

Cybernekr II

Core Rules



a miniature agnostic game
of narrative grimdark encounters

Cybernekr

a game by

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CORE RULES

VERSION 1.1.3

This free version of the game contains everything you need to create your custom band of characters and play a couple example scenarios. It is intended for playtesting and trying out the core game before the full rulebook is finished.

What is missing from this document is rules for character sidekicks, the full narrative scenario generation system (including 14 scenarios, 12 complications and 12 random encounters), the full list of 14 NPC types, rules for campaigns (including loot tables, an injury and progression system, 20 unique artifacts and 27 skills to acquire) and rules for playing the game solo, co-operatively and/or with more than 2 players.

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How many times has this world ended already?
Not even the most ancient machines remember
that anymore. It seems that history has moved
on while we got left behind to pick at the bones of
rejected ages.

While the echoes of an apocalypse are still ringing new
societies are growing like tumors upon the dying lands,
each a mockery of what it used to mean to be people.
Villages and castles crumble into ruin faster then they
can be rebuilt. What scurries between the scattered
stones becoming less human with each passing generation.

Bands of misfits venture out into the dark and derelict
places hoping to find riches, answers or maybe even a
way out of this cursed, decaying place.

What terrible secrets might lie in the built-up layers of
past civilisations or in the cloud-hidden spires and
towers of purpose long forgotten?

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General definitions

WHAT YOU NEED

To play you will need between one and three D20 dice, a fistful of D6 dice, a standard deck of cards, a tape measure, a wargaming board filled with terrain and 3-7 miniatures per player. The game works best with miniatures mounted on 25-40mm bases and the board size should be somewhere between a 24" square and a 36" square.

MEASURING

All measurements are in **inches**, and the game allows you to pre-measure. Ranges are measured to and from the models base.

CHARACTERS

A **Player Character (PC)** is a model controlled by one of the players while a **Non-player Character (NPC)** is a model controlled solely by the game itself.

OUT OF ACTION

When a model is said to be taken **Out of Action (OoA)** remove it from the table. It takes no part in the rest of the scenario. When a rule states a model **dies** it is also **OoA** but if playing a campaign it is permanently removed from the crew as well.

RE-ROLLING

You can never **re-roll** a die more than once. The new result must be accepted.

PRONE

A **prone** model is laid on its side or marked with a token. It can only crawl or stand up.

LINE OF SIGHT

Line of Sight (LoS), requires an uninterrupted line to exist between attacker and its target. If the shoulders/torso/midsection portion of the target model is visible, it is within line of sight. Heads, arms, tentacles, weapons, etc, do not count. Use your own judgement and sense of fair play. Line of sight cannot be drawn to a **prone** model that is behind an obstacle.

Cybernekro is a miniature game that aims to combine the feeling of creating your own unique characters of classic role playing games with skirmish wargaming inspired by the Inq28 movement and the Forbidden Psalm game series.

The game is miniature agnostic and players can create appropriate and detailed characters for almost any model they can imagine. Small groups of such characters will then set off against each other and the environment in a sandbox of randomly generated narrative scenarios.

The setting of the game is purposefully left vague and depending on player interpretation can range from medieval cyberpunk to posthuman apocalypse. This allows the game to be played in existing settings, like the Warhammer 40k universe. It is a place suspended between a grimdark future, an apocalyptic fairytale and the worlds of cult 1996 games Diablo and Quake.

*It is a game of **ancient technology,**
forgotten gods
and **collapsing civilisations.***



Chapter one:

Creating a crew

To play you need to create a crew consisting of between 3 and 7 Player Characters. Each has a base cost of 15 points and you have a total of 150 points to spend on your crew, their equipment and traits.

Attributes

Each character is defined by a set of five attributes. All of them start at 0, but when adding a model to your crew you **must** distribute four positive (+1) and three negative (-1) modifiers between its attributes. After distributing those modifiers no attribute can be lower than -2 or higher than +3.

STRENGTH

Used for carrying capacity and melee damage.

TOUGHNESS

Used for shrugging off wounds and survival.

AGILITY

Used for reacting and melee attacks.

