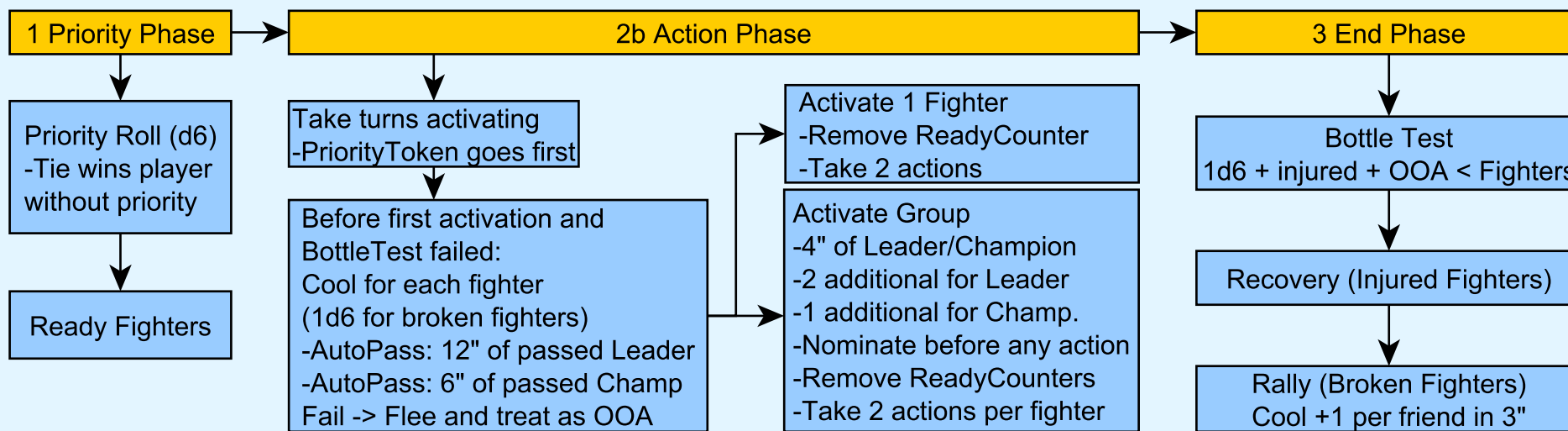




Version 0.7, 13.04.2018
With YAK Errata

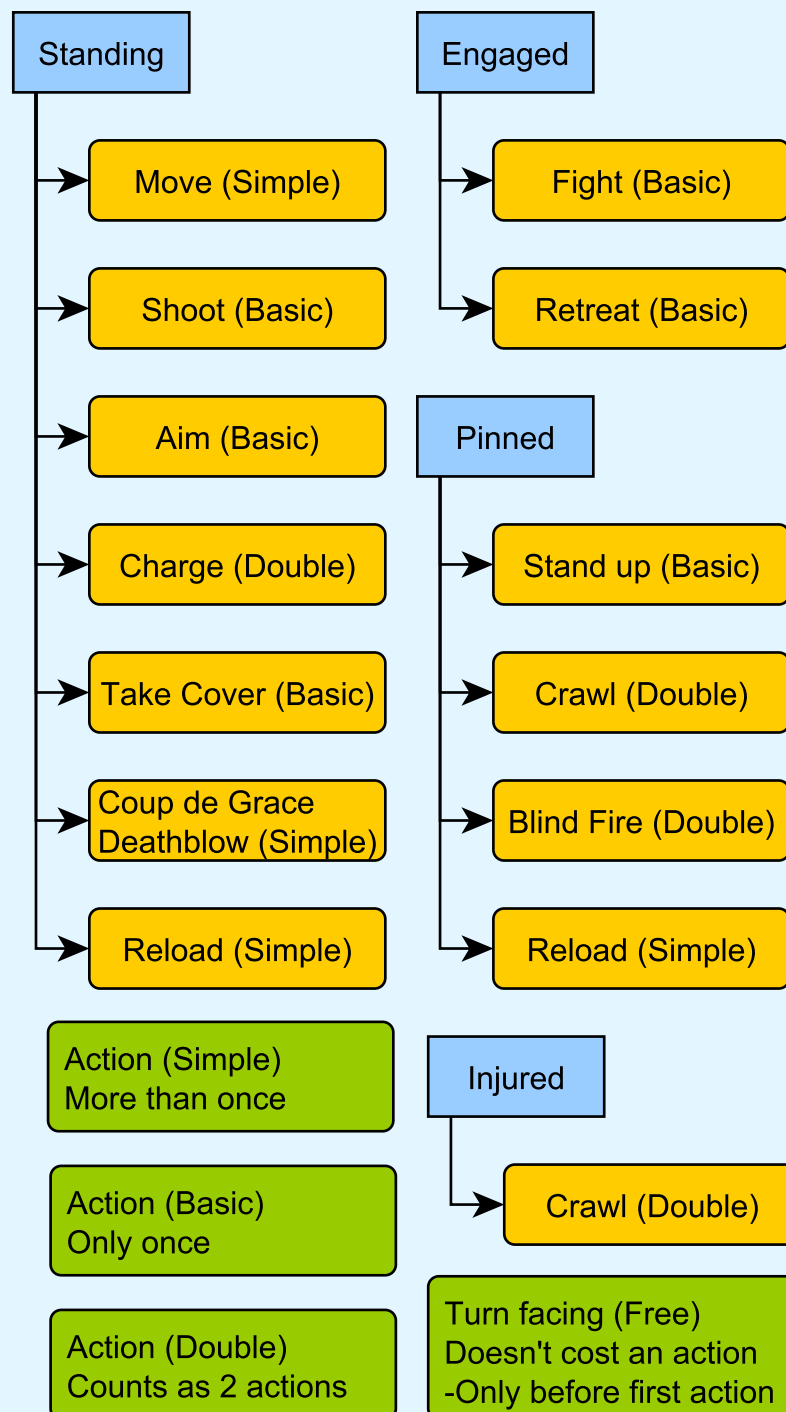
Round and Phases



Characteristics

- Move (M)
Move distance in "
- Weapon Skill (WS)
Min. melee hit roll
- Ballistic Skill (BS)
Min. ranged hit roll
- Strength (S)
Dmg CC / throw distance
- Toughness (T)
Wound rolls / flesh wounds
- Wounds (W)
Wounds before injury
- Initiative (I) d6
(CC, jump, fall, ...)
- Attacks (A)
of dice in CloseCombat
- Leadership (LD) 2d6
- Cool (CI) 2d6
- Willpower (Will) 2d6
- Intelligence (Int) 2d6

Actions



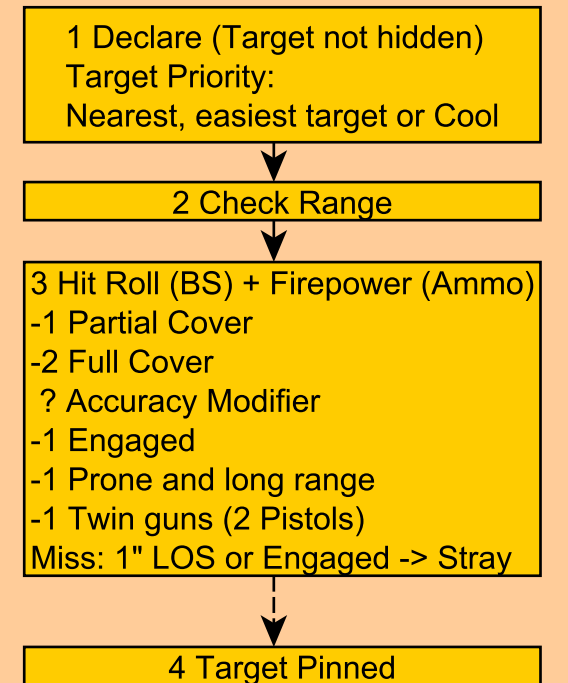
Moving

