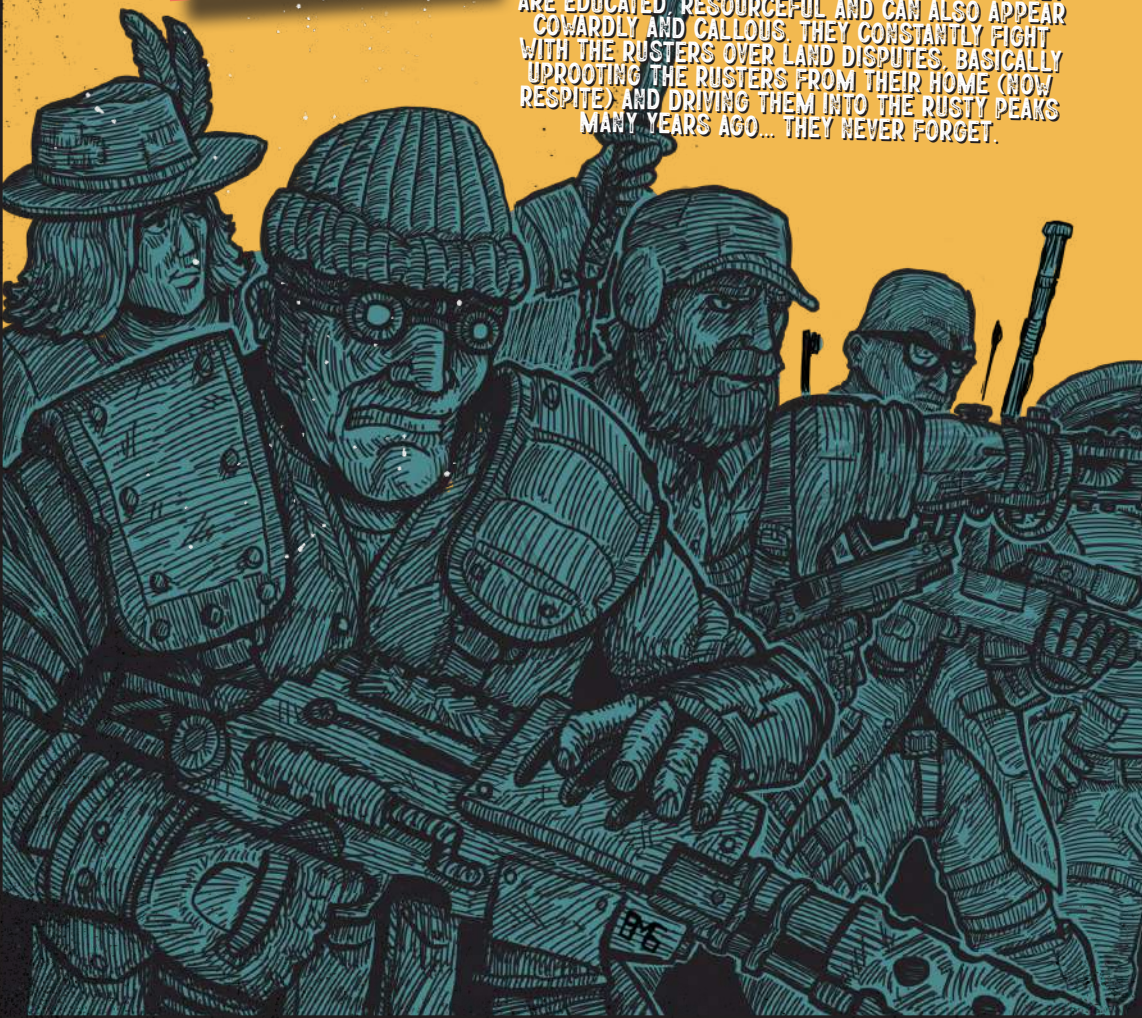


FACTION STATS

AMMO 12
MOVE 5'
SHOOT 8
MELEE 9

COLONIALS

THE COLONIALS ARE THE 'CIVILISED' FACTION IN THE GUTTERLANDS. EVEN IF THEY SAY SO THEMSELVES. THEY ARE THE EXPLORERS, ADVENTURERS AND PROFITEERS THAT CAME TO TAPU FOR FAME, GLORY AND BLOODLUST. BASED IN THE RAMSHACKLE TOWN OF RESPITE, THEY SERVE AS A PORT OF CALL FOR ALL WHO VENTURE TO THE PLANET. NOT THE BEST FIGHTERS IN THE GUTTERLANDS, THEY THRIVE AND SUFFER FROM EXPOSURE TO THE REST OF THE GALAXY. THEY ARE EDUCATED, RESOURCEFUL AND CAN ALSO APPEAR COWARDLY AND CALLOUS. THEY CONSTANTLY FIGHT WITH THE RUSTERS OVER LAND DISPUTES, BASICALLY UPROOTING THE RUSTERS FROM THEIR HOME (NOW RESPITE) AND DRIVING THEM INTO THE RUSTY PEAKS MANY YEARS AGO... THEY NEVER FORGET.



COLONIALS

TRAITS

35

NANOMEDS

BEING FROM ALL OVER THE GALAXY, THE COLONIALS HAVE BEEN EXPOSED TO HI-TECH MEDICAL CARE. THEY USE NANOMEDS LIKE ASPIRIN.

NANOMEDS ARE MICROSCOPIC MACHINES THAT REPAIR TISSUE AND FIGHT DISEASE. THEY CAN BE APPLIED BY ANYONE... WHO HAS THEM.

WHEN BASE TO BASE WITH A DOWNED UNIT, YOU MAY PERFORM A HEAL ACTION.

ROLL 2 D6

1-6 -THE NANOS MALFUNCTION AND DISSOLVE THE DOWNED UNIT IN A PILE OF GORE AND BLOOD. REMOVE THE UNIT FROM THE BOARD. WHOOPS.