INTELLECT

Used for Techno-Sorcery, operating machines and tactics.

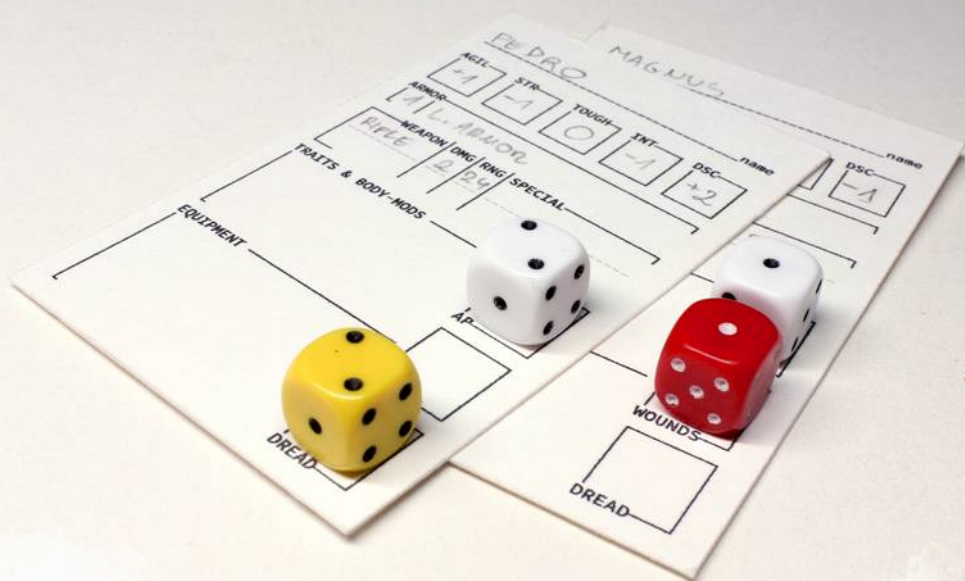
DISCIPLINE

Used for ranged attacks and morale.

ATTRIBUTE TESTS

Attribute Tests, determine the outcome of actions you take and are always taken on a D20 and for a certain **Attribute**. All modifiers to the roll stack. If the result of the roll after applying modifiers is 11 or greater the roll is a success, otherwise it is a failure.

Rolling a 20 (before modifiers) on a D20 is called a **Critical** and it is always a success while rolling a 1 is called a **Fumble** and is always a failure. The exact effects of those depend on the situation.



Action Points, Wounds & Dread

The current status of each character is determined by three resources you need to keep track of and manage during a game: **Action Points**, **Wounds** and **Dread**. It's easiest to use small D6 dice or tokens to mark the current amounts.

• Action Points •

Action Points (AP) are assigned at the start of each game round and used by models to perform actions and reactions.

•• Wounds ••

Wounds are used to track damage dealt to a model and unless specified otherwise each character starts the game with 0 **Wounds**. For each **Wound** a model receives a +1 modifier to all damage rolls it suffers.

A model can never have more than 6 **Wounds**. If it would receive a 7th **Wound** it is taken **OoA** instead.

... Dread ...

Dread is used to mark the psychological strain suffered by characters during a game. Unless specified otherwise every character starts the game with 0 **Dread**. See page 25 for a detailed description of how models gain, spend and roll **Morale Tests** from **Dread**.

A model can never have more than 6 **Dread**. Ignore any further **Dread** gain.

Traits

Each character in your crew can select any number of traits from the list below at the indicated cost. Each trait can only be taken once by each model. Try to avoid duplicating traits across your crew, the idea of the game is playing with a varied group of individuals, not a uniform unit. Use your own judgement.

1. BIG

5 points

All melee and ranged attacks against this model suffer a +2 to hit rolls but this model gains +2 **Toughness**.

2. SMALL

5 points

All melee and ranged attacks against this model suffer a -2 to hit rolls but gains -2 **Toughness**.

3. SORCERER

10 points

Either by use of cyber-augments or an innate ability this character can perform Techno-Sorceries (see page 15).

