

*Skrapyard:*  
*Raw Rules*

by

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# The Raw Rules

The rules for Skrapyard have been written with clarity uppermost in the mind of the designers.

Although most games are assumed to take place between two opposing players, the rules are written to allow for games where three, four or even more players meet in a maelstrom of chaos and death.

There is no fixed table size or even shape for games of Skrapyard. You could play games on a table 12" by 12", a round table, a dining room table or even the floor if you wanted. But most of our playtesting was done using a 4'x4' table and we found that this provided enough space to manoeuvre, whilst also making everything close enough that players didn't struggle to bring their skrapgangs to bear on each other.

We have tried to set out the rules that follow in as logical a fashion as possible, imagining players starting a new game. So we begin with the basic conventions before describing the characters, the units and the skrapgangs. Then we cover movement, shooting, fighting and how casualties are caused before moving onto the end of the turn. Finally, we tidy up by covering the special rules and options that provide the game's strategic depth.

This Raw Rules edition of the game does not include the explanatory diagrams or text that we include in the print editions of the rules. The rules have been written with the intent that these elements – whilst useful – are not essential to understanding the rules of the game. Nor does it include any of the background or colour text from

the print editions. This is not done to deprive you of the pleasure of exploring the Skrap World for yourself, but because the Raw Rules are intended to fill the role of a quick-reference guide for players.

This is why it's being released in A5 format, with comparatively large text, in order to enhance its readability on smart phones and tablet computers. This is also why this document also doesn't include rules for designing skrapgangs, for heroes or for campaigns.

If you are new to Skrapyard, then you'll be pleased to know that a Quickstart version of the game will soon be available that will include starter skrapgang profiles and the rules for two heroes as well as an introductory scenario.

In the mean time, we'll be putting sample heroes and skrapgangs and bonus background content up on the Precinct Omega Publishing website for those of you who haven't got a print copy of the rulebook.

Finally, if you find any rules here that you think aren't completely clear or which you struggle to understand, please be sure to let us know. The final version of the rules is still in development and this is your chance to have an influence of the finished product!

A handwritten signature in black ink, appearing to read 'P. Omega', with a large, sweeping flourish underneath.

# 1.0 Conventions

To help make things as clear as possible, the game has a number of universal conventions that are always assumed to apply under all conditions. So we state them here, once and for all. Should you ever wonder whether a convention applies to any given rule, check here. If it's here, it always applies.

**1.1** The game is played with twelve-sided dice marked from 1 to 12.

**1.2** All distances and ranges are measured in inches and may be measured at any time.

**1.2.1** All distances are measured along the shortest distance between point A and point B, allowing for terrain and other obstructions (12.8).

**1.3** Modifiers are always applied to a characteristic, not to the dice roll.

**1.4** Spare

**1.5** Low rolls are better than high rolls. A roll of 1 is always a pass. A roll of 12 is always a failure.

**1.6** Fractions are always rounded up to the next whole number.

**1.7** Most rolls of the dice simply require a result of 1 to 12. However, some require a different range.

**1.7.1** A range of 1-3 (known as a D3) is achieved by rolling a D12, dividing the result by 4 and rounding up. So 1-4 means “1”; 5-8 means “2”, and 9-12 means “3”.

**1.7.2** A range of 1-4 (known as a D4) is achieved by rolling a D12, dividing the result by 3 and rounding up. So 1-3 means “1”; 4-6 means “2”; 7-9 means “3”, and 10-12 means “4”.

**1.7.3** A range of 1-6 (known as a D6) is achieved by rolling a D12, dividing the result by 2 and rounding up. So 1-2 means “1”; 3-4 means “2”; 5-6 means “3”; 7-8 means “4”; 9-10 means “5”, and 11-12 means “6”.

## **2.0 Characters**

**2.1** A “character” is any single entity on the gaming surface with its own statline.

**2.1.1** An entity on the gaming surface with no statline is an obstacle; see 12.8 and 12.9.

**2.2** The rules are written on the assumption that the miniatures used to represent your characters are 40mm scale; that is, that the measurement to the eye-level on an upright, average, barefoot, adult, male human is 40mm.

**2.2.1** Players may agree in advance to use miniatures of a larger or smaller scale and may adjust their

measurements accordingly or proceed with the measurements given in these rules.

**2.3** Miniatures should be mounted on circular bases of a size depending upon the nature of the miniature.

**2.3.1** Adult humans and creatures of equivalent stature should be on bases at least 25mm wide.

**2.3.2** Juvenile humans and creatures of equivalent stature should be on bases at least 20mm wide.

**2.3.3** Larger miniatures may be based on larger bases at least 40mm wide or, for the largest creatures, on bases 60mm wide.

**2.3.4** Miniatures that cannot fit on a 60mm base are simply too enormous to belong in a game of Skrapyard.

**2.4** Each miniature's base must be marked such that one half of the base is designated as the character's "front" and the other half is its "back".

**2.4.1** An imaginary line runs through the middle of each miniature's base and to its left and right. Any other miniature, terrain or objective marker that is wholly in the front side of this line is said to be "in front" of the character.

**2.4.2** Any other miniature, terrain or objective that is at

least partly in the rear side of this line is said to be “behind” the miniature.

## 3.0 Units & Teams

**3.1** Units are groups of two or more characters that a player organizes as a unit in the course of planning the skrapgang.

**3.1.1** The “unit size” is calculated by adding together the stature values of all of the characters in the unit.

**3.1.2** The maximum unit size for games of *Skrapyard* is 6. So a unit of adult humans (stature 2) is typically 3 characters strong. There is no minimum size for a unit.

