

INITIATIVE MODIFIERS TABLE

Situation	Penalty	Situation	Penalty
Knife	0	Each light wound suffered	-4
Sword	0	Each serious wound suffered	-10
Pistol	0	Wearing a helmet	-3
Basic type weapon (eg lasgun)	-3	Wearing a power armour suit	-3
Heavy weapon (eg auto-cannon)	-5	Wearing flak armour	-2
Batch of up to 5 micro grenades	0	Wearing a mesh armour vest	-1
Batch of up to 5 missiles for missile launcher	0	Wearing a plate armour breastplate	-2
Batch of up to 5 standard power packs	0	Wearing a Terminator-armour suit	-2
Batch of up to 50 rounds of bolter, shuriken or conventional ammunition	0	Carrying a shield or powershield	-2
Batch of up to 100 needler shots	0	Carrying a single heavy item	-5
Batch of up to 5 total of flamer, webber or webber solvent canisters	0	<i>This is a loose category which includes any object weighing between 20-50 kilos; a medi-kit for example</i>	
Up to 1 normal grenade	0	Carrying up to 5 small objects	0
For each item carried if more than 1	-1	<i>This is a very broad category which includes objects such as a communicator, respirator, scanner, separate infra or photo goggles, and argeter.</i>	

If the character carries one of the above weapons either in his hand or about his person he suffers the penalty shown.

If the character has more than 1 of these items he suffers an additional penalty of -1 for each item carried. Eg, if he has 2 swords, the penalty is -2; if he has 5 micro-grenades, a pistol and 50 rounds of bolter ammo his penalty is -3

If carrying more than 5 small objects - each extra 1-5 objects carried. -1

A total of 12 objects therefore imposes a penalty of 2.

ACTION COST TABLE

1 ACTION: It takes 1 action to accomplish any one of the following:

Walk up to 3m over open ground	Firing six shots - fully-automatic [†]
Run up to 6m over open ground	Firing one shot - single shot non-automatic [†]
Crawl up to 1m over open ground	Throwing a grenade [†]
Drag a human sized load 2m	Switching an energy field defence on or off*
Walk through debris, sludge, or in buildings up to 2m	Operating any hand-held item such as a scanner
Walk or crawl through dense wreckage up to 1m	Drawing or putting away a weapon other than a heavy weapon*
Dive to a prone position within 1m	Taking out a grenade, new magazine, power pack, ammo canister or other hand-held item*
Kneel from a standing position	Ejecting spent magazine, power pack, or ammo canister*
Kneel from a lying position	Picking up a hand-held item from the ground, a table, etc*
Lying from a standing or kneeling position	Speaking up to 5 words of command or instruction*
Standing from a kneeling position	
Resting a weapon	
Aiming a weapon	
Firing two shots - semi-automatic [†]	

2 ACTIONS: It takes 2 actions to accomplish any one of the following:

Lifting or put down a large object up to 50 kilos	Taking up or stowing any heavy weapon
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4 ACTIONS: It takes 4 actions to accomplish any one of the following:

Taking a hand-held item from a dead, wounded or knocked out model	Reloading or fitting a new magazine, power pack or fuel cell to a weapon or piece of equipment.
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* May be combined with a walking action. † May be combined with a walking or running action.

COVER TABLE

Activity	Part exposed	Maximum distance at which character can be seen
Observing round corner	Head only	40m (20")
Observing over cover	Head only	30m (15")
Observing from window	Head only	20m (10")
Aiming/preparing to fire from corner	Head, arms, chest	80m (40")
Aiming/preparing to fire standing from cover	Head, arms, chest	60m (30")
Aiming/preparing to fire kneeling from cover	Head, arms	50m (25")
Aiming/preparing to fire standing from window	Head, chest, 1 arm	40m (20")
Aiming/preparing to fire kneeling from window	Head, 1 arm	30m (15")

FIRING TO HIT MODIFIERS TABLE

The following modifiers apply to the to hit roll and affect the firer's chances of scoring a hit.

