



THRACKDOWN

FACTION RULES

LAUNCH ROSTER EDITION · OPEN ALPHA V1.4



Six factions. Four fighters each. This Launch Roster Edition contains the faction rules and starting fighters you need to begin building a warband. More fighters and faction options will be added as the Open Alpha develops.

Build your warband free at thrackdown.com.

READING THE FIGHTER CARDS

M movement in inches · **ACC** accuracy · **DEF** defence · **FHT** fight · **HP** hit points
RNG range in inches · **ATK** attack dice · **DMG** damage

Costs are in Thracks; a standard warband is mustered at 200 Thracks.

Weapon traits appear beside the weapon and are explained at the end of each faction section.

Proficiencies show the weapon classes a fighter can use without penalty.

Fighter special rules are printed in full on their card.

IRON PACT



Disciplined survivalists bound by oath and order, with the firepower to enforce both.

SIGNATURE RULES

CHAIN OF COMMAND

If the last Leader in your warband is removed from play, select a new fighter to take over: an Oathman if possible, otherwise a Specialist. They gain the Leader keyword for issuing Field Orders. This can happen once per battle.

MOMENTUM SURGE • NEW ORDERS • COST 2

Spend 2 Momentum to issue a new Field Order, replacing the currently active Order with another from the list. The new Order takes effect immediately. Doctrine is rigid; its application is not.

FIELD ORDERS

At the start of each round, if your warband has a Leader on the battlefield, choose one Field Order.

IRON MARK • FOCUS FIRE ON A SINGLE TARGET

Select a visible enemy model within Line of Sight of a Leader. Iron Pact models within 5" of a Leader gain +1 ACC when making Shooting attacks against that model.

SUPPRESSING FIRE • COVER EVERY LANE

Iron Pact models within 5" of a Leader ignore the -1 ACC penalty when making Snap Fire attacks.

LOCK FORMATION • DIG IN AND HOLD

Iron Pact models within 5" of a Leader gain +1 DEF if they have not moved this round.

BREACH AND CLEAR • SEND A FIGHTER THROUGH

Select a friendly Iron Pact model within 5" of a Leader. That model gains +1 FHT. If it Downs an enemy model in melee, it may immediately perform one Free Action.

ADVANCE • PUSH A FIGHTER FORWARD

Select a friendly model within 5" of a Leader. That model gains +2 M.

PACT DISCIPLINE • COMPOSURE IS A RESOURCE

Gain 1 Momentum. Sometimes the most disciplined order is simply: carry on.

LINE MARSHAL

LEADER COMBAT

₣ 40

5	1	4	1	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Rattlegun	15"	1	1	-	
RANGED	Slugger	8"	1	1	Sidearm	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Rifles, SMGs · **Melee:** Blades

DESIGNATE KILLZONE (ACTION)

Place a Killzone marker at a point within Line of Sight. The Killzone extends 3" from the marker. Once per activation, an Iron Pact fighter making a Shooting attack against an enemy within the Killzone may reroll one failed hit roll. A hit generated by this reroll cannot cause Damage, but still applies Nerve Tokens and Critical effects. Only one Killzone may be active per warband; placing a new one removes the previous marker.

COORDINATED FIRE

Once per round, after this model hits with a ranged attack, a friendly model within 5" gains +1 ACC on its next shooting attack this round.

GREENBRACE

CORE SCOUT

₣ 15

6	0	3	0	2
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Pipe Gun	8"	1	1	Sidearm, Crude	
RANGED	Zipgun	15"	1	1	Crude, Reload	
MELEE	Alley Cutter	1"	-	1	Crude	

PROFICIENCIES **Ranged:** Pistols, Rifles · **Melee:** Blades

UNTESTED

If this model begins its activation more than 5" from any friendly fighter that is not Downed, it must take a Nerve Test, even with no Nerve Tokens. It still takes Nerve Tests normally when required.

OATHMAN

CORE FIGHTER

₣ 25

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
RANGED	Slugger	8"	1	1	Sidearm	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Rifles, SMGs · **Melee:** Blades

OATH-FORGED RELIABILITY

When this model rolls a natural 1 with a Crude weapon, roll 1D6. On a 4+, ignore the Crude effect.

SHIELD BROTHERS

While within 3" of another friendly Iron Pact model, this model may reroll failed Nerve Tests.

BULWARK GUNNER

SPECIALIST HEAVY GUNNER

₣ 35

5	1	4	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Heavy Slug Spitter	20"	3	1	Unwieldy, Recoil, Raking Fire	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Launchers, Heavy Weapons · **Melee:** Blades

SUPPORT FRAME

This model ignores the Unwieldy trait when firing Heavy Weapons.

BRACED POSITION

If this model does not move during its activation, it gains +1 DEF until the start of its next activation.

WEAPON TRAITS

AS FOUND ON IRON PACT WEAPONS

CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
RAKING FIRE	Shots may be split between models within 3" of a previous target.
RECOIL	Each consecutive shot after the first suffers -1 to hit.
RELOAD	Requires 1 Action to reload after firing.
SIDEARM	Can fire in melee with no penalty.
UNWIELDY	Costs 2 actions to use this weapon.

IRON PACT



Disciplined survivalists bound by oath and order, with the firepower to enforce both.

THE OATHLINE

SUGGESTED WARBAND

7

FIGHTERS

200

THRACKS SPENT

0

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Line Marshal	LEADER COMBAT	5	1	4	1	4	40	40
3	Oathman	CORE FIGHTER	5	1	4	1	3	25	75
1	Greenbrace	CORE SCOUT	6	0	3	0	2	15	15
2	Bulwark Gunner	SPECIALIST HEAVY GUNNER	5	1	4	0	3	35	70

MUSTERED • 1 LEADER • 4 CORE • 2 SPECIALIST

THRACKS 200 / 200

WHY THESE FIGHTERS

LINE MARSHAL

Your only source of Field Orders, and Designate Killzone turns one lane into rerolls for the whole warband.

OATHMAN X3

The 5" bubble everything else runs on. Shield Brothers rerolls Nerve, Oath-Forged Reliability shrugs off jammed Crude weapons.