### 3.2 *Formation*

A character whose base is within a number of inches equal to its own stature from the base of at least one other character in its unit at the end of the unit’s movement is said to be “in formation”. By the same token, a character that is outside this range at the end of its movement is said to be “out of formation”.

**3.2.1** Characters belonging to a unit that are in formation with at least one other character from the same unit are called a “team”.

**3.3** A hero is always a unit in his or her own right and can never be part of a team.



**3.3.1** A hero may, however, be in formation (3.2) with teams and characters in his or her skrapgang if the hero's base is within a distance in inches up to the hero's stature from a team or character. If a character or team is in formation with a hero, it may use the hero's D for all D tests and automatically passes activation tests (11.4).

**3.3.2** A hero may be in formation with more than one character or team in his or her skrapgang simultaneously.

**3.3.3** If at least one character in a team is in formation with the hero, then the whole team counts as being in formation with the hero.

**3.3.4** A wounded (15.1) or retreating (16.1) hero never counts as being in formation with any other unit.

**3.3.5** A hero that is in formation with a team counts as part of that team for calculating team strength and for targeting the team.

**3.3.6** A hero that is in formation with a team does not count as part of that team for activation (10.0).

**3.3.7** Whether a hero is or is not in formation with a character is determined at the point of need.

## 4.0 Skrapgangs

**4.1** In the Skrap world, the parties formed by the adventurous heroes (or dangerous lunatics, depending on your point of view) to head into the Skrapyards in search of fame and fortune are called skrapgangs. In the game, “skrapgang” is the term used to describe all the characters controlled by a single player.

## 5.0 Starting the Game

**5.1** At the start of the game, players decide on or randomly generate a scenario.

**5.2** Players deploy their forces according to the rules of the scenario.

**5.3** Once deployment is complete, the players roll for turn initiative (9.0).

**5.4** Then the game begins.

## 6.0 Characteristics

**6.1** All characters have four primary characteristics – Fight, Shoot, Armour and Discipline. The minimum value for any characteristic is 3. The maximum is 10.

### 6.1.1 *Fight*

The Fight (or F) value of a character describes its chances of doing damage to an opponent in hand-to-hand. This may be by sheer brute force or by martial skill.

### **6.1.2** *Shoot*

The Shoot (or S) value of a character describes its chances of doing damage to an opponent at range. More powerful weapons, abilities or training in riflanship will grant a higher S. In addition, a character's S value determines the range within which it can reach an opponent with its missile weapons. How this is determined is described at 13.3.

### **6.1.3** *Armour*

The Armour (or A) value of a character describes its ability to resist damage whether through natural toughness, metal plating, uncanny agility, skill at arms, an aethyric aura or any combination of the above.

### **6.1.4** *Discipline*

The Discipline (or D) value of a character describes its battlefield competence: how decisive it is, how cool it will be under fire and in how orderly a fashion it can withdraw from danger.

### **6.1.5** *Resolve*

Most characters do not have a Resolve (or R) characteristic. In this version of the rules, only heroes possess R. A hero's R is different to other characteristics in that it is not normally used for a test.

Rather, it represents a pool of points that can be expended in the course of a battle to perform feats (18.0).

**6.1.5.1** Each time a hero performs a feat, his pool of R is reduced by an amount equal to the feat's level.

**6.1.5.2** Once all of a hero's R is expended, he may not perform any further feats.

## **7.0 Characteristic tests**

**7.1** To test a given characteristic, roll a D12 for the character being tested and compare the score to the characteristic value. If the score is equal to or less than the characteristic value then the test has been passed. If it is more than the value, then the test has been failed.

## **8.0 Stature**

**8.1** Stature may be thought of as another characteristic. It runs from 0 to 6 and is never subject to a test.

**8.2** Stature has a number of uses, but the most common are in determining the number of characters that may form a unit (3.1), to decide whether a character is in formation with its unit (3.2) and as a movement modifier (12.1, 12.4).

**8.2.1** Units may be composed of characters of different statures, but may not exceed a unit strength of 6. So a unit may comprise two characters with stature 2 and two with stature 1, or comprise one character with stature 2 and one with stature 4 etc.

## **9.0 Turn Initiative**

**9.1** Before each turn, each player must roll a D12. The lowest roll has turn initiative 1, the next lowest roll has turn initiative 2 and so on.

**9.1.1** If two or more players roll the same result, re-roll the similar dice until they are different.

## **10.0 Activation Phases**

**10.1** Each turn is broken into a number of activation phases. Each activation phase represents the opportunity for a character (or team – see 10.1.1) to move, shoot and fight, although these actions may be interrupted by special rules that allow a character to act in another character's activation phase.

**10.1.1** For activation, the characters in a team (3.2.1) may be treated as a single character and activated simultaneously, using the highest D value found in the team as the team's D.

**10.1.2** Once a character has been activated as part of a team, it must complete its turn as if it were part of the team, even if, at any point during the activation phase, it he is no longer in formation with another character in the team.

**10.2** Characters are activated in order of the D value from highest to lowest.

**10.2.1** Where two or more characters on the same side have the same highest D, the owning player may choose the order in which they are activated. This may change from turn to turn.

**10.2.2** Where two or more characters on opposing sides have the same D, the player with the lowest turn initiative chooses a character to activate first. Then the player with the next lowest turn initiative activates a character, etc. Each player alternates activating characters with the same D until all characters with the same D have been activated.