7-8 -THE NANOS IGNORE PROGRAMMING AND FLOAT OFF INTO THE ATMOSPHERE TO JOIN THE MANY OTHER ROGUE NANOS THAT DRIFT OVER THE GUTTERLANDS SURFACE. THE DOWNED UNIT REMAINS DOWNED.

9-12 -THE NANOS HEAL THE DOWNED UNIT, RESTORING THEM COMPLETELY. THE UNIT IS NOW ABLE TO CARRY ON AS NORMAL FROM THE NEXT ROUND ONWARDS.

ROLLING ROCCA

THE COLONIALS HAVE A TANK... A PRETTY BIG ONE TOO.

ONCE PER ROUND YOU CAN EXHAUST 3 AMMO TOKENS TO FIRE AN ARTILLERY SHELL ON TO THE BATTLEFIELD. IT HAS A BLAST RADIUS OF 2 INCHES, KILLING ANYTHING WITHIN 2 INCHES OF THE TARGET.

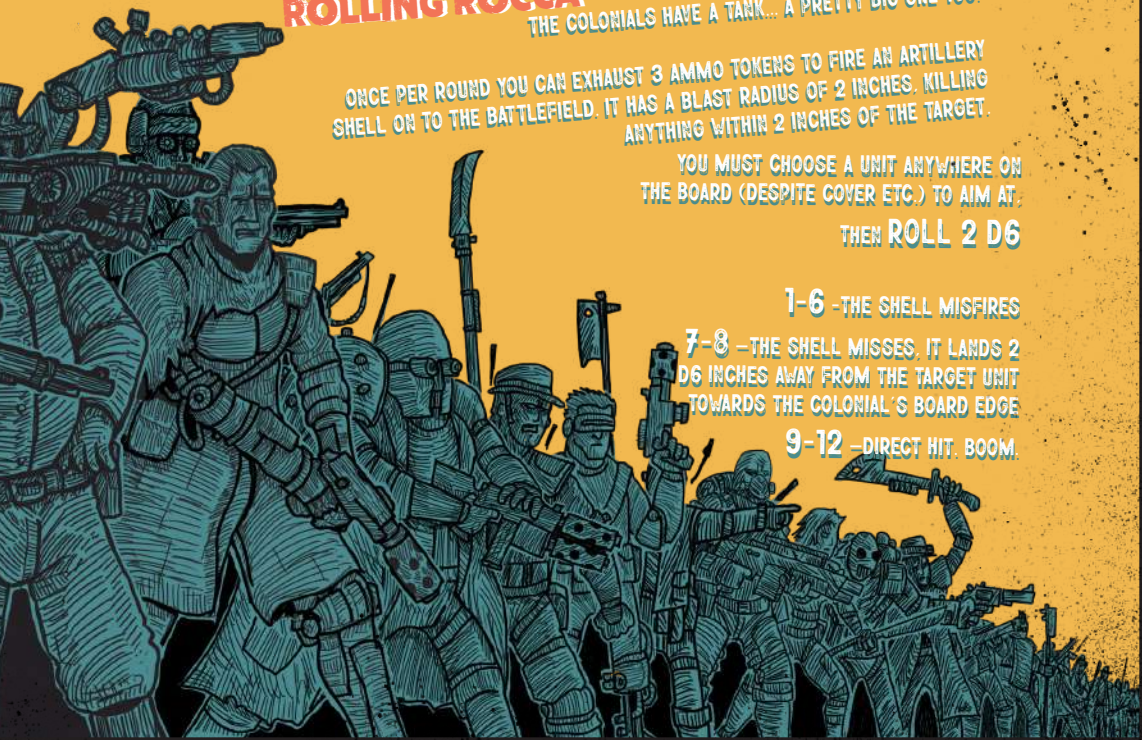
YOU MUST CHOOSE A UNIT ANYWHERE ON THE BOARD (DESPITE COVER ETC.) TO AIM AT.

THEN ROLL 2 D6

1-6 -THE SHELL MISFIRES

7-8 -THE SHELL MISSES, IT LANDS 2 D6 INCHES AWAY FROM THE TARGET UNIT TOWARDS THE COLONIAL'S BOARD EDGE

9-12 -DIRECT HIT. BOOM.



RUSTERS

THE RUSTERS ARE A NOMADIC TRIBE THAT ROAM THE WASTES HUNTING MONSTROSITIES, LONE TRAVELLERS AND ANYTHING ELSE THAT SEEMS LIKE GOOD PREY. THEY ARE USUALLY COVERED HEAD TO TOE IN RUSTY PLATES OF METAL, SPIKES AND HUNTING TROPHIES. THE COLONIALS SHUN MOST RUSTERS AS RELIGIOUS ZEALOTS, WORSHIPPING THE RUST GOD FERRUMAH (A GIANT DEAD TITAN HEAD PROTRUDING FROM THE BLASTLANDS). THEY ARE PERCEIVED TO BE SAVAGES BY MOST, COATING THEIR ARMOUR IN THE BLOOD OF THEIR VICTIMS TO HELP THE OXIDATION. BUT THIS IS JUST RUMOUR AND SPECULATION. THEY CAN BE HONOURABLE, LOYAL AND MERCIFUL AT TIMES. MAYBE THEY JUST WANT THEIR HOME BACK.

TRAITS

LEAP ATTACK

RUSTERS ARE RELENTLESS WARRIORS: THEY WILL SACRIFICE THEIR OWN NECKS TO GET A KILL FOR THE GREAT GOD FERRUMAH. THEY CHARGE AND LEAP FOR THEIR PREY, ALWAYS TRYING TO CLOSE THE GAP. RUSTERS (WITHOUT ARMOUR) CAN LEAP 3 INCHES TOWARDS A TARGET BEFORE A MELEE ATTACK ACTION. THEY CAN DO SO EVEN FROM ABOVE (ON TOP OF TERRAIN) AND OVER SMALL COVER.