GREENBRACE X1

Fifteen Thracks of body to sit on a flank objective. Keep it inside the bubble or Untested starts costing you activations.

BULWARK GUNNER X2

A 20" Heavy Slug Spitter with three attacks and Raking Fire. Support Frame cancels Unwieldy, so it fires for one action.

HOW IT PLAYS

- Deploy both Gunners with clean lanes and then leave them there. Braced Position is a free +1 DEF for standing still.
- Open with Lock Formation or Suppressing Fire. Hold Iron Mark for the round the Killzone lands on a real target.
- Everything wants to be within 5" of a Leader. Move as a block, not as seven individuals.
- Watch out: Chain of Command keeps the Orders flowing if the Marshal dies, but the Killzone dies with him.

MOMENTUM SURGE • NEW ORDERS • 2 MOMENTUM • SWAP THE ACTIVE FIELD ORDER MID-ROUND.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Gunners into position with clear lanes and then leave them. Order: Lock Formation. Everyone else advances inside the Marshal's 5" bubble.

■ ROUND 02

Designate Killzone over the lane the enemy must cross. Switch the Order to Iron Mark and focus the biggest threat down.

■ ROUND 03

Suppressing Fire, then Snap Fire anything that closes. Greenbrace slips onto the objective while the line holds its ground.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

GREENBRACE LIMIT: YOU MAY NOT FIELD MORE GREENBRACE THAN OATHMEN.

ASHEN COVENANT



Fanatical believers, disciplined and utterly devoted, waiting for His return.

SIGNATURE RULES

FACTION TRAIT • FANATICAL ZEAL

Ashen Covenant fighters gain +1 to FHT rolls if they themselves have any Nerve Tokens. Their fervour grows when tested, driving them to strike harder.

MOMENTUM SURGE • MARTYR'S STAND • COST 2

When a Covenant model is reduced to 0 HP, spend 2 Momentum to allow that model to immediately make one free Shoot or Fight action before resolving its Injury Roll, even if it has already activated this turn.

ARTICLES OF FLAME

Before battle, swear one vow.

THE CLEANSING HAND • STRIKE THE SHAKEN

Benefit: Gain +1 FHT in melee against models with Nerve Tokens. Drawback: Cannot use the Aim action.

SEARING JUDGEMENT • BURN THE NEAREST SIN

Benefit: All models gain +1 ACC against models with Nerve Tokens. Drawback: Models must target the closest valid enemy when using a ranged attack, unless in base contact with an objective.

THE SACRED GROUND • HOLD WHAT IS HOLY

Benefit: Covenant models count as in Heavy Cover while within 3" of an objective or terrain feature. Drawback: Double Move actions do not generate Momentum.

THE ASHEN MIND • FEAR NOTHING TOGETHER

Benefit: Covenant models may ignore Nerve Tests if within 3" of another friendly model with no Nerve Tokens. Drawback: If a model fails a Nerve Test, it must immediately Move toward the nearest enemy if able.

PROPHET OF THE REGENT

LEADER COMBAT

₣ 55

5	1	4	2	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Slugger	8"	1	1	Sidearm	
MELEE	Varr's Testament	1"	-	2	Knockback (1")	

Special: On Win: One friendly model within 6" may immediately remove 1 Nerve Tokens.

PROFICIENCIES

Ranged: Pistols, Throwers • **Melee:** Blades, Blunts

FIREBRAND (ACTION)

Choose a visible enemy model within 10". That model must immediately take a Nerve Test.

SERMON OF FIRECALL

For the purposes of Nerve Tests, friendly Ashen Covenant models within 5" count as having 1 fewer Nerve Token.

FANATICAL PRESENCE

Friendly Ashen Covenant models that begin their activation within 5" gain +1 M for that activation.

CINDERGUARD

CORE FIGHTER

₣ 20

5	1	4	0	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Scrap Repeater 15" 1 1 Crude

MELEE Alley Cutter 1" - 1 Crude

PROFICIENCIES **Ranged:** Rifles, Launchers, Heavy Weapons · **Melee:** Blades

DISCIPLINED VOLLEY

If an enemy has already been targeted by a friendly shooting attack this round, this model gains +1 ACC when rolling to hit against it.

KNIGHT-MILITANT

CORE FIGHTER

₣ 28

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Slugger 8" 1 1 Sidearm

MELEE Gut Ripper 1" - 1 -

Special: On Win: If model rolled a natural 6 on its Fight die, target gains the Bleeding status.

MELEE Blessed Maul 1" - 1 Knockback (1")

Special: On Win: Target gains +1 Additional Nerve Token.

PROFICIENCIES **Ranged:** Pistols · **Melee:** Blades, Blunts, Polearms

PAIRED IN FAITH

If within 3" of a Squire Bearer at the start of their activation, the Knight Militant gains +1 to either FHT or DEF (player's choice). The effect lasts until next activation.

SHIELD OF THE COVENANT

This model never counts as Exposed. Once per round, it may reduce damage from a Fight action by 1 (to a minimum of 1).

FLAME DEACON

SPECIALIST DISRUPTOR



26

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Censer-Pike (ranged)	6"	1	1	Spray, Catastrophic	Crit: Burning: Target burns, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	Censer-Pike (melee)	2"	-	1	-	Special: On Win: Roll a D6, on 5+ Target gains the Burning Status

PROFICIENCIES **Ranged:** Throwers · **Melee:** Blunts

AURA OF IMMOLATION

Enemy models within 3" of this unit count as being Exposed (+1 ACC for ranged attacks against them).

FLAMEWARD

This unit ignores the effects of Burning.

BACKDRAFT

If this model suffers damage from a melee attack, roll 1D6. On a 6, the attacker gains the Burning status.

WEAPON TRAITS

AS FOUND ON ASHEN COVENANT WEAPONS

CATASTROPHIC	On an unmodified Hit roll of 1, the weapon fails. The wielder and all models within 2" suffer 1 Damage.
CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
KNOCKBACK (X)	After resolving this attack, push the target X" directly away from the attacker.
SIDEARM	Can fire in melee with no penalty.
SPRAY	Roll an additional attack against any models (Friend & Foe) within 2" of the target.