**10.2.3** Where a hero is in formation with a character, that character may either activate using the hero's D or the character's own D.

**10.3** Characters may delay activation until a later activation phase – so a player may choose not to activate a character with D7 until after characters with D6 or D5.

**10.3.1** A character that delays activation may be

activated at any time after another character has completed its activation phase.

**10.3.2** A character that delays activation, however, counts as having a D equal to the last unit to have been activated for the purposes of activation tests (11.4, but 11.4.1 and 11.4.2 still apply).

**10.3.3** If a character in formation with a hero delays his or her activation, then the character only counts as having the same D as the hero as long as the hero remains in formation.

**10.4** No character may be activated more than once in a turn.

## **11.0 Active characters**

**11.1** Only one character may be active at any time (although see 10.1.1), but the effects of other rules that allow another character to act out of order may interrupt a character's activation phase.

**11.2** An active character moves, shoots and fights, in that order. So a character that shoots may not, then, move and a character that fights may not, then, shoot.

**11.3** Although a character will normally move and then either shoot or fight – because the rules for shooting and fighting preclude both from occurring in the same turn – if

circumstances or special rules would make it possible for a character that has moved and shot to also fight then it may do so.

#### **11.4** *Activation Tests*

When a character activates, the controlling player must make a D (activation) test. If this is passed, then the character activates normally. If it is failed, then the character may only perform default actions in that activation phase.

**11.4.1** Characters in formation with their hero automatically pass activation tests.

**11.4.2** Heroes automatically pass activation tests.

**11.5** A character's default actions are dictated by its highest characteristic (or the highest characteristic in the team). If two or more characteristics are equal highest, the player may choose which of the relevant default actions to follow that turn.

**11.5.1** If the character's highest characteristic is Fight, the character must move as fast as possible towards the nearest enemy character to which it (or any character in a team) can draw line of sight (13.2.1), charging (12.5) if possible. If the character (or any character in a team) is already engaged (14.1) then they may not disengage (14.3).

**11.5.2** If the character's (or team's) highest characteristic is Shoot and he or she is eligible to shoot



(13.2) at a target, then he or she must do so. If the character is not eligible to shoot, then he or she must move the least possible amount to become eligible (including turning on the spot) and then shoot. If no amount of movement will make the character eligible to shoot, then the character will not move.

**11.5.2.1** If any character in a team is eligible to shoot, then none of the team will move.

**11.5.2.2** A shooting character does not receive the standing or team modifier (13.3.2).

**11.5.2.3** If the character is engaged, then he or she must attempt to disengage (14.3) and, if successful, follow 11.5.2. If the test is failed, the character must fight as normal (14.1)

**11.5.3** If the character's highest characteristic is Armour, it will attempt to repeat whatever action it performed in its previous activation phase.

**11.5.3.1** If, since her last activation phase, the character has become engaged (14.1), the character must fight and may not attempt to disengage (14.3).

**11.5.3.2** If the character's last action was shooting, then treat the character as if his highest characteristic were S.

**11.5.3.3** If the character's last action was fighting then treat the character as if his highest characteristic were F.

**11.5.3.4** If, in the character's last activation phase, he did nothing or this is the character's first activation phase of the game, then the character does nothing in this activation phase.

**11.5.3.5** If the character's last action was movement, the character will move the same distance in the same direction. If this move will take the character off the table, the character stops 1" away from the table edge.

**11.5.4** If the character's highest characteristic is Discipline, then the character may re-roll her activation test. If this second test is failed, the character is treated as having failed a morale test (16.2).

## **12.0 Movement**

**12.1** A normal move is 3" plus a character's stature.

**12.1.1** Movement must be measured along the shortest route from start to finish, avoiding impassable objects. It may also avoid obstacles (12.8ff) if the player wishes.

**12.1.2** A character that moves to within a distance from

an unengaged (14.1) opposing character equal to or less than the opposing character's stature may not voluntarily move further away from the opposing character in this turn.

**12.2** A character that performs a normal move may normally still shoot.

**12.3** Friendly and opposing models always count as impassable objects, with two exceptions.

**12.3.1** Characters with Stature 1 may move through other friendly Stature 1 characters.

**12.3.2** Flying characters (see 12.7).

**12.4** A "hurry" move is a normal move, plus the character's stature again, and must be made in a straight line.

**12.4.1** A character that hurries cannot shoot at all.

**12.5** A character may also charge. A charge is a normal move (not a hurry) that ends with the character in base contact with an opposing character.

**12.5.1** A charge that fails to reach an opposing character's base (due to intervening terrain, for example) is counted as a hurry (so the character that charged may not shoot).

**12.5.2** A character may charge an enemy character in

charge range to which it (or at least one character of those activating simultaneously) can draw a line of sight (13.2 but also see 14.1.1).

**12.5.3** A charging character must move into base contact with the nearest opposing character that is in charge range and is unengaged. If no unengaged characters are within charge range, then the character may charge any engaged characters within charge range.

**12.5.4** A character that charges must move into base contact with the target character by the shortest possible distance.

**12.6** A character may move into base contact with an opponent by performing a hurry move, and may also end up in base contact with an opponent through other means, such as by involuntary movement. In these cases, the character may fight as normal but does not count as charging.

**12.6.1** A character that hurries into base contact must move by the shortest possible route to its target, but may choose any target in hurry range.

### **12.7** *Flying*

Characters that can fly may perform a “fly” move. This counts as a hurry move in all respects except that it may ignore any obstacles or characters along its path except for the point at which the flying character ends its move.

