

| | | |
|--------------------------|--|---|
| HIT&RUN | Can move up to 10". Can take 1 shot. No figure in the group may be suppressed at the time the order is given. | A leader must be in the squad to issue this order. All figures in the group must be in headset contact. |
| DARKNESS | The maximum range for any weapon during darkness is 12". There is no +1 modifier during targeting for close range during darkness. | Using a 'night sight' removes the above restrictions. All movement is reduced by 2" — Ignored by SCAVENGERS Does not affect Cyborg. |
| CYBORG | Add 1 extra volley to all shooting weapons, provided they can fire more than 1 shot. | Cannot be captured. Requires 14+ to kill. |
| HERO | Auto remove suppression. Auto change orders. Max 1 per 3 allied groups. | Operate alone. Gain a H2H dice. On 3+ saves from a kill, becomes suppressed instead. |
| CAPTIVE | A figure is captured if it is suppressed, and in base to base contact with an enemy figure during that figure's turn. Instead of automatically killing the suppressed figure, the enemy figure chooses to capture it instead. Whilst a captive remains suppressed, and in base to base contact with an enemy figure, it is a captive. The captive cannot attempt to remove its suppression. The captive is under the control of the captor player and is now moved by them. | Moving with a captive is at -2' to the current orders. A captive cannot escape unless the captor is killed or suppressed. In this case the captive now reverts to being merely suppressed and is free to move and remove suppression if it can. Cyborgs are immune to capture Either side states they are using non lethal combat prior to resolving the combat. If they win, instead of killing the opponent they immediately suppress and capture it. |
| SUPPRESSION | A suppressed figure is always shown on the tabletop by having a suppression counter placed next to it. Suppressed figures ignore their current orders and can only move up to a maximum of 3". They cannot perform any other actions. Once per turn the player can attempt to remove the figure's suppression. | Contact occurs when a figure's base is touching that of another figure. If a suppressed figure is contacted by an enemy figure, the enemy player has the following options: Automatically kill the suppressed figure or Capture the suppressed figure. |
| MOVEMENT | Difficult terrain is crossable by a figure on foot and will take 4" off movement. Entering a building ends movement. Any other actions still available are permitted. | Leaving a building takes 4" off a move or -2" for scavengers Reduce by 2" at night without night sight/cyborg/scavengers |
| COMBAT | Only figures with assault orders and not suppressed can initiate combat (i.e. attack) Combat is initiated immediately a figure with "Assault" orders makes base to base contact with an enemy. At this point no other actions except combat are available to any of the figures involved. A figure without assault orders that starts its turn next to an enemy is free to move first and then shoot if covered in its orders. | If a figure contacts or is in contact with more than one enemy, divide the figure's final score by the number of enemies (round down) and apply to each enemy. Attacker rolls combat dice. Adds any weapon modifiers. If the attacker has 'Assault' orders the score is doubled. The final score is totaled. Defender does the same. |
| SAVAGES | When savages have assault orders they cannot be suppressed by hand to hand combat. | |
| SCAVENGERS | In darkness there is no movement penalty for scavengers. The movement penalty for difficult terrain/buildings is -2", instead of -4". | |
| SETUP | All figures in a group must be set up within 4" of their own table edge. All figures in a group must be set up within 6" of their group leader. | |
| INDIVIDUAL ORDERS | Troops & Law Enforcement only. Requires headsets. <u>SUGGESTED HOUSE RULE</u> | During change orders, can split orders across the group. |

| ORDER | MEANING | ASSAULT ? | MAX MOVE | SHOOT ? | MAX TARGETS | SHOOT RAPID? | LIMITATIONS |
|---------------------|--|-----------|----------|---------|-------------|--------------|--|
| SHOOT | Figures can move first and then shoot, or shoot first and then move. | NO | 8" | YES | MANY | YES | |
| STAY SHARP | Double dice score for initiative. Figures can move first and then shoot, or shoot first and then move. | NO | 6" | YES | 1 | NO | Not Cyborgs |
| KEEP DOWN | Harder to target (see section 4.23). Harder to kill (see section 4.23). | NO | 4" | YES | 1 | NO | Not Power Armour |
| ASSAULT | Can double their score in hand to hand combat. Figures can move first and then shoot, or shoot first and then move. | x2 score | 8" | YES | 1 | NO | |
| SHARPE | Can move up to 8" <u>or</u> take an 'aimed shot'. | NO | 8" | AIMED | 1 | NO | Not Power Armour Not Cyborgs |
| RUN | Can move up to 14" | NO | 14" | NO | 0 | NO | Not Power Armour Not Cyborgs |
| HIT& RUN | No figure in the group may be suppressed at the time the order is given. A leader must be in the squad to issue this order. All figures in the group must be in headset contact. | NO | 10" | YES | 1 | NO | Rebels Only Not Power Armour Not Cyborgs |