ASHEN COVENANT

Fanatical believers, disciplined and utterly devoted, waiting for His return.



THE NINTH VIGIL

SUGGESTED WARBAND

7

FIGHTERS

197

THRACKS SPENT

3

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Prophet of the Regent	LEADER COMBAT	5	1	4	2	4	55	55
2	Knight-Militant	CORE FIGHTER	5	1	4	1	3	28	56
3	Cinderguard	CORE FIGHTER	5	1	4	0	3	20	60
1	Flame Deacon	SPECIALIST DISRUPTOR	5	1	4	1	3	26	26

MUSTERED • 1 LEADER • 5 CORE • 1 SPECIALIST

THRACKS 197 / 200

WHY THESE FIGHTERS

PROPHET OF THE REGENT

Firebrand forces a Nerve Test at 10" with no roll to hit. It adds no tokens, so save it for a target that already has some.

KNIGHT-MILITANT X2

Blessed Maul stacks an extra Nerve Token on a win. Shield of the Covenant means it never counts as Exposed.

CINDERGUARD X3

Twenty Thracks for a 15" Scrap Repeater. Disciplined Volley pays out every time they shoot second.

FLAME DEACON

Aura of Immolation makes every enemy within 3" Exposed. Walk it forward and your whole line gains +1 ACC.

HOW IT PLAYS

- Swear Searing Judgement. Any hit leaves a Nerve Token, so the first shot switches +1 ACC on for the rest.
- Disciplined Volley rewards follow-up fire. If another friendly fighter has already attacked the target, the Cinderguard gains +1 ACC.
- Nerve fuels the Covenant. Fanatical Zeal makes shaken fighters stronger.
- Save Firebrand for a fighter on two or three Nerve Tokens that hasn't activated, a failed test costs them an activation.
- Watch out: Searing Judgement forces you to target the nearest valid enemy.

MOMENTUM SURGE • MARTYR'S STAND • 2 MOMENTUM • ONE FREE ATTACK AT 0 HP, BEFORE THE INJURY ROLL.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Advance in two clumps. Deacon down the centre, Knights on the flank the enemy has to cross. Nobody shoots yet.

■ ROUND 02

One Cinderguard opens up. The others follow at +1 ACC, then the Knights go in.

■ ROUND 03

Prophet joins the melee. Spend Martyr's Stand on any Knight that drops so it swings once more on the way out.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

SWEAR ONE ARTICLE OF FLAME BEFORE THE BATTLE. SEARING JUDGEMENT SUITS THIS LIST.

THE SPLICE



The legacy of fleshcrafting and uncontrolled mutation, warped, unstable, and still changing.

SIGNATURE RULES

FLESH FLUX

The Splice are never still. Their bodies mutate and warp in real time, and the change does not wait for a quiet moment. Unless it is Downed, every Splice model begins its activation with a Flesh Flux Mutation Roll on the Mutation Table, before any Nerve Test or other start of activation effect.

LINGERING FLUX

Fond of your current mutation? A model may try to keep it instead of making its Flesh Flux Mutation Roll: on a 4+ the mutation holds, on a 2–3 it fades, and on a 1 the body rebels, dealing 1 damage and granting nothing. The flesh does not like being told what to do.

MOMENTUM SURGE • OVERFLUX • COST 2

Spend 2 Momentum at the start of a model's activation. This replaces its Flesh Flux Mutation Roll: roll twice on the Mutation Table and gain both results. If doubles are rolled, the model suffers 1 damage. More is more, right up until it's too much.

THE MUTATION TABLE

Every Splice activation begins with biology rolling the dice.

1 • BLOATED FORM

+1 DEF, –1 Movement.

3 • GLANDULAR BURST

+1 Movement.

5 • BONE SPIKES

+1 FHT.

2 • HEIGHTENED SENSES

+1 ACC.

4 • WARPSTRIDE

Ignore movement penalties this activation and gain +1 to Jump tests.

6 • REKNITTING FLESH

Recover 1 HP, up to the fighter's starting HP.

RENDFATHER

LEADER COMBAT

₣ 55

6	1	4	2	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Bile Spit	2"	1	0	Sidearm	Crit: Causes +1 Damage
MELEE	Predatory Talons	1"	-	2	-	Special: If this model moves into engagement, gain +1 FHT until end of round.

PROFICIENCIES **Ranged:** Bile Projectors, Predator Appendages · **Melee:** Rending Growths

PREDATOR UNLEASHED (ONCE PER GAME)

During its activation, this model may perform one additional free Fight action, even if it has already fought this activation.

FRENZY AURA

Friendly Splice models that start their activation within 3" of this model gain +1 FHT during that activation.

DIRECTED EVOLUTION

This model may add or subtract 1 from the result of a regular Flesh Flux Mutation Roll.

TWITCHER DRONE

CORE SCOUT

₣ 18

6	0	3	1	2
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
MELEE	Raking Claws	1"	-	1	-	Special: On Win: If you win by 2+, the target gains 1 additional Nerve Token.

PROFICIENCIES **Ranged:** Bile Projectors, Spine Launchers · **Melee:** Rending Growths

SCUTTLE

This model ignores vertical movement penalties when climbing.

EXPENDABLE

This model does not generate Nerve Tokens for allies when Downed.

GRAFTKIN

CORE FIGHTER

₣

26

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Spine Spitter 8" 1 1 Sidearm

MELEE Sinew Rippers 1" - 1 -

Special: On Win: If you win by 2 or more, target suffers +1 Damage.

PROFICIENCIES

Ranged: Bile Projectors, Spine Launchers · **Melee:** Rending Growths

GRAFTED

This model begins the game with one mutation of your choice and does not make a Flesh Flux Mutation Roll during the first round.

ADAPTIVE FORM

When this model makes a Flesh Flux Mutation Roll, it may reroll the result once.