RUST ARMOUR

RUSTERS COVER THEMSELVES IN RUSTY METAL ARMOUR. THE RUSTIER THE BETTER... FERRUMAH LIKES IT THAT WAY.

AT THE BEGINNING OF THE GAME, ASSIGN ARMOUR TOKENS TO TWO UNITS. YOU MAY ONLY HAVE ONE TOKEN PER UNIT. THE BOSS WILL HAVE ONE ALREADY. YOU CANNOT LEAP IN ARMOUR.

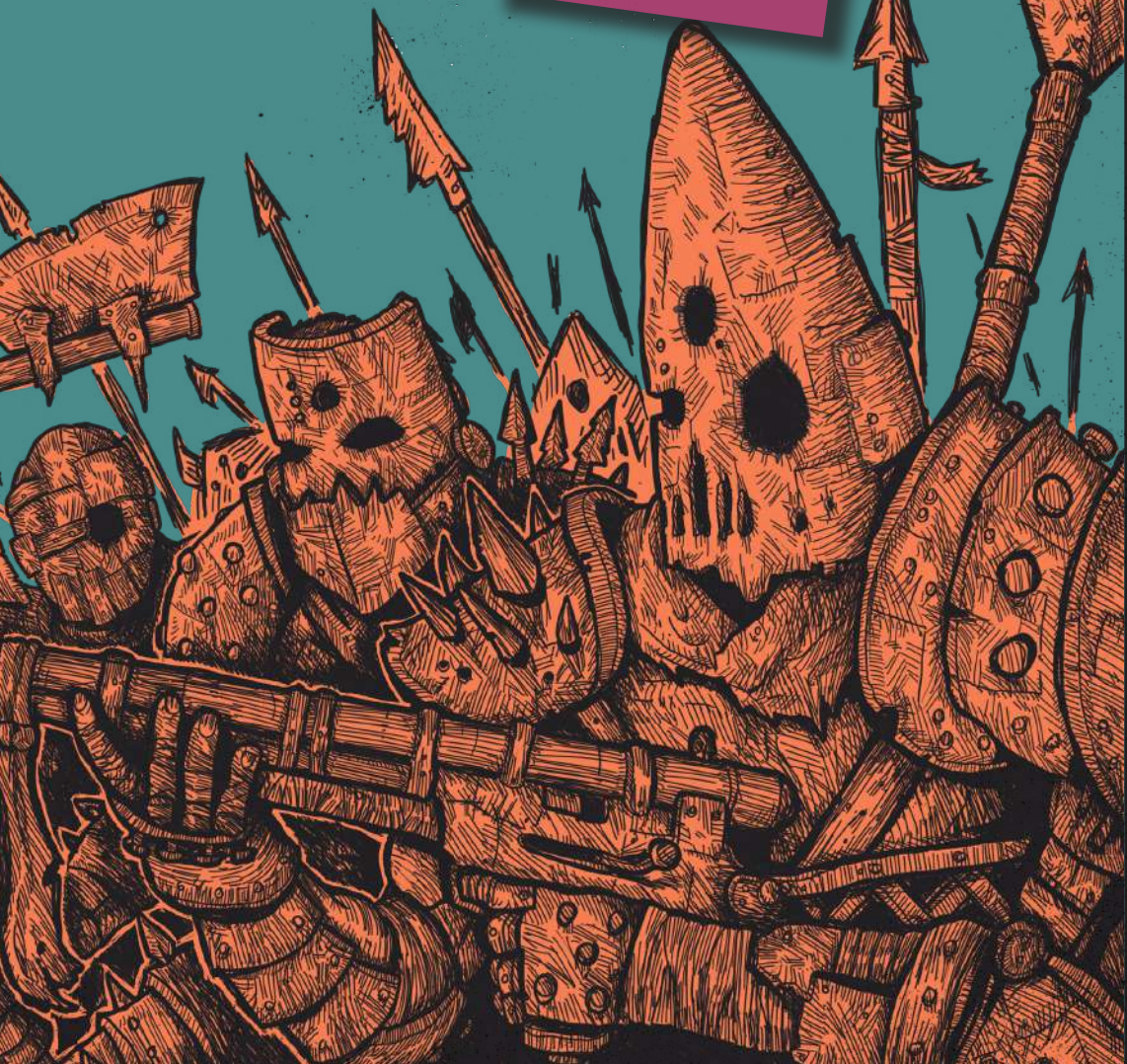


RS

37

FACTION STATS

AMMO 11
MOVE 7'
SHOOT 10
MELEE 8



38

FACTION STATS

AMMO 9
MOVE 6'
SHOOT 8
MELEE 7

D.E.A.

DEPLOYABLE.
ENVIROMENTALLY.
ADAPTIVE.
PEACEKEEPING.
TROOPS.



D.E.A.P. TROOPS

THE D.E.A.P. TROOPS OR DEPLOYABLE, ENVIROMENTALLY, ADAPTIVE, PEACEKEEPING, TROOPS WERE ORIGINALLY A BIOLOGICAL ENGINEERED TROOP USED TO KEEP PEACE THROUGHOUT THE GALAXY. THEY WERE DEVELOPED DURING THE GREAT WAR, AS 'PEACEKEEPERS' THAT COULD ADAPT TO ANY ENVIRONMENT. THEY WOULD BE DROPPED ONTO THE SURFACE OF HARSH PLANETS IN PODS, OVER A MATTER OF WEEKS, THEY WOULD GESTATE AND GROW BECOMING PERFECTLY ADAPTED TO SURVIVE. THEY HAVE SHARED INHERITED PROGRAMMING: THEY WOULD KEEP LAW AND ORDER NO MATTER WHERE THEY WOULD BE DROPPED, UNQUESTIONING. THE D.E.A.P. TROOPS ROAMING THE GUTTERLANDS WERE DROPPED BY ACCIDENT DURING THE TAPU ARMISTICE, LANDING DEEP IN THE NEON SEA. THEY ADAPTED AND EVOLVED INTO A CRUSTACEAN-LIKE SPECIES OVER TIME. RECENTLY THEY WERE DISPLACED BY AN UNFORTUNATE BLACK HOLE BOMB AND HAVE BEEN FORCED TO HEAD FOR LAND. THEY WERE MADE TO MAINTAIN LAW AND ORDER... NEITHER OF WHICH EXIST IN THE GUTTERLANDS.