1st and each successive shot of semi auto	-5	Firer has heavy wound (each)	-40
1st and each successive shot of fully auto	-10	Each light wound to arm and firing:	
Aiming per action	+5	Pistol	-30
Resting weapon	+5	Basic (rifle type)	-15
Firing and moving in same turn	-10	Heavy weapon	-20
Firing and moving in same action	-25	Shooting from left hand	-30
Firing and running in the same action	-50	Shooting basic weapon one-handed	-30
Target is prone	-30	Shooting heavy weapon one-handed	-100
Firer has light wound (each)	-15	Shooting two weapons simultaneously	-15

RANGE MODIFIERS TABLE

Weapon	Deductions per Metre/Inch	Weapon	Deductions per Metre/Inch	Weapon	Deductions per Metre/Inch
Lasgun	-2/-4	Shotgun	-3/-6	Needle pistol	-4/-8
Laspistol	-3/-6	Shuriken pistol	-3/-6	Plasma pistol	-3/-6
Lascannon	-1/-2	Shuriken catapult	-2/-4	Plasma gun	-2/-4
Multilaser	-1/-2	Shuriken cannon	-1/-2	Hvy plasma gun	-1/-2
Boltgun	-2/-4	Grenade launcher	-4/-8	Web gun	-3/-6
Bolt pistol	-3/-6	Missile launcher	-2/-4	Web pistol	-4/-8
Heavy boltgun	-1/-2	Hand flamer	-6/-12	Heavy webber	-2/-4
Stub gun	-3/-6	Flamer	-3/-6	Beamer	-1/-2
Heavy stubber	-3/-6	Hand bow	-4/-8	D-cannon	-1/-2
Autopistol	-4/-8	Melta gun	-3/-6	Thrown Objects (including grenades and knives)	-3/-6
Autogun	-2/-4	Multimelta	-2/-4		
Autocannon	-1/-2	Needle gun	-1/-2		

COMBAT MODIFIERS

Each engaged opponent above one	-50
Using a weapon in each hand	-30
Using a weapon left handed	-30
Each light wound	-20
Each serious wound	-60
Fighting from higher level than opponent	+20
Running into combat that turn	+20
Attacking opponent from behind	+50
Following-up after winning last combat	+40
Prone, lying down or otherwise floored	-100
Weapon is a pistol	+20
Weapon is a basic weapon	-20
Weapon is a heavy weapon	-50
Weapon is a sword	+100
Weapon is a power glove	+60
Weapon is a knife	+70
Weapon is bare fists or improvised weapon	-10

Dice Throw	Hit Location	
01-10	Head	
11-20	Arm	Right Arm
21-30		Left Arm
31-50	Body	Chest
51-70		Abdomen
71-85	Leg	Right Leg
86-00		Left Leg

BASIC PENETRATION TABLE

Armour	% chance of Penetrating Armour	Type of Armour
Ch Chainmail	60%	Primitive
F Flak	50%	Physical
M Mesh	30%	Physical
Pl Plate	30%	Primitive
RF Refractor field	30%	Energy
S Shield/buckler	30%	Primitive
Ca Carapace	25%	Physical
CF Conversion field	20%	Energy
DF Displacer field	20%	Energy
P Power armour	20%	Physical
T Terminator	15%	Physical
PS Powershield	20%	Energy
hc Hard Cover	20%	Cover
sc Soft Cover	50%	Cover

DUCKBACK TABLE

HIT BY WEAPON TYPE

ARMOUR	Missile	Bolter	Grenade	Other
Dreadnought armour	+10%	+5%	+5%	+5%
Terminator armour	+25%	+15%	+10%	+10%
Power armour	+25%	+20%	+15%	+15%
Other armour/fields	+30%	+25%	+25%	+20%
Cover	+35%	+25%	+25%	+25%