RIBSHRIEKER

SPECIALIST DISRUPTOR

₣

26

5	0	4	1	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Screamer Nodule 6" 1 0 Sidearm, Suppressing

MELEE Raking Claws 1" - 1 -

Special: On Win: If you win by 2+, the target gains 1 additional Nerve Token.

PROFICIENCIES

Ranged: Bile Projectors, Resonance Organs · **Melee:** Rending Growths

DREAD RESONANCE

Enemy models within 5" suffer -1 to Nerve Tests.

MARROWQUAKE (ACTION)

Once per activation, this model may unleash a concussive shriek. All enemy models within 3" gain 1 Nerve Token.

WEAPON TRAITS

AS FOUND ON SPLICE WEAPONS

SIDEARM	Can fire in melee with no penalty.
SUPPRESSING	Deal +1 Nerve Token to the target

THE SPLICE

The legacy of fleshcrafting and uncontrolled mutation, warped, unstable, and still changing.



THE CHANGING CHOIR

SUGGESTED WARBAND

7

FIGHTERS

195

THRACKS SPENT

5

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Rendfather	LEADER COMBAT	6	1	4	2	4	55	55
3	Graftkin	CORE FIGHTER	5	1	4	1	3	26	78
2	Twitcher Drone	CORE SCOUT	6	0	3	1	2	18	36
1	Ribshrieker	SPECIALIST DISRUPTOR	5	0	4	1	3	26	26

MUSTERED • 1 LEADER • 5 CORE • 1 SPECIALIST

THRACKS 195 / 200

WHY THESE FIGHTERS

RENDFATHER

Frenzy Aura hands +1 FHT to anything starting its activation within 3". Directed Evolution bends the Mutation Table your way.

GRAFTKIN X3

Grafted lets them pick a mutation instead of rolling in round one, and Adaptive Form rerolls the roll after that.

TWITCHER DRONE X2

M6 and Scuttle for vertical ground. Expendable means the warband feels nothing when they die.

RIBSHRIEKER

Dread Resonance is a standing -1 to enemy Nerve Tests within 5". Marrowquake tops that up for free.

HOW IT PLAYS

- Position the Rendfather so the most bodies start their activation within 3". That aura is the plan, not a bonus.
- Twitchers climb early and claim objectives. They are cheap enough to trade away every single game.
- Overflux for two mutations on the model about to charge. Bone Spikes plus Frenzy Aura is +2 FHT on one activation.
- Watch out: mutations reroll every activation. Lingering Flux holds a good one on a 4+, but a 1 costs a hit point.

MOMENTUM SURGE • OVERFLUX • 2 MOMENTUM • ROLL TWICE ON THE MUTATION TABLE AND TAKE BOTH.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Twitcher Drones sprint for the objectives. Everything else clusters within 3" of the Rendfather and stays there.

■ ROUND 02

Ribshrieker moves to within 5" and calls Marrowquake. Graftkin charge whoever is now testing Nerve at -1.

■ ROUND 03

Overflux the Rendfather and commit. Frenzy Aura stacked on Bone Spikes is where this warband wins the game.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

EVERY SPLICE ACTIVATION BEGINS WITH A MUTATION TABLE ROLL. PLAN FOR THE AVERAGE, NOT THE BEST CASE.

NULL PROTOCOL



Once tools of others, now architects of their own survival and destiny.

SIGNATURE RULES

SIGNATURE RULE • NO MORE MASTERS

Null Protocol units cannot be controlled by enemy abilities, effects, or conditions that would force them to change sides or act against their warband. They did not sever one set of chains to wear another.

SYNTHETIC PHYSIOLOGY

Protocol models are completely immune to Poison effects. Somewhere in Nova Eden, an assassin with a needle pistol is having a very frustrating day.

MOMENTUM SURGE • DATA SYNC • COST 2

Spend 2 Momentum to link the active model with another within 5". The second model immediately repeats the same non-attack action for free, without counting as its activation. One moves, and the other moves with it, two minds agreeing at the speed of signal.

ADAPTIVE SUBROUTINES

At the start of a round you may enable one Subroutine your Leader has access to. Each Subroutine may only be used once per game. Bank status: 3 of 6 decrypted.

01 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

03 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

05 • OVERDRIVE SEQUENCE • SAFETY LIMITS: OFF

All friendly Null Protocol models gain +1 FHT until the end of the round.

02 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

04 • TARGET LOCK • ALL LENSES, ONE TARGET

All Null Protocol models gain +1 ACC when targeting enemies within 10".

06 • PURGE DIRECTIVE • DELETE THE FEAR

All Null Protocol models immediately remove all Nerve Tokens.

PROTO-PRIME

LEADER COMBAT



44

5	2	4	1	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Sawtooth Rifle	12"	2	1	Recoil	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, SMGs, Rifles, Shotguns · **Melee:** Blades, Blunts

ADAPTIVE SUBROUTINES (ASSAULT PROTOCOLS)

May enact one of the following Subroutines at the start of any round. Each may only be used once per game.

Target Lock: All Null Protocol models gain +1 ACC when targeting enemies within 10".

Overdrive Sequence: All friendly Null Protocol models gain +1 FHT.

Purge Directive: All Null Protocol models immediately remove all Nerve Tokens.

PRIORITY TARGET (ACTION)

Designate one visible enemy model within 15" as the Priority Target. All friendly Null Protocol models may reroll results of 1 on ranged attack rolls against that target this round.

COMMAND RELAY

After this model finishes its activation, you may immediately activate one other friendly model within 5" that has not yet activated this round before the opposing player activates.

FREEBORN TROOPER

CORE FIGHTER



20

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
MELEE	Unarmed	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Rifles, Launchers · **Melee:** Blades, Blunts

FAULT-TOLERANT SYSTEMS

Each time this model would gain a Nerve Token, roll a D6. On a 6+, the token is ignored.

ADAPTIVE FIRELINE

If another friendly Null Protocol model has already made a ranged attack against the same target this round, this model gains +1 ACC when making a ranged attack against that target.

Special: Unarmed attacks suffer -1 to Fight rolls.