4. AMBIDEXTROUS

5 points

The model can attack with two one-handed weapons in a single action. Both attacks need to target the same model and both suffer a -2 to hit.

5. DEFORMED

3 points

Increase two chosen attributes by 1 but decrease all the others by 1.

6. LONG ARMS

5 points

All melee attacks by this model gain the **Reach** keyword.

7. EXTRA LIMBS

3 points

The model can climb at it's full move speed and can carry one additional item.

11. LOBOTOMISED

3 points

Never performs **Flee** moves but can never perform **Fix** and **Use Equipment** actions or interact with scenario elements (it can still pick up scenario items).

9. MULTI-HEADED

5 points

Can re-roll failed reaction tests but if the re-roll also fails it loses 1 **AP** as the heads start arguing.

10. BESTIAL

0 points

The only actions this model may perform are **Move**, **Get Up** and **Fight** but it can be assigned 1 **AP** more than usual (so normally up to 4).

11. DEMONIC

3 points

Whenever this model would gain **Dread** it gains a **Wound** instead. At the end of every Morale Phase this models heals one **Wound**.

12.INSPIRING

5 points

Other friendly models may use this model's Discipline value during the Morale Phase as long as they have **LoS** to it.

13. UNPREDICTABLE

-3 points

When this model is activated or performs a reaction flip a coin. On heads choose the actions normally this activation/reaction. On tails use the NPC flow chart to determine what action(s) will be performed instead.

14. JINXED

2 points

When rolling Attribute Tests for this model a roll of 1 or 2 counts as a **Fumble** while a roll of 19 or 20 counts as a **Critical**.

15. DARKBORN

5 points

Ignores effects of darkness but attacks models carrying a light source at -3 to hit.

16. ONE-SHOTTER

-5 points

Whenever this model would suffer a **Wound** it is knocked **Prone** instead. If it was already **Prone** it immediately goes **OoA**.

17.RECKLESS SPRINTER

5 points

Can add +1" to all move distances (including jumping) but if it does has to pass an Agility test at the end of the move or fall prone.

18. DRIVEN BY MADNESS

5 points

This model adds +1 to all its **Attribute Tests** for each **Dread** it has.

19. ARTIFICIAL

8 points

This model can take no body-mods except those marked with an '// A'. It can never gain **Dread** or be set on **Fire**. **Electric** attacks against it roll an additional damage die. It cannot be healed with trauma kits.

20. WITHERED

-5 points

Decrease this model's Strength, Agility and Toughness by 1.

21. GIFTED

10 points

Increase all of this model's Attributes by 1.

Body-mods

Each model can select any number of body-mods from the list below at the indicated cost. Body-mods do not take equipment slots and cannot be taken off once equipped.

1. Neural cabling (5 points)

Model can reroll any Intellect test. If the re-roll is a failure it suffers a Neural Overload.

2. Mechanical claw (2 points) // A

This model's fists loose **Feeble** and gain the **Brutal** keyword.

3. Jump augmentation (5 points) // A

When jumping this model can move up to it's normal move distance and in any direction including vertically up or down.

4. Extra organs (5 points)

The first time this model gains a Wound in a game make a Toughness test. On a success it doesn't gain a Wound.

5. Excessive neural cabling (5 points)

Model can reroll any attribute test. If the re-roll is a success it suffers a Neural Overload. If it is a failure it suffers two consecutive Neural Overloads.

6. Auto senses (5 points) // A

This model may react when an enemy ends a Move actions in its **LoS** even when they are not the closest enemy in its **LoS**.

7. Stim injectors (5 points)

Once per game this model can automatically pass any Toughness test but suffers a Neural Overload as a result.

8. Reinforced body (5 points) // A

Increase armor by 1 but any Fumble for this model results in an extra Neural Overload in addition to any existing effects.

9. Augmented arms (3 points) // A

Model ignores the **Heavy** keyword for weapons it carries.

10. Roly-poly system (5 points) // A

This model can attempt an Agility test when performing a Get Up action. On a success it doesn't pay **AP** for that action but on a Fumble it pays the **AP** and stays Prone.

