

QUICK REFERENCE SHEET

THE TURN

Crowd Actions (Page 8)

Roll to see what the crowd does

Taking the Initiative (Page 9)

All players take part to determine who goes next.

Movement Phase (Page 9)

The fighter with the initiative moves his fighter.

Shooting Phase (Page 10)

The fighter with the initiative may shoot.

Combat Phase (Page 12)

Fighters in base contact with the fighter with the initiative fight out their combat.

Recovery Phase (Page 14)

The fighter with the initiative attempts to recover from man down/ escapes pinning.

SHOOTING

BS	1	2	3	4	5	6
Roll	6+	5+	4+	3+	2+	1+*

To hit modifiers

- 1 Shooting into combat
- 1 Shooting at a small target
- 1 Shooting a target in partial cover
- 2 Shooting a fighter in full cover

*A roll of 1 is always a miss.

Stray Shots – Roll for every miss

D6 Roll	Result
1	Hit one of their own fans. The fighter loses 1 fan.
2	Ricochet! Roll a D6 to randomly determine which fighter has been hit including the firer themselves! Resolve the shot against that person.
3-4	The round ricochets harmlessly out of the arena
5	Ricochet! Roll a D6 to randomly determine which fighter has been hit including the firer themselves! Resolve the shot against that person.
6	Hit a competitors fan. If there is more than one competitor, randomly determine which competitor loses one fan.



		Target Toughness								
Strength		2	3	4	5	6	7	8	9	10+
	2	4	5	6	6	6	6	6	6	6
	3	3	4	5	6	6	6	6	6	6
	4	2	3	4	5	6	6	6	6	6
	5	2	2	3	4	5	6	6	6	6
	6	2	2	2	3	4	5	6	6	6
	7	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	3	4	5
	10+	2	2	2	2	2	2	2	3	4

Injury Roll

D6 Roll	Result
1	Flesh wound. Temporarily knock 1 off the fighter's M, WS & BS characteristic, the fighter is now pinned. Gain D3 Fans for being resilient
2-5	Man Down. Place the model face down. The model may do nothing other than crawl up to 2" until he can recover in their own recovery phase.
6	Out of Action. A fighter that is out of action is removed from the arena, their part in this battle is over! The fighter who inflicted the wound which ultimately took the fighter out of action gains D3 fans and 5 experience.

COMBAT

Combat Modifiers

- +1 Charging
- +1 Critical Hits
- +1 Most Fans
- 1 Fumbles

Extra attack dice for 2 hand weapons.

FANS

1 Fan factor = 5 fans (rounding down)

Gain D 3 Fans for:

- Declaring a charge
- Steal from an opponent you successfully taunted
- From getting a flesh wound result
- For taking someone out of action

Lose D3 fans by:

- Cowardice
- Shooting into combat
- Lose to an opponent that taunted you
- Being the first man out.

FIVE MEN ENTER – ONE MAN LEAVES

D6 fans for the last man standing.

SKILLS

Feint – Combat Skill

During each hand-to-hand combat the first fumble the fighter rolls is instead treated as a critical hit. Therefore, the fighter will receive a +1 bonus to his Combat Score instead of his opponent.

Counterattack – Combat Skill

The fighter can repulse his opponent's advances, swiftly turning defence into attack. Each hand-to-hand combat the model can re-roll one of his Attack dice.

Body Slam – Muscle Skill

If the model charged that turn, then he may take a Strength test at the start of the hand-to-hand phase. If the test is passed, then an opponent's Weapon Skill is reduced to 1 for the duration of the turn.

Hard as Nails – Muscle Skill

If the model goes out of action and the hit wasn't high impact, roll a D6. On 5+ the fighter doesn't roll for a serious injury, instead it's automatically assumed a Full Recovery result was rolled.

Berserk Charge – Ferocity Skill

If the model charged, then he rolls +D3 Attack dice during any hand-to-hand combats that turn.

Sprint – Agility Skill

The model may triple its movement rate when it runs or charges, rather than doubling it as normal.

Bulging Biceps – Muscle Skill

The fighter's immense rippling muscles means he receives a +1 bonus to his Strength characteristic.

Iron Jaw – Muscle Skill

If a model with this skill is hit in hand-to-hand combat or shot at from within 12", reduce the Strength of each hit suffered by 1 point.