ARMOUR MODIFIERS TABLE

WEAPON	Primitive	Physical	Energy	Cover
LASERS				
Laspistol	+10	+10	-10	-20
Lasgun	+15	+15	-5	-10
Lascannon	+100	+100	+75	+50
Multilaser	+30	+30	+10	+0
BOLT WEAPONS				
Bolt Pistol	+30	+30	+0	+30
Boltgun	+30	+30	+0	+30
Heavy Bolter	+30	+30	+0	+30
CONVENTIONAL				
Stub gun	+0	+0	+0	+0
Heavy Stubber	+25	+25	+0	+25
Autopistol	+0	+0	+0	+0
Autogun	+10	+10	+0	+10
Autocannon	+100	+100	+25	+100
Shotgun	+0	+0	+0	+0
Alternative Shotgun ammo:				
Flechet	+0	-5	+0	-5
Dum-dum	+0	-10	+0	+0
Explosive	+20	+10	-10	-10
AP	+50	+25	+0	+10
SHURIKEN				
Shuriken pistol	+75	+50	+0	+10
Shuriken catapult	+75	+50	+0	+10
Shuriken cannon	+100	+75	+10	+50
OTHER				
Hand Flamer	+0	+0	+20	+10
Flamer	+10	+10	+50	+20
Hand Bow	-10	-20	-20	-20
Melta-gun	+50	+50	-20	+50
Multimelta	+75	+75	+10	+75
Needle Pistol	-5	-10	+0	-30
Needler	+0	-5	+0	-20
Plasma Pistol	+25	+25	-10	+25
Plasma Gun	+25	+25	-10	+25
Heavy Plasma Gun	+30	+30	-10	+50
CLOSE COMBAT				
Chainsword	+0	-10	-10	-10
Sword	-10	-20	-10	-20
Knife	-20	-30	-10	-20
Powersword	+10	+10	-10	+10
Poweraxe	+20	+20	-10	+20
Powerglove	+75	+75	-10	+75
GRENADES				
Krak	+50	+25	+50	+25
Frag	+10	+0	+50	+10
Haywire	+0	+0	+90	+0
Melta-bomb	+70	+35	+50	+35
Plasma	+20	+20	+50	+35
MISSILES				
Krak Missile	+50	+25	+50	+25
Frag	+10	+0	+50	+10
Haywire	+0	+0	+90	+0
Melta-missile	+70	+35	+50	+35
Plasma	+20	+20	+50	+35