NEURAL OVERLOAD

Whenever a model is said to suffer Neural Overload roll a D6 adding its **Dread**. Check the result on the table below and apply the effects. The results are cumulative, so for example a roll of 5 (with modifiers) means you apply the first 3 rows of the table, applying from the top down.

Neural Overload Table

D6 + Dread	Effect
1+	Gain 1 Dread .
3+	Lose 1 AP or fall Prone if have no AP .
5+	Fall Prone or Gain 1 Wound if already Prone .
7+	Gain 1 Wound .
9+	The model's head explodes and it dies.



Bear

Each model can carry a maximum of 5 + **Strength** items, including armor, weapons, equipment and scenario items. This number can never be lower than 1 regardless of **Strength**. Items marked [small] count as half an item for carrying capacity.

EQUIPMENT

rope and hook [cost 1]

Can be used to climb up or down 6" even on unclimbable surfaces.

spot light [cost 2]

All allies within 3" ignore the effects of darkness, but enemies also ignore darkness when targeting this model.

lantern [cost 2]

Models ignore darkness when targeting a model that is within 3" of a lantern.

night vision goggles [cost 3]

The model doubles it's LoS range in darkness.

lockpicks [cost 2]

+2 to all attribute tests to open scenario elements like doors and containers.

cyber-jack [cost 2]

+2 to all Intellect tests to interact with electronic scenario items like terminals, computers, scanners and machines.

mind concealer [cost 2]

Techno-sorceries that target the wearer suffer a -3 modifier to manifest.

trauma kit [cost 2]

Single use. Remove 2 Wounds from a model within 1".

gas mask [cost 1]

Protects against airborne scenario effects and gas damage.

repair kit [cost 3]

+2 to all Fix actions. Can be used or remove 1 Wound from an Artificial model within 1".

esoteric concoction [small] [cost 2]

Single use. Remove all Dread from this model.

extra ammo [small] [cost 1]

Single use. This model can ignore one weapon jam or out of ammo result.

gas grenade [small] [cost 2]

Single use. Place a 3" diameter circular smoke template wholly within 6". The template disappears after the next game round. No LoS can be drawn to the other side of the template. LoS can be drawn to and from models standing inside it but they count as being in cover. If a model ends an action touching the template it suffers a Damage 1 roll ignoring armor unless it has a gas mask or the Artificial trait.

ARMOR

A model can have at most one set of armor and one shield equipped. Each point of armor reduces the results of damage rolls by 1.

light armor [cost 4]

Grants 1 armor point.

medium armor [cost 8]

Grants 2 armor points.

heavy armor [cost 12]

Grants 3 armor points, reduces all movement by 1" and counts as two items.

powered armor [cost 24]

Grants 4 armor points and counts as a gas mask. If playing a campaign can only be bought at crew creation.

shield [cost 3]

Cannot be used with any two-handed weapons except a spear. When hit with a melee attack reroll all 6s in the damage roll.

tower shield [cost 8]

Cannot be used with:

- two-handed melee weapons other than a spear
- ranged weapons with the Heavy keyword

Counts as two items. The model always counts as being in cover. When hit with a melee or ranged attack reroll all 6s in the damage roll.

stealth suit [cost 10]

-2 to hit the model as long as it's in base contact with terrain.

Doesn't work when carrying a shield.

hazard suit [cost 4]

Ignore the Electric and Fire effects of incoming attacks. Grants 4 armor points against Electric and Fire damage instead. Counts as a gas mask.



WEAPONS

Two-handed weapons count as two items for carrying capacity purpose. All models are armed with fists, they do not take up an equipment slot.

1-HANDED MELEE	damage	keywords	cost
fists	1	Feeble	-
improvised weapon	1	-	0
knife [small]	1	Thrown	1
sword	2	Parry	4
axe	2	Piercing 2	4
hammer/mace	2	Stagger	4
whip	1	Reach	2
energy weapon	3	Energy	7
brutal weapon	3	Brutal, Heavy 1	6
2-HANDED MELEE	damage	keywords	cost
heavy weapon	3	Heavy 2, Stagger	5
spear	2	Reach, Thrown	5
polearm	2	Piercing 2, Reach	5
arcane blade	3	Parry, Electric	7
industrial tool	3	Brutal, Overkill, Piercing 2, Unwieldy	6
staff	2	-	3

Auto X: Can choose to roll X dice to hit and select the highest result but with a -2 modifier to hit. Scores a Fumble if any of the dice rolls a 1, which means it's possible to score a Fumble and a Critical at the same time.