TRAITS

ADAPTIVE CAMO

DEAP TROOPS NATURALLY ADAPT TO THEIR ENVIRONMENT, INTERNALLY AND EXTERNALLY. THEY CAN CHANGE THEIR SKIN PIGMENTATION AND TEXTURE AT WILL. BASICALLY, THEY ARE NATURALLY CAMOUFLAGED.

WHEN BASE TO BASE TO WITH ANY TERRAIN THEY GAIN THE COVER BONUS. EVEN IF THE COVER IS BEHIND THEM, AND LINE OF SIGHT IS CLEAR. THIS DOESN'T STACK WITH TRADITIONAL COVER BONUS. NULLIFIED IF WITHIN 6 INCHES OF ENEMY UNIT.

REGENERATION

DEAP TROOPS CAN HEAL WOUNDS AND REGENERATE LIMBS (SOMETIMES WRONGLY) WHEN DAMAGED. THIS DOESN'T ALWAYS WORK BUT ONCE PER ROUND YOU MAY ATTEMPT TO REVIVE A DOWNED UNIT.

ROLL 2 D6

1-7 -NOTHING HAPPENS...

8-12 -CHOOSE A DOWNED UNIT TO REVIVE. THEY CAN CARRY ON AS NORMAL FROM THE NEXT ROUND.



BIG RED

THE BIG RED MINING CO. ARE JUST THAT, A BIG MINING COMPANY. UNLIKE A TRADITIONAL MINING COMPANY, THEY DON'T PROSPECT FOR ORES OR DIAMONDS BUT OLD TEC. THE COMPANY ORIGINATED ON A PLANET CALLED VERMILION, VERMILION ORBITS A GIANT RED DWARF STAR AND HAS A GRAVITATION PULL TWICE AS POWERFUL AS EARTH STANDARD... HENCE WHY THE INHABITANTS OF THIS PLANET ARE SHORT AND HARDY, THE BEARDS ARE UNRELATED. THEY TRAVERSE THE GALAXY LOOKING FOR OLD TEC TO SELL ON THE BLACK MARKET, SELLING TO ULTRA RICH COLLECTORS, LIVING IN A GALAXY WHERE WEAPONS AND DANGEROUS TECH IS OUTLAWED. THE BIG RED CAUGHT WIND OF THE GUTTERLANDS AND THAT WAS THAT. THEY LANDED ON TAPU IN GREAT NUMBERS, STRIPPING THE RUSTY PEAKS OF VALUABLE OLD TEC WHILST SIMULTANEOUSLY FIGHTING OFF ROAMING RUSTERS AND D.E.A.P. TROOPS. THEY OFTEN TRADE AND RECRUIT IN RESPITE AND HAVE AN UNEASY ALLIANCE WITH THE COLONIALS. BUT YOU COME TOO CLOSE TO A DIG SITE...

NATURAL LOOTERS

JUST DOING WHAT THEY DO BEST, LOOTING.

WHEN LOOTING A JUNKPILE OR A CORPSE, BIG RED MINERS KNOW WHAT TO GO FOR AND MORE IMPORTANTLY WHAT TO AVOID.

WHEN PERFORMING A LOOT ACTION, YOU MAY RE-ROLL THE RESULT. YOU MUST ALWAYS KEEP THE SECOND RESULT.

RED FLARE

BIG RED CAME TO THE GUTTERLANDS EN MASSE. YOU'RE NEVER TOO FAR FROM ANOTHER BIG RED MINER (HENCE THE NICKNAME RED RATS). WHEN ALL SEEMS LOST, THE BIG RED WILL FIRE UP THE BIG RED FLARE, CALLING ALL TO THEIR AID BUT MAINLY... TO LOOT THE REMAINS.

ROLL 2 D6

1-6 - NO ONE COMES

7-9 - REVIVE 1 DOWNED UNIT

10-11 - REVIVE 2 DOWNED UNITS

12 - THE CALVARY, REVIVE 3 DOWNED UNITS.

ONE USE ONLY... COMPANY ORDERS!