True Grit – Ferocity Skill

You may choose to treat a roll of 1-2 as a flesh wound when rolling to see the extent of injuries the model suffers. If a special injury chart is used (e.g. needle gun) add 1 to the lowest result band in the same way.

Leap – Agility Skill

The model may leap D6" during his movement phase in addition to his normal move if he runs or charges. Note you can roll the D6 before deciding where to move but you must commit to a charge before the roll is made. If the fighter attempts to jump across a horizontal gap, then the leap can be added to a jump.

Deflect – Combat Skill

The fighter can knock aside blows using the flats of his hands and the haft of his weapons. During each hand-to-hand combat the model can force his opponent to re-roll one of his Attack dice.

Step Aside – Combat Skill

The model has an uncanny ability to dodge blows in close combat. The fighter receives a 4+ special save against any hits struck during hand-to-hand combat.

WEAPONS CHART

Weapon	Range		To Hit		Strength	Damage	Save Mod	Special Rules
	Short	Long	Short	Long				
Laspistol	0-8	8-16	+1	-	3	1	-	None
Autopistol	0-8	8-16	+2	-	3	1	-	None
Stub Gun	0-8	8-16	+1	-	4	1	-	Includes Dum-dum bullets
Bolt Pistol	0-8	8-16	+1	-	4	1	-1	None
Plasma Pistol	0-8	8-16	+1	-	4	1	-1	Low Power
Plasma Pistol	0-8	8-16	+2	-	5	1	-2	High Power, Gets Hot
Hand Flamer	Template only		-	-	4	D3	-1	Template, 1 shot, Catch Fire, Spectacular +D3 Fans
Magna Grapnel	0-8	8-16	-	-	-	-	-	Grapnel, Crowd Pleaser +D3 fans
Buzz Saw	H2H only		-	-	5	1	-2	
Chainsaw	H2H only		-	-	4	1	-1	Parry
Claw	H2H only		-	-	3	1	-	Grapple (opponent -1A)
Hammer	H2H only		-	-	3	1	-	Pummel (opponent -1 Combat Score)
Rock Drill	H2H only		-	-	4	D3	-3	
Shears	H2H only		-	-	4	1	-1	Snip (D6 roll of 6 beheaded, dead)
Hook	H2H only		-	-	User	1	-	Parry, Entangled (Parried weapon can't be used)
Mecha Flail	H2H only		-	-	User+2	D3	-1	Nullify (Opponent can't Parry), Clumsy (Fumble counts as 2), Burnout (Roll 6 do D6+1 damage)

KEY WORDS

Gets Hot

1-2 Critical: The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired in the fighter's next turn nor in the following opponent's turn.

3-4 Overheat: The weapon needs to cool down so cannot be fired in the fighter's next turn nor in the following opponent's turn.

5-6 Stable: The weapon remains stable and can be fired again as normal next turn.

Template

The hand flamer's shot is represented by the flamer template. This is used as described in the Shooting section. However, due to the hand flamer's limited ammo, any models partially covered by the template are not hit at all.

1 Shot

One shot weapon in THUNDERCUBE. Once it has been fired, it may not be fired again for the remainder of the game.

Catch Fire

Any models hit by a hand flamer catch fire on a roll of 5+. Note the hand flamer cannot set hand-to-hand combat opponents on fire.

Spectacular

The spectacular gout of flame is an effective crowd pleaser. When a fighter fires the handflamer, he gains D3 fans.

Grapnel

Roll to hit as normal. If the target misses, there is no effect. If the target hits, then the shooter and the target roll A D6 and add their strength. If the target score is highest, he is pinned but suffers no further damage. If the Firer's score is highest then the target is dragged into base contact with the firer. The firer counts as charging and receives a +1 bonus to both S and WS this turn.

Crowd Pleaser

The Magna grapnel is a spectacle that all THUNDERCUBE fans look forward to. A fighter that successfully hits a target with a magna grapnel gains D3 fans.

Parry

Force an opponent to reroll one attack dice, parries cancel out.

Grapple

When fighting in hand-to-hand combat the Pit Fighter's opponent suffers a -1 Attack dice penalty (to a minimum of 1) for each claw the fighter wields.

Pummel

When fighting in hand-to-hand combat the Pit Fighter's opponent suffers a -1 Combat Score penalty for each hammer the fighter wields.