Brutal: Target suffers a -4 modifier to **Tough** it **Out** rolls.

Electric: Target armor can only reduce damage rolls from this weapon by a maximum of 2.

Energy: Reroll any 1s when rolling for damage.

Feeble: Attacks from this weapon cause no **Wounds** unless the target is **Prone**.

Fire: Models hit with this weapon must pass an Agility test or catch **Fire** (see page 26).

Heavy X: A model needs at least +X **Strength** to use this weapon, otherwise it gains the **Unwieldy** keyword.

Overkill: Select 3 highest damage roll dice instead of 2.

Parry: Automatically pass reaction tests when missed in melee.

Piercing X: Hits with this weapon ignore up to X points of armor.

1-HANDED RANGED	damage	range	keywords	cost
pistol	2	12"	Reliable	6
auto pistol	2	12"	Auto 2	7
heavy pistol	3	12"	Stagger	9
energy pistol	3	10"	Energy, Unstable	7
archeogun	3	10"	Brutal, Piercing 1	10
2-HANDED RANGED	damage	range	keywords	cost
crossbow	2	18"	Piercing 2, Reliable, Reload	6
rifle	2	24"	Reliable	8
auto rifle	2	24"	Auto 2	9
heavy rifle	3	24"	Heavy 1, Stagger	9
energy rifle	3	18"	Energy, Unstable	9
new age musket	3	36"	Piercing 3, Reload	10
chain gun	3	24"	Auto 3, Stagger, Unwieldy	10
shotgun	3	12"	Short-ranged	7
arc weapon	2	8"	Electric	7
flamethrower	2	6"	Fire, Splash	8
grenade launcher	4	18"	Reload, Splash	10
excavation laser	3	8"	Heavy 2, Overkill, Short-ranged	10

Reach: Can attack models within 1".

Reliable: This weapon never jams.

Reload: After each use an action must be spent to reload before shooting again.

Short-ranged: Roll 1 die less for damage if target is more than half range away.

Splash: On a hit all models within 1" of the original target are hit as well but decrease the damage roll by 1 die for those models.

Stagger: When hit the target must pass a Toughness test. On failure it is pushed back 1" stopping and droppig Prone if pushed into an obstacle and falling down if pushed over a ledge. If it was a melee attack the

attacker can move 1" towards the pushed model.

Thrown: The weapon can be thrown up to 6" as a Shoot action using **Agility** instead of **Discipline**. Once the attack is resolved the weapon lands on the ground next to the target and can be picked up by anyone.

Unstable: On a Fumble the damage is dealt to the user.

Unwieldy: Models need to spend 2 AP to attack with this weapon.