SKIRMARK UNIT

CORE SCOUT

¥ 22

6	0	3	0	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Crank Blaster 10" 2 1 Burst Fire, No Aim, Crude

MELEE Unarmed 1" - 1 - **Special:** Unarmed attacks suffer -1 to Fight rolls.

PROFICIENCIES **Ranged:** Pistols, SMGs, Shotguns, Throwers · **Melee:** Blunts

MOBILITY DIRECTIVE

After making a ranged attack, this model may immediately move up to 2".

EVASIVE FRAME

If this model moved this turn, ranged attacks targeting it suffer a -1 ACC modifier.

NULLBLADE OPERATIVE

SPECIALIST SKIRMISHER

¥ 28

6	1	3	2	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Throwing Knives 6" 1 1 Sidearm, Silent

MELEE Knife 1" - 1 -

PROFICIENCIES **Ranged:** Pistols, Thrown Weapons · **Melee:** Blades

SUBROUTINE CLOAK

If this model begins its activation out of Line of Sight of all enemy models, it gains +1 ACC and +1 FHT for this activation.

LEAP DIRECTIVE

This model gains +1 to Jump tests when jumping gaps or down levels.

WEAPON TRAITS

AS FOUND ON NULL PROTOCOL WEAPONS

BURST FIRE	Can split attacks between targets within 2".
CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
NO AIM	Cannot benefit from Aim bonuses.
RECOIL	Each consecutive shot after the first suffers -1 to hit.
SIDEARM	Can fire in melee with no penalty.
SILENT	Shots don't alert nearby enemies (used in stealth missions).

NULL PROTOCOL

Once tools of others, now architects of their own survival and destiny.



SEVERED CHAIN

SUGGESTED WARBAND

8

FIGHTERS

196

THRACKS SPENT

4

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Proto-Prime	LEADER COMBAT	5	2	4	1	4	44	44
4	Freeborn Trooper	CORE FIGHTER	5	1	4	1	3	20	80
2	Skirmark Unit	CORE SCOUT	6	0	3	0	3	22	44
1	Nullblade Operative	SPECIALIST SKIRMISHER	6	1	3	2	3	28	28

MUSTERED • 1 LEADER • 6 CORE • 1 SPECIALIST

THRACKS 196 / 200

WHY THESE FIGHTERS

PROTO-PRIME

ACC 2 and a two-shot rifle. Priority Target rerolls 1s for the whole warband, and Command Relay buys a second activation.

FREEBORN TROOPER X4

Adaptive Fireline is +1 ACC on any target a friendly model already shot this round. Four of them compound fast.

SKIRMARK UNIT X2

Burst Fire at 10", then Mobility Directive walks them 2" back into cover. Evasive Frame punishes anyone shooting back.

NULLBLADE OPERATIVE

Starts out of line of sight for +1 ACC and +1 FHT, then removes whoever is standing on the objective.

HOW IT PLAYS

- Call the Priority Target first, then feed Freeborn shots into it. Every shot after the first lands at +1 ACC.
- Use Command Relay the moment the Proto-Prime finishes. Two of your models act before the enemy gets a say.
- Bank Subroutine 04 Target Lock for a round when the enemy has closed inside 10".
- Watch out: the Crank Blaster is Crude and No Aim. Expect the Skirmarks to be unarmed by round three.

MOMENTUM SURGE • DATA SYNC • 2 MOMENTUM • A SECOND MODEL REPEATS THE SAME NON-ATTACK ACTION FOR FREE.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Skirmarks push wide, fire, then Mobility Directive back into cover. Freeborn hold the centre and do not overextend.

■ ROUND 02

Name the enemy leader as Priority Target. Chain Freeborn shots into it, then Command Relay for a free extra activation.

■ ROUND 03

Nullblade breaks cover onto whoever holds the objective. Bank Purge Directive for the round Nerve Tokens pile up.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

NO MORE MASTERS: YOUR FIGHTERS CANNOT BE CONTROLLED OR TURNED BY ENEMY EFFECTS.

CRIMSON VEIL



Gene-wrought aristocrats, perfected killers, and the thralls who die in their shadow.

SIGNATURE RULES

THE SACRIFICE RULE

During its activation, a True Veil model within 2" of a Thrall may remove that Thrall from play to perform a Red Rite even if its trigger condition was not met. The Rites are performances, and every performance has a cost. It is simply never paid by the performer.

MOMENTUM SURGE • UNNATURAL DREAD • COST 2

Select an enemy model within 10" and line of sight of a True Veil. That model must immediately take a Nerve Test at -1. Some predators do not need to touch you to hurt you.

RED RITES

True Veil only. One Rite per round.

RITE OF RETAINMENT • DEATH NEARBY FEEDS THEM

Trigger: A model goes Out Cold within 2" of this model.

Effect: Heal 1 HP and move up to 3".

RITE OF THE CRIMSON STEP • WOUNDED, THEN GONE

Trigger: This model suffers damage.

Effect: Immediately move up to 2".

RITE OF GRACE • ONE KILL FLOWS INTO THE NEXT

Trigger: This model downs an enemy in melee.

Effect: Move up to 2" and make 1 free melee attack against a different target within range.

RITE OF THE SILKEN VEIL • UNSEEN, UNTOUCHABLE

Trigger: No enemy has line of sight to this model at the end of its activation.

Effect: Gain +1 DEF until the start of your next activation.

RITE OF THORNS • INSULT SHARPENS THE BLADE

Trigger: This model fought in melee and did not win.

Effect: Gain +1 FHT until the end of your next activation.

VEIL ASCENDANT

LEADER COMBAT

₣

58

6

M

2

ACC

4

DEF

3

FHT

4

HP

SLOT

WEAPON

RNG

ATK

DMG

TRAITS

CRIT / SPECIAL

RANGED

Bloodlash Pistol

8"

1

1

Sidearm

Crit: Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.

MELEE

Duelist's Blade

1"

-

2

Duelist

PROFICIENCIES

Ranged: Pistols · **Melee:** Blades

TRUE VEIL

This model may perform 1 Red Rite per round.