**12.7.1** Characters that can fly may move through other friendly and opposing characters but may not finish their move within a distance from an opposing character less than the opposing character's stature unless finishing in base contact.

## **12.8** *Movement and Linear Obstacles*

Linear Obstacles include fences, walls, hedges, barricades, narrow streams and any other piece of terrain that must be crossed, jumped or climbed. Note that a building consists of a combination of linear obstacles, so a character may approach a wall, scale it, treating it as a linear obstacle, cross a flat roof to the other side and descend the next wall as a second linear obstacle.

**12.8.1** Linear obstacles must have a stature. A character may move over any obstacle up to its stature +1. So a character with stature 2 may move over any obstacle up to stature 3.

**12.8.2** An obstacle with a stature 2 or more less than the character's stature is not considered to be an obstacle except for charging (12.8.7).

**12.8.3** An obstacle with a stature 1 less than the character's stature will halve the distance the character may move in this turn.

**12.8.4** An obstacle with a stature equal to the character's stature will halve the distance the character may move in this turn and, if the character has

sufficient move to cross it, the character must immediately end its turn on the far side of the obstacle, in base contact with the obstacle.

**12.8.5** An obstacle with a stature 1 more than the character's stature will require a character's entire move to cross it.

**12.8.6** An obstacle with a stature of 2 or more than the character's stature cannot be crossed.

**12.8.7** Characters may not charge across any obstacle; even obstacles with a stature 2 or more less than the character. Characters may not hurry across obstacles except obstacles with stature 2 or more less than the character.

**12.8.8** If a character has insufficient move to cross an obstacle – e.g. a stature 2 character moved 3" up to a linear obstacle of stature 1 and therefore has already used more than half its move – then it must end its move on the near side of the obstacle and cross it, losing half of its move, on its next turn.

**12.8.9** A character that has crossed a linear obstacle may not shoot in the same activation phase.

## **12.9** *Movement and area obstacles*

Area obstacles include woods, rivers, ponds, undergrowth and other obstacles that must be moved through.

**12.9.1** Area obstacles must be classified with a density of difficult (12.9.4), severe (12.9.5), extreme (12.9.6) or impassable (12.9.7).

**12.9.2** Units may perform normal moves or charges into, through or out of area terrain. These moves are modified, depending on the density of the terrain (12.8.4 passim).

**12.9.3** It is not possible to hurry into, through or out of area terrain. A unit that performs a hurry move that would pass into area terrain must end its move at the edge of the terrain, without entering it.

**12.9.4** Difficult terrain, such as very long grass, close-set trees, stairs or scree, reduces the total distance moved by D3" to a minimum of 1".

**12.9.5** Severe terrain, such as dense undergrowth, steep slopes, broken stairs or rocks, reduces the total distance moved by D6" to a minimum of 1".

**12.9.6** Extreme terrain, such as short cliffs, deep water or complex defences, reduces the total distance moved by D12" to a minimum of 1".

**12.9.7** Impassable terrain may not be moved through.

**12.9.8** A character may jump between points of the battlefield, from a building to a building, say, or from one side of a river to another, as long as the target

point is not higher than the start point. To jump, a character may make either a normal move or a hurry move, then roll a D12 and subtract the result from the distance moved. The character must move the full distance.

**12.9.8.1** If the result is 0 or less, then the character does not move this turn, having thought twice about the jump. The character may not shoot this turn.

**12.9.8.2** If the result is 1 or more, move the character this distance. The character may not move less than the total distance.

**12.9.8.2.1** Measure the distance the character has dropped in height at the end of the move. For each full inch the character has dropped the character must take an A test.

**12.9.8.2.2** If one test is failed, the character is down (15.1). If two or more tests are failed, the character is removed from the game.

## **12.10** *Moving teams*

Each character in a team must perform the same kind of movement, regardless of how far each character moves. If



one character counts as hurrying then all characters count as hurrying.

**12.10.1** Each character in the active team is moved individually, accounting for obstacles and terrain as they are moved.

**12.10.2** Although each model is moved individually, all the characters in an active team are considered to move simultaneously. If, due to terrain or other factors, they end their move out of formation, they no longer count as being in a team from the point that their movement ends.

**12.10.3** All the characters in a team must move before any character in the team shoots or fights. If one or more characters are no longer in formation when one or more other characters shoot or fight, the character(s) no longer count as being part of the team and may not be activated again in this turn.

**12.11** When a character has finished moving, it may be turned to face in any direction.

**12.11.1** A character may always turn to face in any direction before shooting or fighting, even if it does not move. Turning does not count as movement.

**12.11.2** Once a character fights or shoots it may not turn again until it is next activated.

# 13.0 Shooting

**13.1** All characters are assumed to have some form of ranged weapon, even if it is only rocks or other thrown items, unless specifically stated in the character's rules. This is called a basic weapon.

**13.2** A character that is not in base contact with an opponent may shoot at a target in its line of sight at a range up to twice its S value, including any modifiers.

**13.2.1** A character's line of sight is a straight line drawn from the character's eye level at any angle in the character's front.

**13.2.2** A character's target zone is a vertical cylinder with a diameter equal to the greatest width of the character's base and a height equal to the height of the character itself (excluding dramatically gesturing limbs, flags, spearheads and suchlike).

**13.2.2.1** It may sometimes occur that an object other than an opposing character may be the target of shooting. In this case, the players should agree a target zone for the target in question, ideally before the game begins.

**13.2.3** If a character's line of sight can be drawn to any part of a target's target zone, then the shooting character is said to "have line of sight" to the target.