- Difficult Terrain
2" per 1" moved
- Obstacle (0.5" - 1" tall)
2" per 1" moved
- Climbing (2" per 1" height)
- Ladder (1" per 1" height)
- Jumping Down (Initiative)
3" - 4" = -1 Modifier
5" - 6" = -2 Modifier
7" - 8" = -3 Modifier
9" + = -4 Modifier
- Leap (Initiative, 2" up/down)
- Falling (1", Stand -> Prone)
3" - 5" = S3 AP-0 Dmg1
6" - 7" = S5 AP-1 Dmg1
8" - 9" = S7 AP-2 Dmg2
10" + = S5 AP-3 Dmg3
- Railing (0.5" tall Initiative +1)

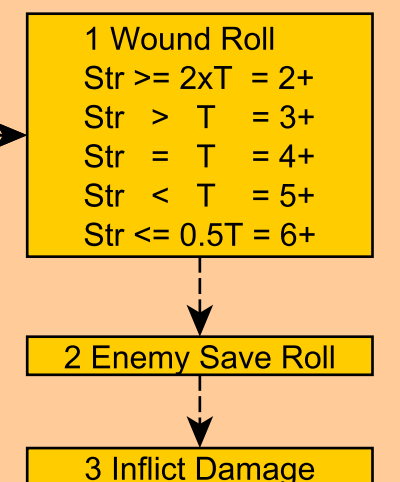
Doors 1"

- Operate Door (Simple)
- Access Terminal (Basic) Int-2
Defender -> Operate Door
- Force Door (Basic) d6+S >= 9
+2 per friend at door