Techno-sorceries

Before the first game round, after deployment, every player, starting with
the Active Player selects the sorceries known to his sorcerer, if he
fields any. To do this either choose one sorcery or roll two D20 dice to
select two random sorceries. Reroll any duplicates.

```
"techno-sorceries" : {  
  [1] "Bolt" : {  
    "Target model within 12 inches suffers a Damage 1 hit with the  
    Electric keyword."  
  },  
  [2] "Shield" : {  
    "Target model within 6 inches gains 3 extra armor points. The shield  
    disappears after reducing damage once."  
  },  
  [3] "Heal" : {  
    "Remove one Wound from a target model in 6 inches."  
  },  
  [4] "Leech" : {  
    "Target model within 1 inch gains a Wound, then remove one Wound  
    from the caster of this Sorcery. No effect if the caster has no  
    Wounds."  
  },  
  [5] "Scream" : {  
    "All other models in 6 inches and LoS roll a Toughness tests or fall  
    prone."  
  },  
  [6] "Nightmares" : {  
    "Target model within 12 inches gains 2 Dread."  
  },  
  [7] "Speed" : {  
    "Target model within 6 inches gains 1 AP."  
  },  
  [8] "Kinesis" : {  
    "Move target model or item within 6 inches a distance of D3 inches  
    in a chosen direction. If the item was carried by a model the model  
    drops the item. If the target was a model it will stopp and drop  
    Prone if moved into an obstacle or fall down if moved over a ledge.  
    If the target is a PC it can attempt a Strength test to resist this  
    move but on failure it is knocked prone in addition to being moved."  
  },  
  [9] "Sleep" : {  
    "Target model must roll a Discipline test. On failure it cannot  
    perform Reactions this round."  
  },  
  [10] "Technomancy" : {  
    "Select a body-mod on a model within 12 inches. The models rolls a  
    Toughness test, on failure the body-mod stops working until the end  
    of the scenario. If the model is Artificial it suffers a Wound as  
    well."  
  },  
}
```

```

[11] "Pacify" : {
    "Select a ranged weapon carried by a model within 6", that weapon
    becomes jammed."
},
[12] "Gut Twist" : {
    "Target model within 8 inches must pass a Toughness test or suffer a
    Damage 2 hit that ignores all armor."
},
[13] "Prescience" : {
    "Whenever the sorcerer is targeted with an attack it can
    immediately attempt this power (paying the AP cost normally). On a
    success it can move 2 inches optionally dropping prone. This can
    take it into cover. If it takes it out of LoS or range of the
    attack the attack automatically misses. This doesn't count as moving
    out of melee"
},
[14] "Mind Control" : {
    "Target model within 8 inches and the sorcerer both roll for
    Discipline. If the sorcerer rolls higher (after modifiers) the
    target performs one action of his choosing. This can even force the
    model to attack its allies."
},
[15] "Invisibility" : {
    "Target model within 6 inches becomes invisible. It cannot be
    targeted by any items, attacks or sorceries. NPC models ignore
    invisible models. Whenever the model rolls an Attribute Test or
    picks up an item it ceases to be invisible."
},
[16] "Combust" : {
    "Target model in 12 inches is set on Fire (see page 26)."
},
[17] "Explode Head" : {
    "Attempting this sorcery costs 2 AP instead of 1. Choose a model
    within 8 inches. The sorcerer rolls a D6 and adds his Intellect,
    Toughness and Discipline. The target does the same. The model with
    the lower result has his head exploded and dies. In case of a tie
    both models suffer a Wound."
},
[18] "Reality Warp" : {
    "Select a Player Character within 6 inches and randomly determine
    another Player Character, neither of which can be the caster of this
    Sorcery. Then swap their positions, number of Wounds, Dread and
    status (prone, on fire)."
},
[19] "Fry" : {
    "Target model within 6 inches suffers a Neural Overload."
},
[20] "Black Ink" : {
    "Place a 3 inch diameter circular template wholly within 6 inches of
    the caster. No LoS can be drawn through the template. LoS can be
    drawn to and by models standing inside it but they count as being in
    cover. The template disappears after the next game round or when the
    sorcerer dies."
},
};

```

Chapter two:

Game Rules

Follow these steps before the game starts:

1. **Determining Scenario:** Select or randomize the scenario.
2. **Setup Terrain:** Terrain setup is up to the players, think about the place you want the scenario to take place in and what story you want to tell.
3. **Roll For Deployment:** Roll an **Initiative Test**. The winner can choose who will be the Active Player during deployment.
4. **Deploy Crews:** The Active Player deploys his crew according to the scenario chosen. Then his opponent deploys his crew.
5. **Draw Fate Cards:** See page 27 for details.

A game of Cybernekro consists of a series of game rounds. Each round is composed of a Round Start, an Action Phase and a Round End.

Initiative Test

For an **Initiative Test** all players choose one of their characters currently on board and roll a D6 adding their **Intellect** value to the result. The player with the highest result is the winner.

ROUND START

Roll an **Initiative Test**, the winner will choose who will be the Active Player at the start of this round.