RANGE MODIFIERS TABLE

WEAPON	RANGE (IN METRES/INCHES)					Max range of weapon
	+0-5m (0-25")	5-10m (25-5')	10-20m (5-10')	20-50m (10-25')	50m+ (25'+)	
LASERS						
Laspistol	+10	+0	-10	-20	-40	160m (80")
Lasgun	+10	+0	-5	-15	-20	480m (240")
Lascannon	+50	+25	+15	+0	-10	5000m (2500")
Multilaser	+40	+0	-5	-15	-20	1200m (600")
BOLT WEAPONS						
Bolt Pistol	-5	+0	+0	+0	+0	800m (400")
Boltgun	-5	+0	+0	+0	+0	800m (400")
Heavy Bolter	-5	+0	+0	+0	+0	800m (400")
CONVENTIONAL						
Stub gun	+5	+0	-15	-30	-45	60m (30")
Heavy Stubber	+10	+5	+0	-10	-20	800m (400")
Autopistol	+5	+0	-20	-35	-50	160m (80")
Autogun	+5	+0	-5	-10	-20	1000m (500")
Autocannon	+40	+20	+10	+0	-10	3000m (1500")
Shotgun	+0	-5	-20	-40	-60	200m (100")
Other ammo for shot gun:						
Flechet	-5	-5	-15	-30	-60	200m (100")
Dum-dum	-10	-10	-15	-20	-25	200m (100")
Explosive	+5	+5	+5	+5	+5	200m (100")
AP	+15	+10	+10	+10	+10	200m (100")
SHURIKEN						
Shuriken pistol	+10	+0	-15	-30	-45	120m (60")
Shuriken catapult	+10	+0	-5	-10	-20	480m (240")
Shuriken cannon	+20	+0	+0	-5	-10	1200m (600")
MISSILE LAUNCHER						
Krak Missile	+40	+40	+30	+30	+20	2400m (1200")
Frag	+30	+30	+20	+20	+10	2400m (1200")
Haywire	+30	+30	+20	+20	+10	2400m (1200")
Melta-missile	+40	+40	+30	+30	+20	2400m (1200")
Plasma	+100	+100	+100	+100	+100	2400m (1200")
GRENADE THROWN						
Krak Grenade	+20	+20	+20	+20*	-	30m (15")
Frag	+10	+10	+10	+10*	-	30m (15")
Haywire	+10	+10	+10	+10*	-	30m (15")
Melta-bomb	+20	+20	+20	+20*	-	30m (15")
Plasma	+100	+100	+100	+100*	-	30m (15")
*Note that maximum range is 30m (15")						
GRENADE LAUNCHER						
Krak Grenade	+20	+20	+20	+20	+20	1200m (600")
Frag	+10	+10	+10	+10	+10	1200m (600")
Haywire	+10	+10	+10	+10	+10	1200m (600")
Melta-bomb	+20	+20	+20	+20	+20	1200m (600")
Plasma	+100	+100	+100	+100	+100	1200m (600")
OTHER						
Hand Flamer	+10	-10	-50	-	-	20m (10")
Flamer	+10	+0	-25	-50	-	50m (25")
Hand Bow	+0	-5	-20	-40	-60	60m (30")
Melta-gun	+40	+15	-5	-75	-	50m (25")
Multimelta	+50	+25	+0	-25	-75	480m (240")
Needle pistol	+0	-10	-20	-40	-90	160m (80")
Needler	+0	-5	-10	-15	-20	480m (240")
Plasma Pistol	+0	+25	+10	-25	-90	180m (90")
Plasma gun	+0	+25	+10	-25	-90	480m (240")
Heavy Plasma gun	+0	+30	+20	-10	-50	2000m (1000")

CHART 1

Hand bow, Sword, Knife, Fists or improvised hand-to-hand combat weapons, Frag grenades and Frag missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Serious
11-20	Dead	Dead	Serious
21-30	Serious	Serious	Light
31-40	Serious	Serious	Light
41-50	Serious	Serious	Light
51-60	Serious	Serious	Light
61-70	Serious	Light	Light
71-80	Serious	Light	Light
81-90	Light	Light	Light
91-00	Light	Light	Light

CHART 2

Las pistol, Stubgun, Autopistol, Autogun, Shotgun, AP ammo, Flamer, Handflamer.

D100	Head	Body	Limb
01-10	Dead	Dead	Serious
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Serious	Serious
41-50	Serious & Blind	Serious	Serious
51-60	Serious	Serious	Light
61-70	Serious	Serious	Light
71-80	Serious	Light	Light
81-90	Serious	Light	Light
91-00	Light	Light	Light

CHART 3

Lasgun, Bolt pistol, Boltgun, Heavy Bolter, Heavy Stub, Shuriken pistol, Shuriken catapult, Explosive ammo, Dum-dum ammo. Chainsword.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Dead	Serious
41-50	Dead	Serious & Disabled	Serious
51-60	Serious & Blind	Serious	Serious
61-70	Serious	Serious	Serious
71-80	Serious	Serious	Light
81-90	Serious	Light	Light
91-00	Serious	Light	Light

CHART 4

Multilaser, Autocannon, Shuriken cannon, Plasma pistol, Plasma gun, Melta gun, Flechet ammo. Plasma grenades/missiles, Power sword, Power axe.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Serious
51-60	Dead	Serious & Disabled	Serious
61-70	Serious & Blind	Serious	Serious
71-80	Serious*	Serious	Serious
81-90	Serious*	Light	Light
91-00	Serious	Light	Light