Snip

If a shears hit wounds on a roll of 6, roll another D6. If this roll is also a 6 the Pit Fighter has snipped his opponent's head clean off unless the wound is saved. Fighters that suffer this fate are automatically dead so are crossed off the roster along with their equipment.

Entangled

An opponent that has his attack parried with a hook cannot use that weapon in this combat, any remaining attacks use the fighter's other hand.

Nullify

The mech-flail cancels out an opponent's parry.

Clumsy

Any fumble rolled on a mecha-flail adds 2 to your opponent's score instead of 1.

Burn-out!

Any rolls of 6 to hit do D6+1 damage instead of D3, however the motor has gone into overdrive for this combat and will count as a normal flail after this round of combat (see the NCE rulebook for details)

WARGEAR

Additional armour plating

Armour plates are strategically welded and/or bolted onto parts of the pit fighters body to protect vital organs. Each armour plate improves the pit fighters armour save value by 1. Stacking armour plates: Additional armour plates can be added to existing armour. Note, the cost paid for the additional armour plate is increased by a multiple of the number of plates. E.g. 1 plate costs 20 creds, 2 plates costs 20 for the first plate then 40 for the second – therefore 60 creds in total. The third and final plate that can be added cost 20 for the first, 40 for the second and 60 for the third and so on. Note, the armour save of a pit fighter cannot be improved beyond 3+ which is an ablative armour suit!

Advanced targeting array

A targeting array is fixed into the optics of the pit fighter which confers a +1 to hit for all shooting. Note, the targeting array is destroyed if the pit fighter suffers a head wound.

Adamantium-tipped blades

Adamantium tipped blades increase the save modifier and strength of chainsaws, buzz saws and shears by 1.

Hydraulic booster pump

Hydraulic booster pumps increase the strength and save throw modifier of hammers, claws and rockdrills by 1

MARKETING

Posters

Posters are put on the walls of local buildings around the THUNDERCUBE although they are amongst many, many others. If they are noticed by the attending crowd, they can increase a fighters fanbase. Each poster purchased will add D3 fans.

Flyers

Flyers are more successful than posters in general terms. Flyers are posted through doors and around several holesteads, settlements and watering holes. Each batch of fliers purchased will add 2D3 fans.

Vox Broadcast

Nothing garners attention like a hyped up vox broadcast and they are certain to attract more fans for the fighter. Each block of airtime purchased earns the fighter 2D6 additional fans.

Advertising campaign

An advertising campaign incorporates posters flyers, broadcasts, tours, public appearances etc. An advertising campaign will bring in an additional D6 x 5 fans for the fighter.

STAFF

Barbour surgeon

A Barbour surgeon is furnished with just enough rudimentary training to be able to work on the organic parts of the pit fighter. A fighter that employs a Barbour surgeon can re-roll the result on the injury table. Note, the second result must stand, even if it is worse.

Tech servitor

Tech Servitors improve the mechanical parts of the pit fighters body. A fighter that has a Tech Servitor rolls a D6 at the end of every battle. On the roll of a 6 the tech servitor has increased the strength and saving throw modifier of a pit fighter weapon by 1. Each increase raises the value of the weapon by 5 which must be recorded on the roster.

Combat Coach

A combat coach works on the skills and drills of the pit fighter in hand-to-hand combat. At the end of every battle roll a D6. On the score of 6 the fighter's WS is improved by one. Each increase to WS adds 10 to the value of the coach which must be recorded on the roster.

Master of Ceremonies

The Master of ceremonies announces over a loud hailer the arrival of his pit fighter. A skilled master of ceremonies will whip the crowd into a fervour. At the start of each game, the pit fighter gains D3 fans.

Harem

The most famous pit fighters lap it up in a luxurious Harem of stunning girls, handsome concubines or whatever it is that brings them pleasure. The Harem keeps the fighter in a state of supreme relaxation making him more focused and attentive in battle. The pit fighter can re-roll one fumble for each member of his Harem. Note, a re-rolled fumble cannot be re-rolled a second time no matter how many re-rolls are available. Sometimes fate is against you, no matter how relaxed you are!

Ammo Tech

An ammo tech is a pistol ammunition specialist. A fighter with an ammo tech can ignore the fighters first roll of 6 to hit (i.e. the pistol does not run out of ammo!). Note, an ammo tech has no effect on a Hand Flamer or Plasma pistol