Each player, starting with the Active Player distributes 10 **AP** between his models. Every model must be assigned between 1 and 3 **AP**.

Each player draws one new Fate Card if they only have two models remaining on the table or two cards if they only have one model left.

ACTION PHASE

In the Action Phase players alternate activating their models and performing actions. Follow the four steps as described until all players pass:

1. SELECTION STEP

The Active Player selects one of their models that still has **AP** to become the Active Model. If no models with **AP** remain in their crew they must pass. They can also pass voluntarily even if there are still models with **AP** in their crew. Once a player passes they can no longer become the Active Player.

2. ACTION STEP

The Active Player declares an action for the Active Model, pays **AP** and resolves it.

3. REACTION STEP

Depending on the action performed an enemy model might be able to perform a reaction. There are two scenarios in which a model can react:

- If Active Model performed a Move action and is now the closest enemy in **LoS** of an enemy model that model may react.
- If Active Model missed with a Fight, Shoot or Push action the target may react.

To react a model must have **AP** remaining. If multiple models satisfy conditions for reacting then the closest one may react. If its controlling player decides not to react then the next closest model may react and so on until a model reacts. The reacting model must roll an **Agility** test and if passed can perform one action. On a **Critical** it can perform up to two actions, on a **Fumble** it loses 1 **AP**.

4. LOOP STEP

If the Active Model has any **AP** remaining the Active Player can return to step 2 and perform another action. If no **AP** remain or if the player wishes to conserve his **AP** for a later activation the next player becomes the Active Player and starts from step 1.

ROUND END

Once all players have passed the Action Phase ends, perform the following steps:

- activate NPCs if any are present as explained on page
- resolve the Morale Phase (see page 25)
- resolve any scenario specific steps that happen at the end of the round

After that the current round ends and the next one begins.



Movement

When performing move actions each character can move up to 6" over clear terrain or ramps and stairs. Models can move through their allies but not their enemies. Height differences in terrain lower than 1" can be moved over freely. Differences equal or larger than 1" must be climbed. At the end of a move a model can voluntarily become Prone. A Prone model can move but only by crawling 1" over flat or sloped terrain.

Movement/climb/jump distance of a model can never be lower than 1", no matter how many modifiers apply.

CLIMBING

Models can move up and down vertical surfaces like ladders by climbing. Models reduce their move by 2" if any part of the move is climbing. Before the game players should agree which vertical surfaces can be climbed and which cannot. It is perfectly fine to agree that all walls can be climbed or that none of them can.

JUMPING

Instead of a regular move models can also jump up to 3" horizontally by passing an **Agility** test. This allows them to jump over gaps as long as the landing area is no more than ½" higher than the starting point and no more than 2" lower. On failure they fall from the starting point of the jump and suffer fall damage.



Leaving the board

A model can voluntarily move out of the board if it starts its move touching a board edge. It takes all items it carries with it. This does not count as the model going OoA. A model cannot leave the board if it is in melee.

DIFFUCULT TERRAIN

Before the game you may agree that some parts of the table are difficult terrain. Good cadidates are bodies of shallow water, dense foliage or piles of rubble. If any part of a move crosses difficult terrain the move distance is reduced by 2". This stacks with climbing.

MOVING OUT OF MELEE

A model is in melee if it is not Prone and is within $\frac{1}{2}$ " of a non-Prone enemy. If a model in melee wants to move out of melee enemies within $\frac{1}{2}$ " can first make a free Fight action against it without paying AP. Moving out of melee doesn't trigger reactions.

Actions and Combat

A model can only perform actions if it has enough **AP**. Unless stated otherwise all actions require 1 **AP**. After completing each action reduce the model's **AP** by the required amount. The basic actions that a character may perform are:

- **Move**
- **Get up**
- **Interact**
- **Fix/Reload**
- **Use equipment**
- **Push**
- **Shoot**
- **Fight**
- **Perform Techno-Sorcery**

MOVE

The character can perform a single move action as described on page 19.

GET UP

A Prone model can get up as an action, once it gets up it is no longer Prone.