**13.2.4** A shooting character may not draw a line of sight that passes within 1” of any other character in his or her front except the target.

**13.3** A character that shoots at a target must pass a S test to hit.

**13.3.1** Modifiers to a shooting character's S are applied at two points: before range is set and after range is set. Modifiers applied before range is set alter the shooting character's S for the purposes of calculating range. Once range is set, the character's S may be modified up or down to affect the score required to hit, but the range itself is not affected by further modifiers.

**13.3.2** The following modifiers are applied before range is set:

**13.3.2.1** *Standing modifier* A character that did not fail its activation test and does not move in this activation phase receives a +1 modifier to its S.

**13.3.2.2** *Large target modifier.* A character shooting at a target that is at least 1 stature greater than the shooting character receives a +1 modifier to its S.

**13.3.2.3** *Small target modifier.* A character shooting at a target that is at least 1 stature

smaller than the shooting character receives a -1 modifier to its S.

**13.3.2.4** *Team modifier.* A character who is part of a team receives a +1 modifier to its S.

**13.3.3** The following modifiers are applied after range is set:

**13.3.3.1** *Range modifier* A shooting character's S is modified by -1 for every inch range to the target greater than the shooting character's S.

**13.3.3.2** *Cover modifier* A shooting character's S is modified by -1 for each obstruction to the shooting character's line of sight. This modifier is explained in more detail at 13.11.

**13.3.4** If a target is in range and line of sight, a roll of 1 is always a hit, regardless of all other modifiers.

**13.4** Spare.

**13.5** A character that shoots must normally shoot at the target nearest to it that is in range and line of sight.

**13.5.1** If a player wishes a character to shoot at a target other than the nearest, then it may shoot at the further target only if they pass a D test. If two or more

potential targets are equally close, then the shooting character may choose their target from those targets that are closest, without needing to test.

### **13.6** *Advanced Shooting*

The rules given at paragraphs 13.1 to 13.5 assume that the characters are equipped with “basic weapons”. However, some characters are equipped with specialist shooting weapons, or have abilities or mystical powers that allow them to shoot further. Such weapons and abilities are classified as “medium-ranged” (m), “long-ranged” (l) and “sniper” (s).

**13.6.1** A character equipped with an m weapon may fire at ranges up to three times its S value, with the range modifier (13.3.3.1) applying only to shots at targets at a range more than twice the shooting character's S.

**13.6.2** A character equipped with an l weapon may shoot at targets up to four times its S value, with the range modifier (13.3.3.1) applying only to targets at a range over three times the shooting character's S. So a rifleman with S9 may shoot up to 27” without modifier, and up to 36” with an increasing modifier.

**13.6.2.1** A character equipped with an l weapon may not shoot at all if the character moved (including involuntary movement) in the same turn.

**13.6.2.2** A character equipped with an l

weapon does not receive a standing modifier  
(13.3.1)

**13.6.3** A character equipped with an s weapon may fire at ranges up to five times its S value, with the range modifier applying only to ranges more than four times its S value. However, a sniper weapon is unwieldy at short range. The range modifier, therefore, also applies to ranges less than the shooting character's S at -1 for each inch less than the shooting character's S.

**13.6.3.1** A character equipped with a sniper weapon may not shoot it if the character moved (including involuntary movement) in the same turn.

**13.6.3.2** A character equipped with a sniper weapon does not receive a standing modifier  
(13.3.1)

**13.6.2** A character armed with an advanced shooting weapon is always still considered to be equipped with a basic shooting weapon, too. If the player does not declare which is being used before the S test then it is assumed that it is the advanced weapon.

### **13.7** *Shooting into Combat*

Characters may shoot at targets engaged (14.1) with friendly characters, but it is a risky business. As a result, players may always opt to ignore engaged targets (for the purposes of 11.5.2, say), even if they are the closest target.

**13.7.1** Rather than shooting at a single character, a character may shoot at a character in combat, even if doing so violates 13.2.3 or the target is completely obscured by a friendly character. In this case, the target is the group of characters in base contact. The shooting character must be able to draw a line of sight to at least one character in the combat as described as 13.2.1.

**13.7.2** Make a S test. If the test is failed, the shot misses as normal. If the test is passed, then a character in the combat has been hit. If the roll is odd, the shot has hit an enemy character. If the roll is even, the shot has hit a friendly character. The owning player decides which character has been hit out of the available targets in the combat.

### **13.8** *Shooting at teams*

Although characters that are part of a team activate simultaneously, they are still treated as separate targets for the purpose of shooting and must be individually targeted. So one member of a team may be in range and/or line of sight of a shooting character, whilst other members are not.

**13.8.1** Add the statures of all models in a team. If the total is at least 1 greater than the stature of a shooting character for whom the team is a target then all models in the team count as large targets (13.3.2.2).

### **13.9** Spare

### **13.10** *Shooting in teams*

Characters in teams are considered to shoot simultaneously, but may direct their fire at different targets as long as their chosen targets are in range and line of sight.

**13.10.1** A character that is part of a team receives the team modifier (13.3.2.4).

### **13.11** *Cover*

If a shooting character cannot draw a line of sight to every part of a target's target zone, then the target is said to be "in cover".

**13.11.1** For each obstacle between a shooting character and its target that obscures any part of the target character's target zone, the shooting character suffers a -1 modifier to its S (also see 13.3.3.2).

**13.11.1.1** For the purposes of calculating cover, the shooting character may ignore a single piece of terrain with which he or she is in base contact.