* and Blind if hit with a plasma weapon

CHART 5

Multimelta, Heavy Plasma Gun, Conversion Beamer, Crack grenades, Power Glove.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Serious
71-80	Dead	Serious & Disabled	Serious
61-70	Serious & Blind	Serious & Disabled	Serious
91-00	Serious	Serious	Serious

CHART 6

Lascannon. Melta grenades, Melta missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Dead
71-80	Dead	Dead	Dead
81-90	Dead	Dead	Serious
91-00	Dead	Dead	Serious

WOUND RECOVERY CHART

LEG WOUND

1	-5 Initiative. Leg is useless. Cannot run. $\frac{1}{2}$ walking speed.
2	-4 Initiative.
3	-3 Initiative.
4	-2 Initiative.
5	-1 Initiative.
6	Full recovery.

ARM WOUND

1	Arm is useless. Unable to carry heavy equipment.
2	-50 Weapon Skill, -50 Ballistic Skill.
3	-30 Weapon Skill, -30 Ballistic Skill.
4	-20 Weapon Skill, -20 Ballistic Skill.
5	-10 Weapon Skill, -10 Ballistic Skill.
6	Full recovery.

HEAD WOUND

1	No recovery. Character dies of wound.
2	-4 Initiative and Erratic Behaviour (see below).
3	-3 Initiative.
4	-2 Initiative.
5	-1 Initiative.
6	Full recovery.

BODY (CHEST/ABDOMEN) WOUND

1	No recovery. Character dies of wound.
2	-4 Initiative, -40 Weapon Skill. Cannot run and is unable to carry heavy equipment.
3	-3 Initiative, -30 Weapon Skill.
4	-2 Initiative, -20 Weapon Skill.
5	-1 Initiative, -10 Weapon Skill.
6	Full recovery.

BLINDED

1	No recovery. Blinded in both eyes.
2	-5 Initiative, -50 Weapon Skill, -50 Ballistic Skill. Recover vision in one eye. Arc of visibility reduced to 30°.
3	-3 Initiative, -30 Weapon Skill, -30 Ballistic Skill. Recover vision. Arc of visibility reduced to 60°.
4	-2 Initiative, -20 Weapon Skill, -20 Ballistic Skill. Recover vision.
5	-1 Initiative, -10 Weapon Skill, -10 Ballistic Skill. Recover vision.
6	Full recovery.

As with light wounds, all serious wounds leave scars on the appropriate part of the body. If the character survives a serious head wound he will gain a prominent and prestigious facial scar on a D6 score of 5 or 6.

BS/WS penalties applied to arm wounds only affect weapons used in that arm.

In cases of characters with leg or arm wounds or blinded characters, a roll of 1 or 2 means that the disablement is serious enough to justify considering bionics.

If a bionic part is subsequently obtained for the character then roll again on the chart using a D6 and adding 3 to the score in order to determine the character's modified fighting ability with the aid of bionics.

Erratic Behaviour. On the roll of a 2, 3, 4, or 5 a serious head wound leaves the character with impaired reactions and judgement. This is represented by reduced initiative. On a score of 2, the character's head wounds result in erratic behaviour. Roll a D6 to determine the type of behaviour.

D6	Result	Description
1	Reckless	The character becomes recklessly if not manically brave. He stubbornly refuses to wear armour or helmet and ignores the morale and duckback rules.
2	Fear	The character becomes irrationally fearful. He will not move into hand-to-hand combat and if engaged in hand-to-hand combat will only fight defensively and will not strike blows himself.
3	Confusion	The character is subject to moments of confusion. If a double is rolled on any dice, by any player at any time during the game, the character will spend his following individual turn inactive and doing nothing regardless of any danger he may be in. The character may do nothing until he has spent this turn inactive. He may not snap fire for example, but he is not affected by morale or duckback rules during this time.
4	Hatred	The character becomes irrationally and indiscriminately hateful. He will never take live captives, even if this is the objective of the gang as a whole. He will go out of his way to slay wounded enemies within 12 metres of himself and priority must be given to moving the character into contact with these regardless of any danger or of the opportunity to do something more sensible.
5	Heroism	The character becomes insanely combat happy and heroic. He refuses to use any weapons except hand-to-hand combat weapons and will always move into hand-to-hand combat if he has the opportunity to do so.
6	Struck Dumb	The character is struck dumb - he is quite unable to talk and can communicate only with simple prearranged signs. He also loses any psychic powers he may have had. A communicator would be useless to him.