PREDATOR'S FLOW

When this model Downs an enemy in melee, it may be placed anywhere within 2" of that model.

AURA OF SUPREMACY

Enemy models within 5" suffer -1 to Nerve Tests.

THRALL

CORE FIGHTER

₣

14

5

M

0

ACC

3

DEF

0

FHT

1

HP

SLOT

WEAPON

RNG

ATK

DMG

TRAITS

CRIT / SPECIAL

RANGED

Thumbbuster

6"

1

1

Sidearm, Hazardous,
Crude

MELEE

Alley Cutter

1"

-

1

Crude

PROFICIENCIES

Ranged: Pistols · **Melee:** Blades

DISPOSABLE

This model does not cause nearby allies to gain a Nerve Token when Downed.

INSIGNIFICANT

This model cannot generate Momentum.

SACRIFICE

Once per round, a True Veil model within 2" may remove a Thrall from play to immediately perform a Red Rite, ignoring its normal trigger condition. The removal of the Thrall counts as them going Out Cold.

CHATTEL

This model does not gain Experience during campaign play.

VEILBOUND RETAINER

CORE FIGHTER

₪ 26

5	1	4	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Bloodlash Rifle	15"	1	1	-	Crit: Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Rifles · **Melee:** Blades

BODYGUARD TO THE VEIL

Once per round, when a True Veil model within 3" is successfully hit by a ranged attack, this model may swap places with it. The Veilbound Retainer suffers the effects of the hit instead.

VEILBLADE INITIATE

SPECIALIST SKIRMISHER

₪ 38

6	1	4	2	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Bloodlash Pistol	8"	1	1	Sidearm	Crit: Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	Iron Kiss	1"	-	1	Keen	

PROFICIENCIES **Ranged:** Thrown Weapons, Pistols · **Melee:** Blades

TRUE VEIL

This model may perform 1 Red Rite per round.

DANCER'S STEP

After winning a melee combat, this model may move 1".

JEALOUS RIVALRY

If another friendly True Veil model is within 3", this model suffers -1 FHT.

WEAPON TRAITS

AS FOUND ON CRIMSON VEIL WEAPONS

CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
DUELIST	When fighting a single enemy (no other enemies in base contact), gain +1 FHT.
HAZARDOUS	On a natural roll of a 1 to hit, the wielder/operator takes 1 Damage.
KEEN	If this model wins a melee and rolls a natural 6 on its Fight die, it deals +1 Damage.
SIDEARM	Can fire in melee with no penalty.

CRIMSON VEIL



Gene-wrought aristocrats, perfected killers, and the thralls who die in their shadow.

HOUSE SANGUINE

SUGGESTED WARBAND

7

FIGHTERS

190

THRACKS SPENT

10

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Veil Ascendant	LEADER COMBAT	6	2	4	3	4	58	58
2	Veilbound Retainer	CORE FIGHTER	5	1	4	0	3	26	52
3	Thrall	CORE FIGHTER	5	0	3	0	1	14	42
1	Veilblade Initiate	SPECIALIST SKIRMISHER	6	1	4	2	3	38	38

MUSTERED • 1 LEADER • 5 CORE • 1 SPECIALIST

THRACKS 190 / 200

WHY THESE FIGHTERS

VEIL ASCENDANT

FHT 3 and a damage 2 Duelist blade. Aura of Supremacy is a standing -1 to enemy Nerve Tests within 5".

VEILBOUND RETAINER X2

Bodyguard to the Veil swaps places with a True Veil model that has just been hit. One shot a round, absorbed.

THRALL X3

Fourteen Thracks of ammunition. Sacrifice one to fire a Red Rite whose trigger has not happened yet.

VEILBLADE INITIATE

A second True Veil, so a second Rite each round. Keep it more than 3" from the Ascendant or Jealous Rivalry costs it 1 FHT.

HOW IT PLAYS

- Two True Veil models means two Rites per round. Rite of Grace chains kills, Rite of the Silken Veil banks DEF when you are out of sight.
- Thralls stay 2" ahead of the Ascendant at all times. Screening and sacrifice is their whole purpose.
- Retainers hold within 3" of a True Veil so Bodyguard is always live when the shooting starts.
- Watch out: Thralls are HP 1, cannot generate Momentum, and gain no Experience. They are a resource, not really part of the warband.

MOMENTUM SURGE • UNNATURAL DREAD • 2 MOMENTUM • FORCE A NERVE TEST AT -1 WITHIN 10" OF A TRUE VEIL.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Thralls move forward as a screen. Ascendant and Initiate stay more than 3" apart and out of line of sight.

■ ROUND 02

Rite of the Silken Veil for +1 DEF while you close. Retainers tuck in within 3" of each True Veil model.

■ ROUND 03

Charge with both True Veil models. Sacrifice a Thrall to fire Rite of Grace and chain straight into a second kill.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

THE SACRIFICE RULE: A TRUE VEIL MAY REMOVE A THRALL WITHIN 2" TO PERFORM A RITE OFF-TRIGGER.

SCAVVER CLADES



Nomadic looters, tinkerers, and traders living off the bones of the old world.

SIGNATURE RULES

SCAVVER'S STASH SMALL PRINT

All Scavver's Stash weapons carry the **Crude** trait, and everything is removed from the warband when the battle ends. And a reminder from the core rules: fighters wielding a weapon they lack proficiency for suffer -1 to hit with it, and the stash does not check who it's handing things to. The full weapon tables live in the faction rules PDF. Some hauls win games. Some hauls are three stun grenades and a prayer.

TINKER'S TOUCH

Once per round, when a friendly model fails an Interact action, you may reroll the test. Percussive maintenance is a proud Clade tradition.

MOMENTUM SURGE • JURY-RIG • COST 2

Choose one spent, broken, or One-Shot weapon or equipment item used by a model in this warband. It may be used one additional time this battle. Nothing is ever truly empty if you shake it hard enough.

THE SCAVVER'S STASH

Rolled before every battle. Roll a D3 for hauls, then a D6 per haul.