## **14.0** **Combat**

**14.1** Opposing characters that are in base contact are "engaged". An active character that is engaged with an enemy character must fight.



**14.1.1** For the purposes of determining line of sight (13.2) to engaged opposing characters, friendly characters may be ignored.

**14.2** A fighting character will hit one enemy if he passes an F (attack) test. The following modifiers apply to attack tests:

**14.2.1** *Charge modifier* A character that charged that turn may add +1 to its F for the purposes of attacking, for the activation phase in which it charged only.

**14.2.2** *Surprise modifier* A character that is behind an enemy character adds +1 to its F value for the purposes of attacking and disengaging (14.3).

**14.2.3** *Outnumbering modifier* A character who is in base contact with two or more enemy characters, where none of them is also in base contact with another opponent, receives a -1 modifier to his or her F value for the purposes of attacking and disengaging.

**14.2.4** *Support modifier* When a fighting character has at least one friendly character in base contact with him or her who is not himself in base contact with an enemy, the character receives +1 to their F for attacking and disengaging.

**14.2.4.1** A character may only support one other character per turn.

**14.2.4.2** Supporting characters are not

considered to be in combat and may therefore be targeted by shooting and may move without making a disengage test (14.3).

**14.2.5 *Team modifier*** A character that is part of a team receives +1 to its F for the purposes of making an attack and for attempts to disengage (14.3).

**14.2.6** The modifiers described at 14.2.1-14.2.4 are cumulative.

**14.3** An engaged character that wishes to move away from combat must pass an F (disengage) test.

**14.3.1** If the enemy character with which the active character is engaged would remain engaged after the active character moves, the disengage test is passed automatically.

**14.3.2** If the test is failed, the active character remains engaged and must fight as normal.

**14.3.3** The following modifiers apply to disengage tests: *Surprise* (14.2.2), *Support* (14.2.4), *Team* (14.2.5). These modifiers are cumulative.

**14.3.4** Members of a team that wish to disengage must take all of their disengage tests before any of the team moves. All other rules apply as normal.

**14.4** *Advanced Combat*

As with shooting, a variety of weapon options are available to characters to use in combat. All characters are assumed to have a suitable array of knives, swords, axes, cudgels, clubs, sticks, broken bottles and suchlike. All of these are simply “basic” weapons. But there are a number of additional weapons – cheap, but effective – which are invaluable to the well-prepared skrapgang.

#### **14.4.1 Nets**

Useful for carrying equipment, scaling cliffs and setting snares, nets are also handy in a fight for entrapping opponents. If a character attacking with a net hits its target, the target does not take an A test (see 15.0) and is not wounded. Instead, the target cannot be activated in its next turn as long as the character armed with the net remains in base contact. A character armed with a net may only affect one enemy character at a time in this fashion.

#### **14.4.2 Spears**

Spears (including pikes, halberds, harpoons and other polearms) extend a warrior’s reach. A character armed with a spear that is supporting (14.2.4) may choose either to be in support as normal or it may attack any opposing character in front of it that is in base contact with a character with which the spear-armed character is also in base contact. If the character chooses to attack, he or she still does not count as being engaged.

#### **14.4.3 Blade-breakers**

Some warriors are experts in disarming opponents, or

trapping or breaking their blades with these special weapons. A successful hit with a blade-breaker does no damage and no A test is taken. Instead any subsequent attacks on the character who was hit receive a +1 F modifier in addition to any other modifiers (14.2). This bonus lasts until the beginning of the blade-breaker wielder's next activation phase.

#### **14.4.4 Great weapons**

Although this is the age of aethyr, there are still warriors who prefer the reliability of a big piece of metal to do the job. Great weapons are hard to handle and impose a -1 modifier to the wielder's F, but also hard to dodge or block, imposing a -2 modifier to the target's A if it hits.

**14.5** Characters armed with one or more advanced weapons are assumed to also wield a basic weapon. If the player does not declare which is being used before the F test then it is assumed that it is the basic weapon.

## **15.0 Wounding**

**15.1** Whenever a character is hit by shooting or in combat, the controlling player must make an A test. If the test is passed, then nothing further occurs. If the test is failed, the character is placed on its side (wounded). If the character has not yet been activated in this turn, it may not be activated in this turn.

**15.1.1** If the character is part of a team and the team has not yet been activated, then the team may still be activated and may move, shoot and fight normally, but the wounded character must remain in place and may not move, shoot or fight.

**15.1.2** A wounded character is ignored for all purposes except:

**15.1.2.1** Combat (15.1.3).

**15.1.2.2** Calculating formation (3.2).

**15.1.2.3** Obstructing movement (12.3)

**15.1.2.4** Effects on morale (16.2).

**15.1.3** A wounded character may be attacked if the attacker is not also engaged with any other character that is not wounded. A wounded character that is attacked is hit automatically.

**15.1.4** A wounded character that is hit in combat may take an A test as normal. If it is failed, the character is removed immediately and the character does not have a chance to test for recovery (17.1).

## **15.2** *Wounded characters and base contact*

Some rules – combat in particular – rely upon characters being in “base contact”; that is, having their bases touching. When a character is down it may sometimes be necessary to

move other characters to allow it to lie down. This is treated as a normal part of the flow of combat and does not count as movement.

**15.2.1** Any character with its base in contact with any part of a down character is considered to be in base contact with the down character.