WEAPON SUMMARY

WEAPON	AMMO	SHOTS	TYPE	FIRE MODES	DAM. CHART	MAX RANGE
Autopistol	Conventional	20/Magazine	Pistol	A	2	80"
Autogun	Conventional	50/Magazine	Basic	A	2	500"
Autocannon	Conventional	50/Magazine (3)	Heavy	A	4	1500"
Bolt Pistol	Bolt	15/Magazine	Pistol	S, SA	3	400"
Bolt Gun	Bolt	15/Magazine	Basic	S, SA	3	400"
Heavy Bolter	Bolt	15/Magazine (2)	Heavy	SA, A	3	400"
Conversion Beamer	Power Pack	1 shot/pack	Heavy	S	Varies w. range	40"
D-Cannon	Power Pack (10)	1 shot/10 packs	Heavy	S		500"
Hand Flamer	Flame Chem	1 shot/canister	Pistol	S	2	10"
Flamer	Flame Chem	5 shots/canister	Basic	S	2	25"
Graviton Gun	Power Pack	1 shot/pack	Basic	S		80"
Grenade Launcher	Grenade	40 grenades/magazine	Heavy	S, SA	Varies	600"
Hand Bow	Arrow	1 shot	Pistol	S	1	30"
Las Pistol	Power Pack	50 shots/pack	Pistol	S, SA	2	80"
Lasgun	Power Pack	50 shots/pack	Basic	S, SA	3	240"
Lascannon	Power Pack (10)	1 shot/pack	Heavy	S	6	2500"
Multi-laser	Power Pack (10)	5 shots/pack	Heavy	SA, A	4	600"
Melta-gun	Power Pack	10 shots/pack	Basic	S	4	25"
Multi-melta	Power Pack (10)	5 shots/pack	Heavy	S	5	240"
Missile Launcher	Missiles (5)	1 shot/missile	Heavy	S	Varies	1200"
Needle Pistol	Power Pack + chemical		50 shots	Pistol	S	80"
Needle Gun	Power Pack + chemical		50 shots	Basic	S	240"
Plasma Pistol	Power Pack	5 shots/pack	Pistol	SA	4	90"
Plasma Gun	Power Pack	5 shots/pack	Basic	SA	4	240"
Heavy Plasma	Power Pack (10)	1 shot/pack	Heavy	S, SA	5	1000"
Shot Gun	Conventional	20/Magazine	Basic	S	2	100"
Stub Gun	Conventional	20/Magazine	Pistol	S	2	30"
Heavy Stub	Conventional	50/Magazine	Heavy	A	3	400"
Shuriken Pistol	Shuriken	10/Magazine	Pistol	S, SA, A	3	60"
Shuriken Catapult	Shuriken	20/Magazine	Basic	S, SA, A	3	240"
Shuriken Cannon	Shuriken	50/Magazine	Heavy	S, SA, A	4	600"
Web Gun	Web Canister	5 shots/canister	Pistol	S	0/6	10"
Heavy Webber	Web Canister (10)	1 shot/canister	Heavy	S	0/6	240"

NOTES

S: Single shot SA: Semi-automatic A: Auto

Numbers in brackets (#) indicate the number of magazines, power packs or missiles that may be loaded at once. This is only given for weapons designed to accept more than 1 mag/pack/missile.