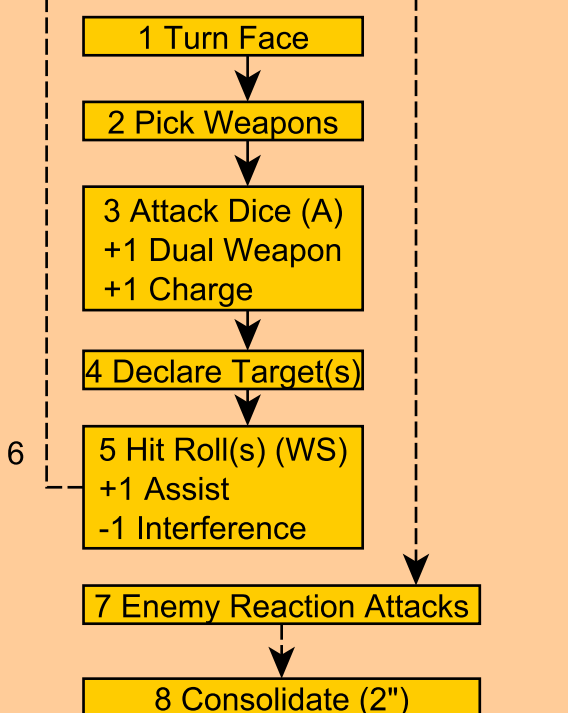
Shooting



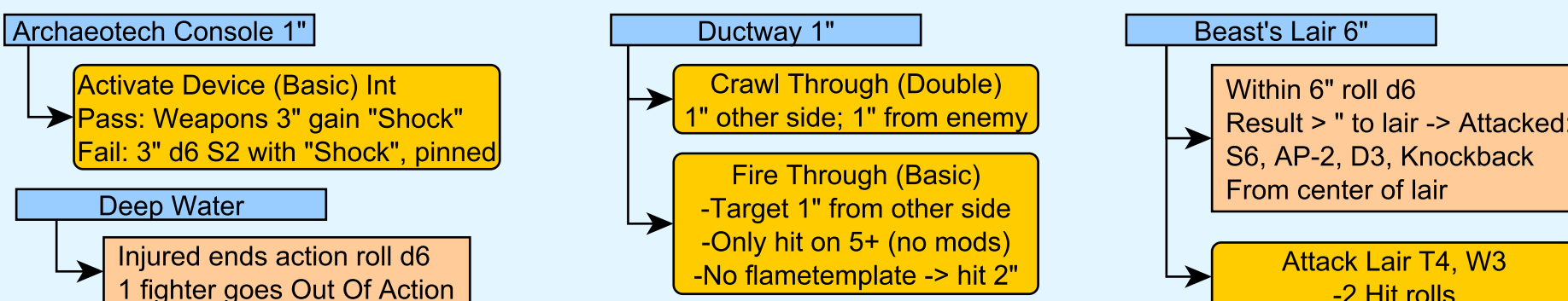
Resolve Hits



Close Combat



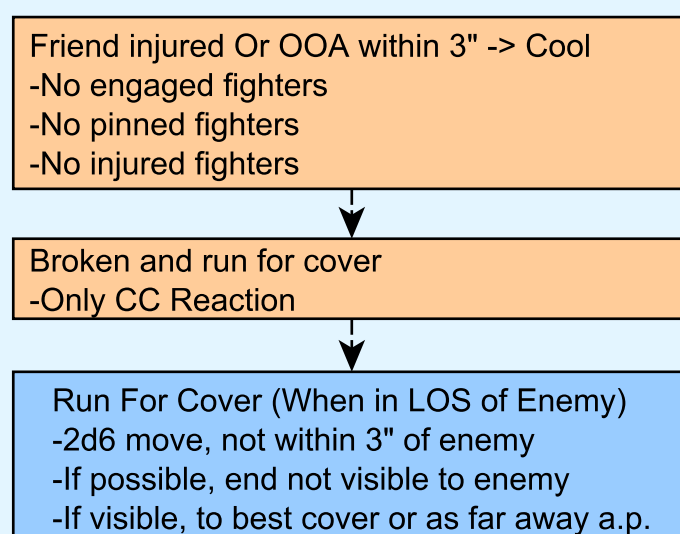
Special Terrain



Loot Caskets 1"

- Smash Open (Basic)
d6+S >= 6; Result -1
- Bypass Lock (Basic) Int Check
- Carry (Simple) Move with Casket
- Opening Caskets Result
1 Dangerous -> Frag Trap
2-3 Nothing usefull
4-6 Ammo Cache:
+2 Reload or Reload Scarce
On 6 Cache is exhausted

Nerve Tests



Traps (Shootable)

- Within 2" move or 1" door (d6)
1 Trap is a dud and removed
2-3 Stays in place
4-6 Trigger and remove marker
- Shoot -1 short, -2 long (d6)
1-2 miss, 3-4 Trigger, 5-6 Disarm
- Frag: 5" Blast S3, AP0, D1
- Melta: Place crater (Falling)
- Gas: 2d6 radius gas attack

Toxin-Instead of Resolve Hits