| Weapon | Short | Long | Rapid | Damage Dice | H2H | Cost | Rules | |
|-----------------------------|--|----------|---------------------------------|--|----------|--|---|--|
| Heavy Handgun | 0 - 5" | 5 - 14" | 2 | 3 | +1 | +7 | | |
| Handgun | 0 - 8" | 8 - 18" | 2 | 2 | | +4 | | |
| SMG / Machine Pistol | 0 - 8" | 8 - 24" | 5 | 2 | | +12 | | |
| Auto Shotgun | 0 - 6" | N/A | 2 | 4 | N/A | +3 | | |
| Crossbow | 0 - 10" | 10 - 24" | 1 | 3 | | +4 | | |
| Shotgun | 0 - 6" | N/A | 1 | 4 | | +2 | | |
| Assault Rifle | 0 - 10" | 10 - 30" | 3 | 3 | | +20 | | |
| Military A. Rifle — Rifle | 0 - 10" | 10 - 30" | 3x Rfl | 3 | | +23 | | |
| Military A. Rifle — GL | N/A | 6" | 2x Rfl/ 1x GL | 5 | | | | |
| Light Assault Cannon | 0 - 14" | 14 - 24" | 3 | 4 | | +25 | | |
| HMG | 0 - 12" | 12 - 30" | 5 | 3 | | +30 | | |
| Scatter Gun | 0 - 4" | 4 - 8" | 1 | 4 | | +4 | | |
| Light Laser | 0 - 12" | LoS | 1 | 3 | | +36 | | Optional Rule: Ignores light armour. |
| Missile Launcher | | 0 - 48" | 1 | Pick target point. Hit it on 3-6. 1-2 = no launch. | | +24 | | Not Law Enforce. Max 1 launcher per gang for Scav, Sav. Max 3 missiles per gang for Scav, Sav. Max 5 missiles per fig. Requires SNIPE order. |
| Missile | | | | 5 DICE per fig. within 4" | | +20 | | |
| Hand Grenade | | 0 - 6" | 1 | HIT = 4 DICE within 2". MISS = 2 DICE within 2". | +6 | Max 3/fig. Max 2/fig for Law Enforce, Rebels. Max 1/fig for Scav, Sav. | | |
| Flamer | | 0 - 5" | 1 | HIT = 4 DICE within 1". MISS = 2 DICE within 1". | +25 | Includes 6 shots. | | |
| Pick, Axe, Club, Razorclaws | N/A | | | | +2 | +2 | | |
| Sword | | | | | +3 | +3 | | |
| Chain, Baton, Dagger | | | | | +1 | +1 | | |
| Stunstick | | | | | +2 | +3 | | Loser suppressed, not killed. |
| Power Glove | | | | | +1 DICE | +5 | | Power Armour Only |
| Grenade Launcher | | | | | 0 - 10" | 10 - 24" | | 2 |
| Rotary Cannon | 0 - 10" | 10 - 30" | Short Burst, 4 Long Burst, 8 | 3 | +40 | Power Armour Only 6 Ammo markers (Long burst = 2) | | |
| Molotov Cocktail | 0 - 5" | | 1 | 2 | +4 | | | |
| Smoke Grenade | | 0 - 12" | 1 | See Playtest Module | +6 | See Playtest Module for rules. | | |
| Light Armour | Kill on 9+, Suppress on 3+ | | | | N/A | +4 | | |
| Medium Armour | Kill on 11+, Suppress on 5+ | | | | | +5 | | |
| Heavy Armour | Kill on 13+, Suppress on 7+ | | | | | +8 | | |
| Stealth Suit | Gain a -1 to hit modifier on being shot at. | | | | | +36 | | |
| Power Armour | Kill on 16+, Suppress on 10+. Move at -2". Includes Night sight & Sighting aid. | | | | 2 DICE | +93 | | |
| Headset | Option for Rebel, Law Enforce. Not Scav, Sav. Mand for Troopers. Initiative tie breaker. | | | | N/A | +5 | | |
| Night sight | Ignore darkness range limit & modifier loss. | | | | | +10 | | |
| Sniper Scope | +1 on shooting. | | | | | +10 | | |
| Basic figure | | | | | 1 DICE | 7 | | |
| Upgrade to leader | INITIATIVE = +3, CHANGE ORDER = +1, SUPPRESSION REMOVAL = +3 | | | | N/A | +10 | | |
| Upgrade to sub-leader | CHANGE ORDER = +1, SUPPRESSION REMOVAL = +2 | | | | | +5 | | |
| Upgrade to Hero | Gain HERO, SUPPRESSION REMOVAL+3. CHANGE ORDER = AUTO | | | | 2 DICE | +100 | | |
| Cyborg | Gain CYBORG. Kill on 14+. Sighting aid, Night sight. SUPPRESSION REMOVAL+3 | | | | 2 DICE+2 | 75 | May only use Handguns, Shotguns, Machine pistols. | |