## 16.0 Morale

**16.1** A character or team may, under several circumstances, be forced to take a D (morale) test. A morale test is required in any of the following circumstances:

**16.1.1** By any character, immediately when the sum of the statures of all opposing models in base contact that are not wounded (15.1) exceeds that character's D and every time thereafter that the sum of the statures of opposing models increases.

**16.1.2** By a character who is not in a team immediately after passing a recovery test (17.2).

**16.1.3** By a whole team, after any activation phase in which a character in the team has been wounded. One test is taken for the whole team, using the highest D in the team.

**16.1.4** By a skrapgang, at the end of the turn immediately after the turn in which their hero has been

removed from the table. One test is taken by each team, using the highest D in the team, and a test is taken by each model not in a team.

**16.2** The following conditions apply modifiers to all morale tests:

**16.2.1** *Team modifier* Being in a team confers a +1 modifier.

**16.2.2** *Isolation modifier* Being part of a unit but not in a team confers a -1 modifier.

**16.3** If the test is passed, the game continues.

**16.4** If the D test is failed, the character or team is retreating and must immediately make a retreat move.

**16.4.1** A retreat move is a full normal move (12.1) away from the nearest enemy character that must end at least 3" away from all enemy characters.

**16.4.2** If a retreating model was engaged when the morale test was taken, he or she must pass a disengage test (14.3). If the test is passed the character retreats as described at 16.4.1. If the test is failed the character is immediately removed from the table.

**16.4.3** At the end of a retreat move, retreating characters must be left facing in the direction of their

move.

**16.4.4** A retreat move may cross linear obstacles (12.8) or area obstacles (12.9), with the move distance being reduced according to the rules for movement across obstacles.

**16.4.5** If a retreating character cannot end its move at least 3" away from all enemy characters, due to moving through terrain or any other reason (such as being surrounded by enemy characters), then the character is immediately removed.

**16.4.6** If any character in a team cannot end its move at least 3" away from all enemy characters, the whole team is removed. This does not include characters removed due to 16.4.2.

**16.4.7** If a retreating character is engaged after performing a retreat move but before passing a rally test, the character is immediately removed.

**16.5** If a retreating character has not yet been activated in this turn, then it may not be activated in this turn.

**16.6** If any member of a team is unable to make a retreat move (due to failing a disengage test (16.4.2) or being wounded (15.1), say) then remaining members of the team must still follow the rules for retreating (16.4).

**16.7** Teams in which all the characters are wounded do not



take a morale test (16.1ff).

**16.8** A character can take a maximum of one morale test in each activation phase, regardless of the number of possible causes.

**16.9** If a retreating character or team is required to take another morale test, it automatically fails and performs another retreat move.

## 17.0 Recovery & Rallying

### 17.1 *Recovery tests*

After all units that can be activated in this turn have been activated and completed their actions, and after any morale tests following the last activation phase have been resolved, characters that are wounded 1(5.1) must take a D (recovery) test, starting with the characters controlled by the player with the lowest turn initiative. The recovery test is modified as follows:

**17.1.1 *Enemy modifier*** The D of the wounded character is modified by -1 if any opposing characters are engaged with the wounded character.

**17.1.2 *Team modifier*** The D of the wounded character is modified by +1 if he or she is in a team and no member of the team is engaged (14.1).

**17.2** If the recovery test is passed, place the character

upright again. If the test is failed, remove the character.

### **17.3 Rally tests**

After all wounded characters have attempted recovery, players must make a D (rally) test for all retreating (16.4) characters or teams, starting with all characters or teams controlled by the player with the lowest turn initiative. The rally test is modified exactly as morale tests (16.2).

**17.4** If the rally test is passed, the character may immediately be turned to face in a direction of the player's choice and must be activated normally in the next turn.

**17.5** If the rally test is failed, the character or team immediately makes a retreat move (16.4). If it cannot conform with 16.4.1, the character or team is removed.

**17.6** A character or team that fails to rally may not be activated in the next turn.

## **18.0 Feats**

**18.1** A hero may perform a number of feats by expending Resolve. Each feat requires the expenditure of a single point of R. Once a hero has expended all of his R, he may perform no more feats in that game.

**18.1.1** A hero may perform a single feat in his activation phase without any impact upon his ability to move, shoot or fight. Some feats are performed at

particular times and this is explained in the description.

**18.1.2** A hero may not perform a feat if he is wounded (15.1) or retreating (16.4).

**18.2** Feats have a wide variety of effects and not all heroes can perform all feats. The feats a hero can perform are listed in his character description.

**18.3** Feats that may be performed are described below:

**18.3.1** *Fight*

The hero sets the example in hand-to-hand fighting. This feat must be declared immediately before the hero fights in combat. If the hero scores a hit in combat, then any characters or teams that are in formation with the hero when they are activated, and engaged but not wounded or retreating will pass attack tests in their activation phase this turn.

**18.3.2** *Shoot*

The hero guides his followers' aim with careful instructions. This feat takes the place of the hero shooting, so the hero must otherwise be able to shoot in this activation phase to use this feat, although he or she does not need to have line of sight or be in range of a target to perform it. If the hero passes a S test, any characters or teams that are in formation with the hero during their activation phase will automatically pass S tests in their activation phase this turn. Note that the hero himself does not shoot.

### **18.3.3 *Armour***

The hero gives a timely warning of enemy action to his followers. This feat may be performed at any time during the hero's activation phase. Any characters or teams in formation with the hero may re-roll failed A tests for the rest of the turn.

### **18.3.4 *Discipline***

The hero exhorts his followers to stiffen their resolve and remember their training. This feat may be performed at any time during the hero's activation phase. Any friendly characters or teams within a distance from the hero equal to his D in inches may re-roll all failed D tests for the rest of the turn.