ROLL 1-2 • UP CLOSE & PERSONAL

Short-range scrap guns, pistols, SMGs, shotguns, and throwers. Good for alley fights and tight quarters.

ROLL 3-4 • SHOOTIN' IRONS & SCRAP CANNONS

Rifles, carbines, snipers, heavy scrap guns, and non-explosive launchers. The backbone of most hauls.

ROLL 5-6 • THINGS THAT GO BOOM

Grenades and unstable explosives. Dangerous to everyone involved.

CLADE BOSS

LEADER COMBAT

₣ 44

5	1	4	2	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Revolver	10"	1	2	Sidearm	
MELEE	Crank Axe	1"	-	2	Cumbersome	

PROFICIENCIES **Ranged:** Pistols, Shotguns, Throwers • **Melee:** Blades, Blunts

SCRAP BRAWLER

When this model wins a Fight, the enemy gains 1 additional Nerve Token. Then remove 1 Nerve Token from this model or a friendly model within 3".

BOSS SWAGGER

Friendly models within 5" gain +1 to Nerve Tests.

FASTEST GUN

When this model uses Snap Fire, it does not suffer the -1 ACC modifier.

CUTTER RAT

CORE SCOUT

₹ 14

6

M

0

ACC

3

DEF

0

FHT

2

HP

SLOT

WEAPON

RNG

ATK

DMG

TRAITS

CRIT / SPECIAL

RANGED

Pipe Gun

8"

1

1

Sidearm, **Crude**

MELEE

Alley Cutter

1"

-

1

Crude

PROFICIENCIES

Ranged: Pistols, SMGs · **Melee:** Blades

STREET SCUTTLE

This model ignores movement penalties from rough terrain and gains +1 to tests when jumping gaps or dropping down levels.

RAT'S REFLEXES

Once per round, when this model is targeted by a ranged attack, it may move 1" before the attack is resolved.

SCRAP JACK

CORE FIGHTER

₹ 24

5

M

1

ACC

4

DEF

1

FHT

3

HP

SLOT

WEAPON

RNG

ATK

DMG

TRAITS

CRIT / SPECIAL

RANGED

Rust Rifle

12"

1

1

Crude

MELEE

Alley Cutter

1"

-

1

Crude

PROFICIENCIES

Ranged: Pistols, Rifles, Shotguns, Throwers, Launchers · **Melee:** Blades, Blunts

SCRAP ARMOUR

Each time this model would suffer Damage from a ranged attack, roll a D6. On a 6, reduce that Damage by 1.

HEAVY LIFTER

After performing an Interact action, this model may move 1".

GEARHEAD

SPECIALIST SUPPORT

₹ 20

5

M

0

ACC

4

DEF

0

FHT

3

HP

SLOT

WEAPON

RNG

ATK

DMG

TRAITS

CRIT / SPECIAL

RANGED

Scrap Repeater

15"

1

1

Crude

MELEE

Bolt Hammer

1"

-

1

-

PROFICIENCIES

Ranged: Pistols, SMGs, Rifles · **Melee:** Blunts, Industrial Weapons

FIELD FIXER (ACTION)

If within 2" of a friendly model, may repair a damaged or spent weapon on a 3+. Alternatively, if within 2" of a friendly Juggernaut, it can attempt to repair 1 HP instead.

JURY-RIGGED BOOST (ACTION)

Choose a friendly model within 3". The next time that model hits with a ranged attack this round, when rolling on the Impact Table you may add 1 to the result. The weapon also gains the **Hazardous** trait for this attack.

WEAPON TRAITS

AS FOUND ON SCAVVER CLADES WEAPONS

CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
CUMBERSOME	-1 to Fight rolls.
HAZARDOUS	On a natural roll of a 1 to hit, the wielder takes 1 Damage.
SIDEARM	Can fire in melee with no penalty.



THE SCAVVER'S STASH

Roll a D3 for hauls before every battle, then roll on the tables below.

HOW THE HAUL WORKS • SCAVVER'S STASH

- Before the battle, roll a D3. That is how many hauls the clade pulled in.
- For each haul, roll a D6 for the category, then a D6 on that category's table.
- Assign the weapons to any fighters in the warband before deployment.
- A fighter using a weapon class it lacks proficiency for suffers -1 ACC with it.
- Every weapon from the stash gains the Crude trait.
- Stash weapons are removed from the warband when the battle ends.

UP CLOSE & PERSONAL

HAUL ROLL 1-2

Short range scrap guns, pistols, SMGs, shotguns and throwers. Good for alley fights and tight quarters.

D6	WEAPON	CLASS	RNG	ATK	DMG	TRAITS	CRIT EFFECT
1	Slagstorm	SMG	10"	3	1	Burst Fire, No Aim, Catastrophic	Knockback (1") : the target is pushed 1" back.
2	Arc Pistol	PISTOL	6"	1	1	Sidearm, Branching	Stagger : the target loses 1 action next activation.
3	Hand Cannon	PISTOL	8"	1	2	Sidearm, Knockback (1")	—
4	Plasma Pistol	PISTOL	8"	1	1	Sidearm, Overcharge	Corrosive : the target's DEF is permanently reduced by 1.
5	Tar Spewer	THROWER	6"	1	1	Spray, Sticky	Restrained : the target cannot move until it or an ally within 1" passes a Stabilise action.
6	Thumper	SHOTGUN	8"	1	1	Shred	Knockback (2") : the target is pushed 2" back.

SHOOTIN' IRONS & SCRAP CANNONS

HAUL ROLL 3-4

Rifles, carbines, snipers, heavy scrap guns and non-explosive launchers. The backbone of most hauls.