| Suppression Removal Roll | | D6 |
|---|------------------------|-----------------------------------|
| Figure is: | Group Leader | +3 |
| | Cyborg | +3 |
| Figure is in base-to-base contact with: | Leader or Hero | +3 |
| | Sub-Leader | +2 |
| | Any other group member | +1 |
| Group has taken <50% losses. | | +1 |
| Group has no suppressed members. | | +1 |
| | | <6 |
| | | 6+ |
| | | Failed, figure remain suppressed. |
| | | Suppression removed. |

| Change Order Roll | D6 |
|-----------------------------------|---|
| No-one in group suppressed. | x2 |
| Group leader still alive | +2 |
| Sub-leader still alive | +1 |
| Group spread by >8" & no headsets | NOT POSSIBLE. |
| Unsuppressed Hero. | AUTOMATIC SUCCESS. |
| 6+ | OK, new order goes through, place new order counter face down next to individual, group leader or next in command. Turn the new order counter face up when all players have finished changing orders. |
| 3 - 5 | Failure, old order stays. |
| 2 or less | Screw up, old order stays, all figures in group become immediately suppressed. Place suppression counters next to all figures in group. |

| Close Combat Fight Roll | CC DICE + CC bonus |
|---|--------------------|
| Weapon Bonus | (see table) |
| Combatant is a Cyborg | +2 |
| Attacker has Assault orders (and is not suppressed) | X2 |

| Initiative | D6 |
|---|---|
| The Group has 'Stay Sharp' orders | x2 |
| Group has an unsuppressed Leader | +3 |
| Group has headset comms | Beat a tie with a group with same score |
| Groups activate in descending score order, alternating players. | |

| Close Combat Kill Score | Winner CC - Loser CC |
|--|-----------------------------------|
| Fighter has second hand weapon | +1 |
| Loser has Light armour | -2 |
| Loser has Medium armour | -3 |
| Loser has Heavy armour | -4 |
| Loser is Hero | -2 |
| Loser is Cyborg Loser is Power Armoured | -6 |
| Modified score below zero | No effect |
| Modified score 1 - 3 | Loser Suppressed (unless Savage). |
| Modified score 4+ | Loser Killed. (Hero saves on 3+) |

| Fire Combat Target Roll | D6 |
|--|--------|
| Aimed shot (shooter has 'Snipe' orders) | +2 |
| Hero shooting | +1 |
| Sighting aid | +1 |
| Close range, in daylight. | +1 |
| Close range, at night, with night sight. | +1 |
| Target with 'Keep Down' orders (or suppressed) | - 1 |
| Shooter in vehicle moved > 9" | -1 |
| Target in vehicle moved > 9" | -1 |
| Rolled 1 | Missed |
| Rolled 6 | Hit |
| Totalled 6+ | |

| Fire Combat Kill Roll | Damage Dice from Table, summed. | | |
|-------------------------------|---------------------------------|-----------------|-------------------------------|
| Target has 'Keep down' orders | -2 | | |
| Target in Soft cover | -2 | | |
| Target in Medium cover | -4 | | |
| Target is Unarmoured. | Kill on 7+ | Suppress on 1+ | Hero saves being killed on 3+ |
| Target is Light Armoured. | Kill on 9+ | Suppress on 3+ | |
| Target is Medium Armoured. | Kill on 11+ | Suppress on 5+ | |
| Target is Heavy Armoured. | Kill on 13+ | Suppress on 7+ | |
| Target is Cyborg. | Kill on 14+ | Suppress on 8+ | |
| Target is Power Armoured. | Kill on 16+ | Suppress on 10+ | |

| Type | Class | Rules | Cost |
|---------|-----------------|--|------|
| Figures | Cyborg | May only use Handguns, Shotguns, Machine pistols. 2 H2H DICE +2 Cyborg. Kill on 14+ Sighting aid, Night sight | 75 |
| | Troopers | Always light armoured & headsets. 1 H2H DICE SQ = 1x Ldr, 1x Sub, 1-3x Trooper | 16 |
| | Law Enforcement | Optional headsets. 1 H2H DICE SQ = 1x Ldr, 1x Sub, 3x Officer | 7 |
| | Rebel | Gain HIT&RUN. Optional headsets. 1 H2H DICE SQ = 1x Ldr, 0-1x Sub, Any x Rebel | |
| | Scavenger | In darkness there is no movement penalty for scavengers. The movement penalty for difficult terrain/buildings is -2", instead of -4". 1 H2H DICE SQ = 1x Ldr, 0-1x Sub, Any x Rebel | |
| | Savage | When savages have assault orders they cannot be suppressed by hand to hand combat. Savages that are suppressed before receiving assault orders must still remove their suppression as normal. 1 DICE SQ = 1x Ldr, 0-1x Sub, Any x Rebel | |