### **18.3.5 *Resolve***

The hero summons hidden reserves of courage and charisma. This feat may be performed at any time during the hero's activation phase. The hero must immediately take a D test. If it is passed, the hero gains +2 R up to a maximum equal to his or her starting R value (note that he or she still spends 1 R to perform the feat!). If failed, the feat is failed and the R is still spent.

### **18.3.6 *Movement***

The hero urges his followers faster towards their objectives. This feat may be performed at any time during the hero's activation phase. A character (or team with at least one character) within a distance from

the hero equal to his or her D in inches and which is not wounded or retreating immediately moves up to D6” in any direction. This move does not count as activation, is not a charge and may not bring any character into base contact with an opponent. It is affected by terrain as normal.

### **18.3.7 Magic**

The hero taps into the aethyric flux to produce effects known to the common citizen as “magic”. Magic is a whole set of special feats described at 19.0.

## **19.0 Magic**

The passage of the Extramural Powers into the world has released aethyric forces that Shift races and rare humans can manipulate to dramatic effect. The common term for this ability is Magic.

**19.1** The use of Magic is a feat, as described at 6.5 and 18.0 passim.

**19.2** Only characters that can perform the Magic feat can perform any of the feats described below.

**19.3** Using Magic is exactly the same as any other feat except that, after expending the R point, the hero must always make a D test

**19.3.1** If the test is passed then the effects of the feat

take effect.

**19.3.2** If the test is failed, the effect does not occur and the R is lost. In addition, if the test is failed on a natural 12, the forces of the aethyr strike back and the hero must pass an A test exactly as if he had been hit.

**19.5** The list below describes the magic feats that all magic-users can use. Some heroes may be able to use other magic feats that are a part of their description.

**19.5.1** *Distract*

This feat must be attempted at the end of the magic-user's activation phase, after all other actions before the next character is activated. The magic-user creates an illusion at the corner of opponents' eyes. The player chooses an enemy character or team in line of sight of the magic-user. In its next activation phase, that character or team suffers -2 F.

**19.5.2** *Enchant*

This feat must be attempted at the end of the magic-user's activation phase, after all other actions before the next character is activated. The magic-user creates visions of beauty and wonder to distract opponents. The player chooses an enemy character or team in line of sight of the magic-user. In its next activation phase, that mode or team suffers -2 S.

**19.5.3** *Jinx*

This feat must be attempted at the end of the magic-

user's activation phase, after all other actions before the next character is activated. The magic-user uses aethyric power to expose a target's weak points. The player chooses an enemy character or team in line of sight of the magic-user. In its next activation phase, that character or team suffers  $-2$  A.

#### **19.5.4** *Torment*

This feat must be attempted at the end of the magic-user's activation phase, after all other actions before the next character is activated. The magic-user assails opponents with tortured memories and shameful thoughts. The player chooses an enemy character or team in line of sight of the magic-user. In its next activation phase that character or team suffers  $-2$  D.

#### **19.5.5** *Leech*

This feat must be attempted at the end of the magic-user's activation phase, after all other actions before the next character is activated. The magic-user draws fresh energy from the resources of his enemy. The player chooses an enemy hero in line of sight of the magic-user. 1 point of R immediately transfers from the hero to the magic-user.

#### **19.5.6** *Ensnare*

This feat must be attempted at the end of the magic-user's activation phase, after all other actions before the next character is activated. The magic-user interferes with the local fabric of spacetime, fixing opponents in place. The player chooses an opposing

character or team in line of sight. The next time the character or team is activated, roll a D12. Any movement the unit makes is reduced by this number of inches to a minimum of 0.

#### **19.5.7 *Aethyric arc***

This feat must be attempted instead of the magic-user's usual shooting action (and therefore may not be attempted if the magic-user cannot shoot). The magic-user draws on the raw power of the aethyr which briefly boils with barely-contained rage within the resisting space of the universe. The magic-user may make a basic shooting attack. If it hits, the target's A is modified by -2 and, if the A test is failed, the target is immediately removed without a chance to recover.

#### **19.5.8 *Aethyric flight***

This feat must be performed at the start of the magic-user's activation phase before the character moves. The magic-user uses the strange forces of the aethyr to temporarily suspend the force of gravity. The magic-user may fly (12.7) for the duration of this activation phase.

## **20.0 Influences**

**20.1** Influences are automatically in effect as long as the hero is on the tabletop, even if he or she is down or broken. As soon as he or she leaves the table or is killed, any influences cease.



**20.2** The rules for each influence can be found with the description of each individual hero.

## **21.0 Natural 1s and 12s**

**21.1** If a character rolls a natural 1 on a F test to hit an opponent, then the player may immediately roll the dice to make another F test to hit any enemy character in base contact, including the character already hit. The target must make an A test against every successful hit. Note that if a second or subsequent hit is also a natural 1 then he may continue to roll additional F tests until he rolls a number other than 1.

**21.2** If a character rolls a natural 12 on a F test, then the character has fumbled his attack. His target may immediately make a F test (riposte) to hit the active character. This riposte is also subject to the effects of a natural 1 described at 20.1 and the to the effects of a natural 12.

**21.3** If a character rolls a natural 1 on a S test, then the shot has struck a vulnerable point. The target character is automatically down without taking an A test.

**21.4** If a character rolls a natural 12 on a S test, then the weapon has misfired and injured the firer. Resolve the effects of the hit on the firing character.

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