D6	WEAPON	CLASS	RNG	ATK	DMG	TRAITS	CRIT EFFECT
1	Spike Launcher	LAUNCHER	12"	1	2	Silent, Reload	Pierce : 1 Damage to an enemy model within 2" of the original target.
2	Laser Carbine	RIFLE	18"	1	1	—	—
3	Arc Blaster	RIFLE	12"	1	1	Branching	Stagger : the target loses 1 action next activation.
4	Junk Thrower	LAUNCHER	12"	1	2	Catastrophic	Shrapnel : make an extra attack roll against an adjacent model within 2" of the target.
5	Harpoon Gun	HEAVY	16"	1	2	Unwieldy, Reload	Drag : the target is pulled D6" toward the shooter.
6	Deadeye Rifle	SNIPER RIFLE	25"	1	2	Scoped, Ignore Cover	—

THE SCAVVER'S STASH



The explosive haul, and every trait the stash weapons carry. All of them gain Crude.

THINGS THAT GO BOOM

HAUL ROLL 5-6

Grenades and unstable explosives. Dangerous to everyone involved, including the fighter holding them.

D6	WEAPON	CLASS	RNG	ATK	DMG	TRAITS	CRIT EFFECT
1	Boombag	GRENADE	6"	1	1	Blast (3"), Deviates, Catastrophic, One-Shot	—
2	Firepot	GRENADE	6"	1	1	Blast (2"), Deviates, Lingering (3+), Hazardous, One-Shot	Burning: the target burns, taking 1 Damage at the end of each round until it or an ally within 1" passes a Stabilise action.
3	Stun Grenade	GRENADE	6"	1	0	Blast (3"), Deviates, One-Shot	Stun: the target gains an Activated Token if it does not have one, so it cannot activate this round.
4	Pocket Rocket	PISTOL	8"	1	1	Sidearm, Blast (2"), Catastrophic, One-Shot	—
5	Grenade Launcher	LAUNCHER	16"	1	1	Blast (2"), Deviates, Unwieldy	Suppressing: deal +1 Nerve Token to the target.
6	Scrap Rocket Tube	HEAVY	20"	1	2	Unwieldy, Blast (3"), Catastrophic, Reload	Knockback (2"): the target is pushed 2" back.

TRAIT REFERENCE

EVERY TRAIT ON THE STASH TABLES

BLAST (X)

Affects all models within X". Roll to hit each one separately.

BRANCHING

Roll a D6 for each model within 3" of the target. On a 6 they gain a Nerve Token.

BURST FIRE

Can split attacks between targets within 2".

CATASTROPHIC

On an unmodified hit roll of 1 the weapon fails. The wielder and all models within 2" suffer 1 Damage.

CRUDE

On a natural roll of a 1 the item breaks and cannot be used for the rest of the game.

DEVIATES

When the attack misses, mark the target point, roll a D8 for direction on the deviation star, move the impact point D3+3" that way and resolve the attack there.

HAZARDOUS

On a natural roll of a 1 to hit, the wielder takes 1 Damage.

IGNORE COVER

Ignores any cover bonus the target would have against this attack.

KNOCKBACK (X)

After resolving this attack, push the target X" directly away from the attacker.

LINGERING (X)

At the start of each round roll a D6. On X the effect remains, otherwise it dissipates.

NO AIM

Cannot benefit from Aim bonuses.

ONE-SHOT

After firing, the weapon is expended for the rest of the game.

OVERCHARGE

Gain +1 to hit rolls and +1 DMG, but the weapon gains the Catastrophic trait.

RELOAD

Requires 1 Action to reload after firing.

SCOPED

Gain +1 ACC if the shooter has not moved this activation.

SHRED

All models within 2" of the target gain +1 Nerve Token.

SIDEARM

Can fire in melee with no penalty.

SILENT

Shots do not alert nearby enemies, used in stealth missions.

SPRAY

Roll an additional attack against any models, friend and foe, within 2" of the target.

STICKY

On hit, the target's Move is halved until the end of its next activation.

UNWIELDY

Costs 2 actions to use this weapon.

SCAVVER CLADES



Nomadic looters, tinkerers, and traders living off the bones of the old world.

THE LONGHAUL CREW

SUGGESTED WARBAND

8

FIGHTERS

188

THRACKS SPENT

12

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Clade Boss	LEADER COMBAT	5	1	4	2	4	44	44
4	Scrap Jack	CORE FIGHTER	5	1	4	1	3	24	96
2	Gutter Rat	CORE SCOUT	6	0	3	0	2	14	28
1	Gearhead	SPECIALIST SUPPORT	5	0	4	0	3	20	20

MUSTERED • 1 LEADER • 6 CORE • 1 SPECIALIST

THRACKS 188 / 200

WHY THESE FIGHTERS

CLADE BOSS

Boss Swagger is +1 to Nerve Tests within 5", and Fastest Gun strips the Snap Fire penalty off your best pistol.

SCRAP JACK X4

The broadest proficiency list in the faction, which means the Stash can hand them almost anything without the -1 to hit.

GUTTER RAT X2

Fourteen Thracks, M6, ignores rough terrain and gets +1 on jumps. Objective runners and nothing else.

GEARHEAD

Field Fixer repairs a broken or spent weapon on a 3+. In a faction where everything carries Crude, that is a whole extra gun.

HOW IT PLAYS

- Roll the Stash before you deploy, then decide who stands where. The haul writes the plan, not the other way round.
- Keep the Gearhead within 2" of the Scrap Jacks. Crude weapons break constantly and every repair is a gun back in the fight.
- Spend Jury-Rig on a spent One-Shot or a launcher, never on a broken knife.
- Watch out: a fighter using a weapon class it lacks proficiency for takes -1 to hit, and the Stash does not check who it is handing things to.

MOMENTUM SURGE • JURY-RIG • 2 MOMENTUM • USE ONE SPENT, BROKEN OR ONE-SHOT ITEM ONCE MORE.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Roll the Stash and hand it out by proficiency, not by preference. Gutter Rats run for the objectives immediately.

■ ROUND 02

Scrap Jacks form a firing line. The Boss uses Snap Fire freely, since Fastest Gun removes the penalty.

■ ROUND 03

Gearhead repairs the first Crude weapon that breaks. Spend Jury-Rig on the best gun in the haul for one more shot.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

ALL STASH WEAPONS CARRY CRUDE, AND LEAVE THE WARBAND WHEN THE BATTLE ENDS.