TRAITS

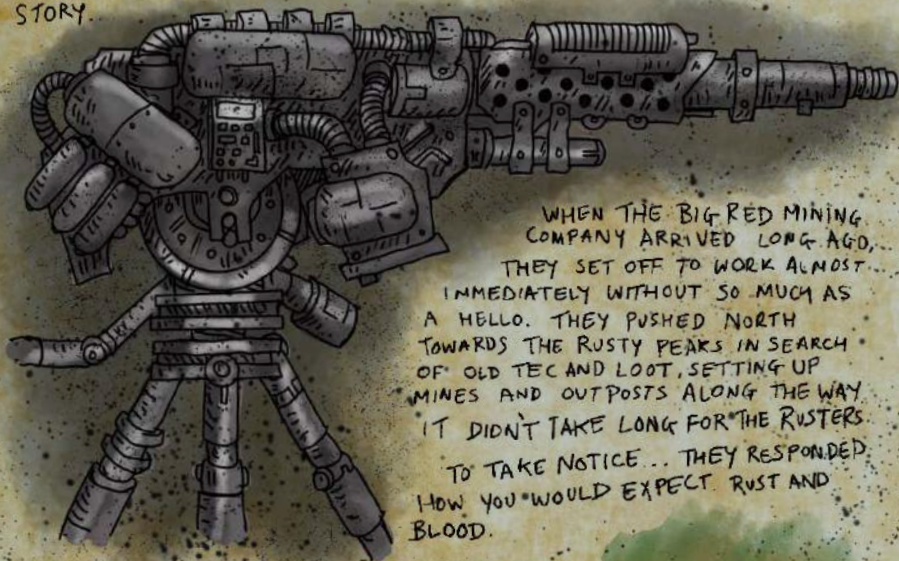


FACTION STATS

AMMO 13
MOVE 4'
SHOOT 7
MELEE 10



I FOUND MYSELF BROWSING THE FAMOUS BIG WING TRADES TODAY. AMONGST THE SHELVES OF GLORIFIED SCRAP I SPIED THE MOST INTERESTING PIECE OF OLD TEC. GRANTED. ALL OLD TEC IS RARE AND INTERESTING BUT THIS PIECE LOOKED LIKE IT WAS MODIFIED SOMEHOW? I ASKED TINKER TESS IF SHE HAD TINKERED WITH IT, SHE REPLIED 'NO' IN THAT MONOTONE/UN SOCIABLE WAY SHE USUALLY DOES BUT SEEING A POTENTIAL SALE, SHE TOLD ME THE GUN'S STORY.



WHEN THE BIG RED MINING COMPANY ARRIVED LONG AGO, THEY SET OFF TO WORK ALMOST IMMEDIATELY WITHOUT SO MUCH AS A HELLO. THEY PUSHED NORTH TOWARDS THE RUSTY PEAKS IN SEARCH OF OLD TEC AND LOOT, SETTING UP MINES AND OUTPOSTS ALONG THE WAY. IT DIDN'T TAKE LONG FOR THE RUSTERS TO TAKE NOTICE... THEY RESPONDED HOW YOU WOULD EXPECT RUST AND BLOOD.

BATTLES WERE HAD. THE BIG RED WERE WELL EQUIPPED AND DUG IN (LITERALLY), BUT NEXT TO NOTHING CAN DETER A TRIBE OF FANATICAL RUSTERS, TAKE MY WORD FOR IT. IT CAME TO A HEAD NORTH OF THE SLOSH. SKIRMISH AFTER SKIRMISH, THE BIG RED COULDN'T PUSH ANY FURTHER NORTH. A SOLUTION CAME IN THE FORM OF TWO BROTHERS, TWO HUMAN BROTHERS FROM CHARON PORT. THEY OFFERED AN END TO THE STALEMATE FOR A HEFTY PRICE, THE BIG RED WERE HESITANT BUT EVENTUALLY A DEAL WAS MADE...



ON THE DAY OF THE BIG BATTLE, THE RUSTER HORDE SEEMED ENDLESS. SUITS OF RUSTY ARMOR SPANNED THE HORIZON. THEY WAITED, BLOCKING THE NORTH.

THE BIG RED MINING COMPANY WERE NOWHERE TO BE SEEN. STILL THE RUSTERS WAITED.

EVENTUALLY AS SPECK WAS SETTING, TWO FIGURES

EMERGED IN PLACE OF THE BIG RED, DRAGGING

A LITTLE RICKETTY CART BEHIND THEM. I COULD

ONLY IMAGINE WHAT WAS GOING THROUGH THE

RUSTERS MINDS AS THE BROTHERS REVEALED

A MOUNTED OLD TEC WEAPON. MORE CONFUSION

THAN ANYTHING ELSE I RECKON. THE RUSTERS

ADVANCED, UNPHASED THE BROTHERS TWEAKED

AND TINKERED WITH THE ANCIENT MACHINERY.

IT POWERED UP, BLINKING, HUMMING, VIBRATING

UNCONTROLLABLY. IT FIRES...



A BEAM OF PURPLE SWEEPED ACROSS THE BLASTLANDS, CLEAVING THE RUSTER HORDE IN TWO (FROM THE WAIST UP) IN A MATTER OF SECONDS.

COUNTLESS LIVES OVER IN A FLASH. THE BROTHERS REMAINED,

FUMBLING WITH THE OLD TEC, TRYING TO POWER IT DOWN...

IT WOULDN'T. THE PIN RAY CONTINUED TO CUT THE LANDSCAPE IN

HALF, TREES FELL, HILLS FLATTENED, MOUNTAINS TOPPLED. THE BEAM HAD

A SEEMINGLY INFINITE RANGE, IF IT WASN'T FOR THE CURVATURE OF THE

PLANET, WELL... PEOPLE SAY IT REACHED AS FAR AS MEAT MOUNTAIN.

IT FINALLY POWERED DOWN. THE DESTRUCTION WAS CATAclySMIC.

THE LOSS OF LIFE DEVASTATING. THE BROTHERS PACKED UP, COLLECTED

THEIR FEE. AND WENT ON THEIR WAY.



THE THOUSANDS OF RUSTER CORPSES WERE NEVER CLEARED, WILDLIFE CAME AND CLAIMED THE BODIES. BONES LITTERED THE DESERT. IT WAS FOREVER

KNOWN FROM THAT POINT ON AS THE CORPSE FIELDS. ANYWAY. THAT'S THE

WEAPON'S STORY... I DIDN'T BUY THE GUN.

W. LITT

OLD

THERE ARE TWO DIFFERENT TYPES OF WEAPONS YOU CAN USE IN SKIRM. STANDARD AND OLD TEC.