From the basic rulebook.

| Type | Rank | Equipment | Cost | Rules | |
|--|-------------|---------------------------------------|----------------------|--|------------------|
| Troopers 1 DICE SQ = 1x Ldr, 1x Sub, 1-3x Trooper | Leader | military assault rifle | 49 | Always armoured & headsets. | |
| | Sub-leader | military assault rifle | 44 | | |
| | Trooper | military assault rifle | 39 | | |
| | Sniper | military assault rifle, sighting aid, | 49 | | |
| | SAW Trooper | | light assault cannon | | 49 41 |
| | | | light laser | | 49 52 |
| Law Enforcement 1 DICE SQ = 1x Ldr, 1x Sub, 3x Officer | Leader | light cannon | 40 | Optional headsets. | |
| | Sub-leader | machine pistol. | 24 | | |
| | Officer | machine pistol | 19 | | |
| | | auto shotgun | 10 | | |
| Rebel 1 DICE SQ = 1x Ldr, 0-1x Sub, Any x Rebel | Rebel | machine pistol | 19 | Gain HIT&RUN. Optional headsets. | |
| | | auto shotgun | 10 | | |
| | | assault rifle | 27 | | |
| Scavenger 1 DICE SQ = 1x Ldr, 0-1x Sub, Any x Rebel | Scav | handgun and shotgun | 13 | In darkness there is no movement penalty for scavengers. The movement penalty for difficult terrain/buildings is -2", instead of -4". | |
| | | machine pistol | 19 | | |
| | | auto shotgun | 10 | | |
| | | shotgun and sword | 12 | | |
| | | assault rifle | 27 | | |
| Savage 1 DICE SQ = 1x Ldr, 0-1x Sub, Any x Rebel | Savage | dagger and chain | 9 | When savages have assault orders they cannot be suppressed by hand to hand combat. Savages that are suppressed before receiving assault orders must still remove their suppression as normal. | |
| | | razor claws and sword | 12 | | |
| | | scatter gun and sword | 14 | | |
| | | sword and dagger | 11 | | |

These additional weapons are from a "Kill Zone 1889" QRS by Sigfrid Orgrid

| Weapon | Short | Long | Rapid | Ranged Damage Dice | Close Damage Modifier | Cost | Rules |
|-----------------------|---------|----------|----------|--------------------|-----------------------|------|-------|
| Light Handgun | 0 - 4" | 4 - 10" | 2 | 2 | +1 | | N/A |
| Shotgun | 0 - 6" | 6 - 16" | 1 | 4 | | | |
| Lever Action Carbine | 0 - 10" | 10 - 24" | 2 | 2 | | | |
| Lever Action Rifle | 0 - 10" | 10 - 30" | 2 | 2 | | | |
| Bolt Action Carbine | 0 - 10" | 10 - 24" | 1 | 3 | | | |
| Bolt Action Rifle | 0 - 10" | 10 - 30" | 1 | 3 | | | |
| Breech Action Carbine | 0 - 10" | 10 - 24" | 1 Reload | 3 | | | |
| Breech Action Rifle | 0 - 10" | 10 - 30" | 1 Reload | 3 | | | |
| Muzzle Loading Musket | 0 - 10" | 10 - 24" | 2 Reload | 2 | | | |
| Hunting Rifle | 0 - 10" | 10 - 36" | 1 Reload | 3 | | | |
| Bayonet | N/A | | | | +3 | | N/A |

Briefing and Rules for Zombie player

3D6 zombies setup at least 24" away from Humans.

Reinforcements : At the start of each turn (except the first) 1D6 + 1 zombies arrive at any corner of the table. (Dice randomly)

Orders : Zombies are only allowed the assault order.

Shooting : Zombies are only allowed to throw sticks and stones. Range 3" 1D6 hit on a 6, damage 1 D6, cover and armour count as normal.

Movement : Zombies must move by quickest route towards the nearest human and assault, may not use cover unless this is fastest route to dinner.

To 'Kill' Zombies (I know, they're already dead): a score of 9 is needed to kill (headshot required),

They are suppressed on a score of 8 (knocked off feet), need a 6 on 1D6 to remove suppression. (No modifiers) Whilst suppressed a zombie will crawl 3" towards the nearest human.