STANDARD WEAPONS ARE BASICALLY, PISTOLS, RIFLES, SHOTGUNS ETC... THEY ALL COST 1 AMMO PER SHOT. THEY ALL CAN KILL EASILY WHEN THEY WORK... GUNS ARE RARE IN THE GUTTERLANDS, SOME PEOPLE MAKE THEIR OWN SHODDY FIREARMS FROM TIME TO TIME, SCAVENGERS CAN FIND THEM AMONGST THE NEVER ENDING JUNK BUT NONE OF THEM COMPARE TO OLD TEC WEAPONS.

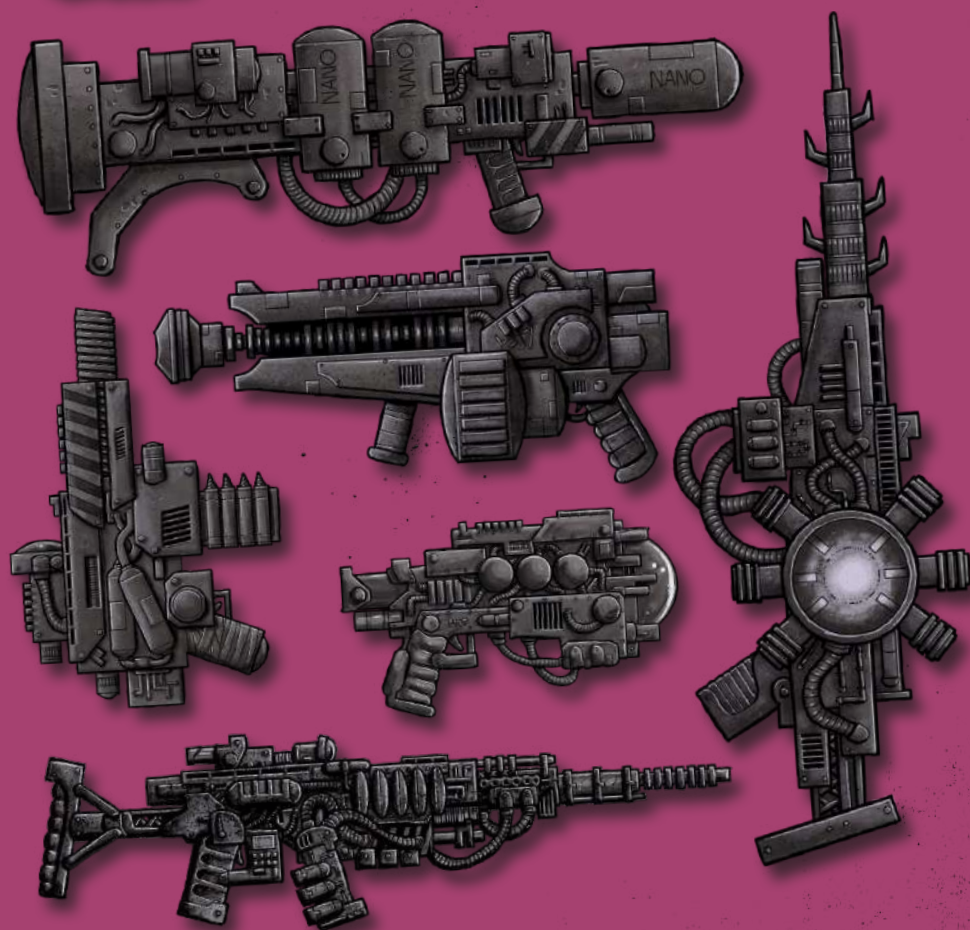
OLD TEC WEAPONS ARE THE GOLD OF THE GUTTERLANDS. ANCIENT TECHNOLOGY, SUPER WEAPONS, MAGIC. NO ONE MAKES THEM LIKE THIS ANYMORE. OLD TEC ARE RELICS FROM THE GREAT GALACTIC WAR, JETTISONED DOWN TO TAPU DURING THE TAPU ARMISTICE.

EACH TEAMS BOSS GETS ACCESS TO ONE OLD TEC WEAPON. THE OLD TEC IS CONSIDERED MYSTERIOUS, UNKNOWABLE... NO ONE KNOWS WHAT THEY DO OR HOW THEY WORK. THEY JUST PICK UP THE ONE THEY LIKE THE LOOK OF AND GO TO BATTLE.

**THEY ALL USE 3 AMMO PER SHOT...
ALL OLD TEC WEAPONS IGNORE ARMOUR!**

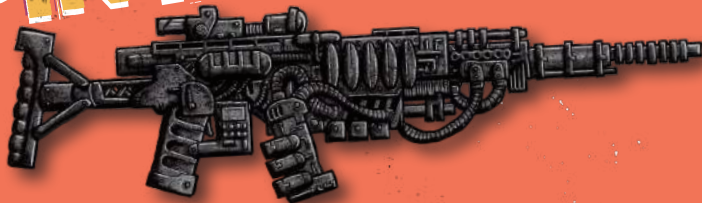
TO DETERMINE WHICH OLD TEC WEAPON YOUR TEAM BOSS WILL RECEIVE AT THE BEGINNING OF A MATCH ROLL A D6...

REC



46

1- PIN RAY



A POWERFUL HIGH PRECISION RAY GUN THAT CAN PENETRATE SEVERAL ENEMIES AT ONCE. BUT ONLY IN A STRAIGHT LINE... STACK UP FELLAS.
STANDARD SHOOT RULES APPLY TO HIT, FOR EVERY TARGET IT PENETRATES MINUS ONE TO FINAL SHOOT ROLL.

FOR EXAMPLE:
THREE ENEMIES LINE UP
YOU NEED 8 OR MORE TO SHOOT. SUCCESSFUL ROLL, ENEMY 1 DIES.
ROLL 9 OR MORE FOR ENEMY 2. SUCCESSFUL ROLL, ENEMY 2 DIES.
ROLL 10 OR MORE FOR ENEMY 3. FAIL, PIN RAY STOPS.

2- SHATTERSHOT



A CANON THAT SHOOTS HIGH FREQUENCY, EAR DRUM SHATTERING ROUNDS TURNING TARGETS IN SPLINTERING BONE BOMBS

NORMAL SHOOT RULES APPLY.

WHEN HIT WITH THIS WEAPON, THE TARGET EXPLODES SENDING SHARDS OF BONE IN ALL DIRECTIONS. ANY UNITS WITHIN A 2 INCH RADIUS OF THE TARGET DIES ON A ROLL OF 8 OR MORE. THE EXPLODED TARGETS BODY MUST BE REMOVED FROM THE BOARD.

3- DRILLER KILLER

A DRILL SLUG FIRING CANON THAT CAN PENETRATE THROUGH TERRAIN. USING THERMAL TARGETING YOU CAN SHOOT AT HIDDEN ENEMIES.

NORMAL SHOOT RULES APPLY. COVER RULES DO NOT.

FOR EVERY 2 PIECES OF TERRAIN THE DRILL SLUG PASSES THROUGH MINUS 1 TO FINAL SHOOT ROLL.

FOR EXAMPLE:
YOU SHOOT (WITH SHOOT SKILL 8) AT AN ENEMY, HIDDEN BEHIND TWO PIECES OF TERRAIN. TO HIT, YOU WOULD NEED TO ROLL 9 OR MORE.



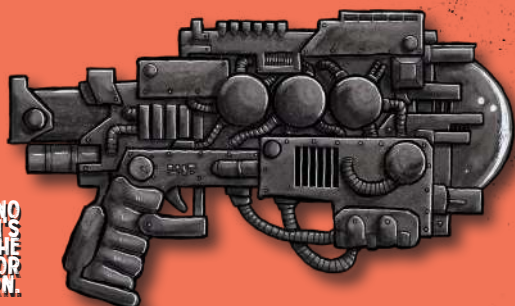
4- CRAZIER

47

A STRANGE GUN THAT FIRES INVISIBLE RAYS OF ENERGY. THE TARGET HIT BY THE RAYS BECOMES PSYCHOTIC, ATTACKING ANYONE THAT IS NEARBY.

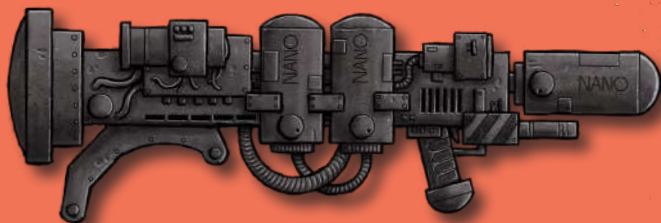
NORMAL SHOOT RULES APPLY

WHEN HIT, THE TARGET UNIT IS NO LONGER UNDER THE OPPOSING TEAM'S COMMAND. THE UNIT IS NOW UNDER THE CONTROL OF THE OPPOSING TEAM FOR ONE TURN.



THE OPPOSING TEAM CAN NOW PERFORM TWO ACTIONS OF THEIR CHOICE WITH THE CRAZIED UNIT. FOR EXAMPLE, YOU CAN MOVE THE UNIT OUT INTO THE OPEN AND HAVE THEM FIRE AT A FRIENDLY. AMMO RULES STILL APPLY, AND THE AMMO IS TAKEN FROM THE CRAZIED UNIT'S STOCKPILE.

5- NANOBOOM



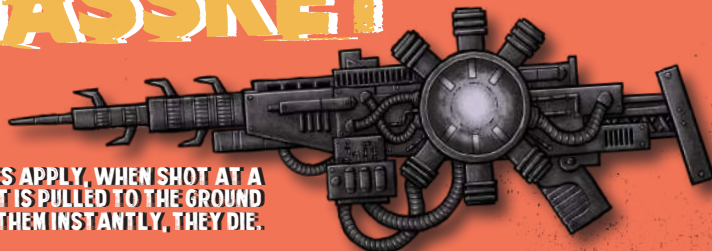
A GRENADE LAUNCHER, CAPABLE OF FIRING A ROCKET PROPELLED GRENADE OF SMALL NANITES THAT CAN EITHER DESTROY TERRAIN OR REBUILD IT.

FIRST SHOT - WHEN RED AT A PIECE OF TERRAIN IT IMMEDIATELY AND EXPLOSIVELY DISMANTLES IT. ANY UNIT ON THE TERRAIN WILL FALL TO THE GROUND. IF THE UNIT FALLS FROM 5 INCHES OR HIGHER, THEY DIE. REMOVE THE PIECE OF TERRAIN FROM THE TABLE

SECOND SHOT - FIRE AT A LOCATION, REFORM THE PREVIOUSLY DISMANTLED TERRAIN ANYWHERE YOU CHOOSE (AS LONG AS IT FITS). THIS CAN BE USED TO BLOCK ROUTES OR PROVIDE COVER.

EACH SHOT COSTS AN ACTION AND 3 AMMO. YOU DON'T HAVE TO USE BOTH SHOTS IN ONE TURN.

6- MASSKET



NORMAL SHOOT RULES APPLY. WHEN SHOT AT A TARGET, THE TARGET IS PULLED TO THE GROUND CRUSHING THEM INSTANTLY, THEY DIE.

ANYONE WITHIN A 7 INCH RADIUS OF THE KILLED UNIT IS AUTOMATICALLY PULLED DOWN TO THE GROUND ALSO CAUSING THEM TO USE A PRONE ACTION. THEY MUST USE A STAND ACTION TO CONTINUE MOVING AND SHOOTING.

QUICK REFERENCE SHEET

COLONIALS

AMMO 12
MOVE 5'
SHOOT 8
MELEE 9

NANOMEDS

ROLL 2 D6
1-6 -Remove the unit from the board. Whoops.
7-8 -The downed unit remains downed.
9-12 -heal the downed unit

ROLLING ROCCA

ROLL 2 D6
2 INCH RADIUS
3 AMMO
1-6 -the shell misfires.
7-8 -The shell misses, it lands 2 D6 inches away from the target unit towards the colonial's board edge.
9-12 -direct hit. Boom.

RUSTERS

AMMO 11
MOVE 7'
SHOOT 10
MELEE 8

LEAP ATTACK

Rusters (without armour) can leap 3 inches towards a target before a melee attack action. They can do so even from above (on top of terrain) and over small cover.

RUST ARMOUR

At the beginning of the game, assign armour to kens to two units. You may only have one token per unit, the Boss will have one already. You cannot leap in armour.

D.E.A.P. TROOPS

AMMO 9
MOVE 6'
SHOOT 8
MELEE 7

NATURAL CAMO

When Base to base to with any terrain they gain the cover bonus. Even if the cover is behind them, and line of sight is clear. This doesn't stack with traditional cover bonus. Only works if more than 6 inches from enemy unit.

REGENERATION

ONCE PER ROUND
ROLL 2 D6
1-8 -Nothing happens...
9-12 -choose a downed unit to revive. They can carry on as normal from the next round

BIG RED MINING

AMMO 13
MOVE 4'
SHOOT 7
MELEE 10

NATURAL LOOTERS

When performing a Loot action, you may re-roll the result. You must always keep the second result.

BIG RED FLARE

ONE USE ONLY
ROLL 2 D6
1-6 -No one comes.
7-9 -revive 1 downed unit.
10-11 -revive 2 downed units.
12 -the calvary, revive 3 downed units.

TARGET IN COVER: -1 TO SHOOT

CLOSE RANGE: +1 TO SHOOT (WITHIN 4 INCHES)

REAR ATTACK: +1 MELEE/SHOOT

VANTAGE SHOT: +1 TO SHOOT (WHEN 2 INCHES HIGHER)

DOUBLE NUMBERS

DOUBLE ONES: DURING SHOOT/MELEE
ATTACKING UNIT IS DOWNED
ANY OTHER DOUBLE: EXTRA ACTION

JUNK PILE

LOOT LIST

ROLL 2 D6
2 -SCRAPBEAST (MOVE 6
MELEE 6)
3 -2 AMMO
4 -JUNKPILE AVALANCHE
5 -3 AMMO
6 -ARMOUR PLATE
7 -4 AMMO
8 -SECRET TUNNEL
9 -5 AMMO
10 -NANOTEC MEDKIT
11 -EXPLOSIVE CANISTER
12 -OLDTEC WEAPON

CORPSE

LOOT LIST

ROLL 1 D6
1 -BOOBY TRAP
2 -1 AMMO
3 -TRAUMA
4 -2 AMMO
5 -WHAT THE...?
6 -3 AMMO

OLD TEC

ROLL 1 D6
3 AMMO
IGNORES ARMOUR

1 -PIN RAY

-1 TO EACH SUCCESSIVE HIT IN STRAIGHT LINE.

2 -SHATTERSHOT

EXPLODES TARGET, 2 INCH RADIUS FOR 8+ HIT.

3 -DRILLER KILLER

-1 TO HIT PER EVERY TWO TERRAIN PIECES IT PASSES THROUGH.

4 -CRAZER

TAKE CONTROL OF UNIT (ONE TURN IMMEDIATELY)
USES ENEMIES AMMO POOL

5 -NANOBOOM

FIRST SHOT REMOVE TERRAIN. UNITS FALL 5 INCHES OR MORE THEY ARE DOWNED.
SECOND SHOT, PLACE TERRAIN.

6 -MASSKET

KILLS UNIT, 7 INCH RADIUS, ALL SURROUNDING UNITS GO PRONE.

ACTIONS

2 PER UNIT/PER ROUND

MOVE: MOVE UNIT PER STAT OR LOWER. CLIMB HALF STAT.

SHOOT: SHOOT ENEMY, ROLL SAME OR HIGHER THAN STAT. CONSUME AMMO.

AIM: ADD +1 TO NEXT SHOOT/MELEE ROLL (SAME TURN)

MELEE: BASE TO BASE, ROLL SAME OR HIGHER THAN STAT. (COUNTER MELEE IS PERFORMED IMMEDIATELY)

PRONE/STAND: LAY UNIT DOWN/ STAND UNIT UP

OVERWATCH: PLACE TOKEN, PERFORM SHOOT ACTION AT ANYONE WHO MOVES INTO LINE OF SIGHT ON NEXT ENEMY TURN, REMOVE TOKEN.

LOOT: BASE TO BASE (COSTS 2 ACTION POINTS)
LOOT CORPSE OR JUNKPILE. ROLL ON LOOT LISTS.

FEW EXTRA POINTS

UNITS CANNOT PASS THROUGH OTHER UNITS

IT'S AN 'I GO YOU GO SYSTEM' TAKE TURNS ACTIVATING ONE UNIT, ONCE ALL UNITS ON WHOLE BOARD HAVE BEEN ACTIVATED (ON ALL SIDES) ROUND IS OVER, USE FACTION ABILITIES/MOVE SCRAPBEAST ETC. THEN START AGAIN.

FIELD OF VIEW IS A 180 DEGREE ARC (UNITS FRONT).

ALL TEAMS HAVE SEPERATE AMMO POOLS.

GANG ROTA

FACTION:

GANG NAME:

WINS:
LOSSES:

GANG'S STORY:

GANG'S STATS
AMMO:
MOVE:
SHOOT:
MELEE:

BOSS:
OLD TEC:

K I L L S L O O T

GANG MEMBERS:

- 1.
- 2.
- 3.
- 4.
- 5.



EARLY MORNING RAID OF A
RUSTER CAMP BY A GANG OF
OVERLY OPTIMISTIC BIG REDS