FIX/RELOAD

A model can spend an action to either reload one of its own weapons or try to fix an item within 1". Fixing an item requires passing an Intellect test. On a Critical the action doesn't cost any AP. On a Fumble the item is broken and removed from the game. This action cannot be performed while in melee.

USE EQUIPMENT

Some equipment items carried by a model can be used as an action. For example a trauma kit can be used to heal models. On a Critical the action doesn't cost any AP. On a Fumble the equipment

item is broken and removed from the game. This action cannot be performed while in melee.

INTERACT

As an action a model can either use an element of the environment within 1" in a way specified by the scenario (usually having to pass an Attribute Test), or pick up an item laying on the ground within 1" as long as it has the capacity to carry it. On a Critical the action doesn't cost any AP. On a Fumble the interaction backfires and the model is knocked Prone. This action cannot be performed while in melee.

PUSH

Select a model in melee with the attacker. Both models roll a D6 and add their Strength. If the attacker rolls higher the target is pushed 1" directly away, stopping and dropping Prone if pushed into an obstacle or falling down if pushed over a ledge.

Melee

A model is in melee if it is not Prone and is within 1/2" of a non-Prone enemy.

SHOOT

Choose a ranged weapon the shooting model is equipped with. Select another model that is in range of the weapon and in LoS. A model cannot shoot while in melee.

Roll a Discipline test to hit and apply modifiers according to the table:

Target is:	
in cover or melee	-4
over 12" away (6" if Prone)	-2
big/small	+2/-2

If the result is a hit resolve damage. On a Critical hit the target suffers an additional **Wound** before rolling for damage. On a Fumble the weapon jams and a Fix action is needed before it can shoot again.

When shooting a model that is in melee, if the roll failed by less than 4 a random model within 1/2" of the target is hit instead.

Cover

If any vital portion of the target model is obscured from the attacker, including by other models, the target model has **cover**. Weapons, hairdos, antennae, etc, do not count.

FIGHT

Select a melee weapon and a model that is within 1/2" of the attacking model, or within 1" if using a weapon with Reach, and roll an Agility test to hit applying modifiers according to the following table:

Target is:	
prone	+2
big/small	+2/-2

If the result is a hit resolve damage. If the attacker has higher Strength than the target the attack rolls +1 Damage die.

On a Critical hit the target suffers an additional **Wound** before rolling for damage. On a Fumble the attacker is knocked prone.

TECHNO-SORCERY

Select one of the Sorceries available to the character and roll an Intellect test, applying the following modifiers:

Sorcery modifiers	
Sorcerer in melee	-4

If the test is a success resolve the effect, if it's a failure resolve the failure effect, if any. On a Fumble the model additionally suffers a Neural Overload. Unless stated otherwise all Sorceries require LoS to their target.

A model can only attempt each specific Techno-Sorcery once each game round.

DAMAGE

After a successful hit the attacker rolls one D6 for each **Damage** point of the attack. If any 6s are scored roll one additional D6. Finally pick the two highest results (or one if you only rolled one die).

Add the picked dice together and apply the following modifiers to the result:

- -1 for each point of **Armor** on the target
- +1 for each **Wound** on the target

Then consult the damage table below. The results are cumulative, so for example a result of 7 means the target gains a **Wound** and then is knocked **Prone**.

Roll + Wounds - Armor

DAMAGE TABLE

3+ Light Injury	Target gains 1 Wound .
6+ Serious Injury	Target is knocked Prone . If already Prone it is OoA .
9+ Critical Injury	Target is OoA .
12+ Lethal Injury	Target is OoA and cannot Tough it Out .

TOUGH IT OUT

After the damage table result is determined but before any effects are applied the target model can attempt to **Tough it Out** by rolling a **Toughness** test. On a success the roll result can be downgraded by one step. So a Critical Injury result would become a Serious Injury, a Serious Injury would become a Light Injury and a Light Injury would be completely canceled. If the model decides to roll but fails it gains 1 **Dread**. On a **Critical** the result is downgraded two steps while on a **Fumble** the result is upgraded one step.

FALL DAMAGE

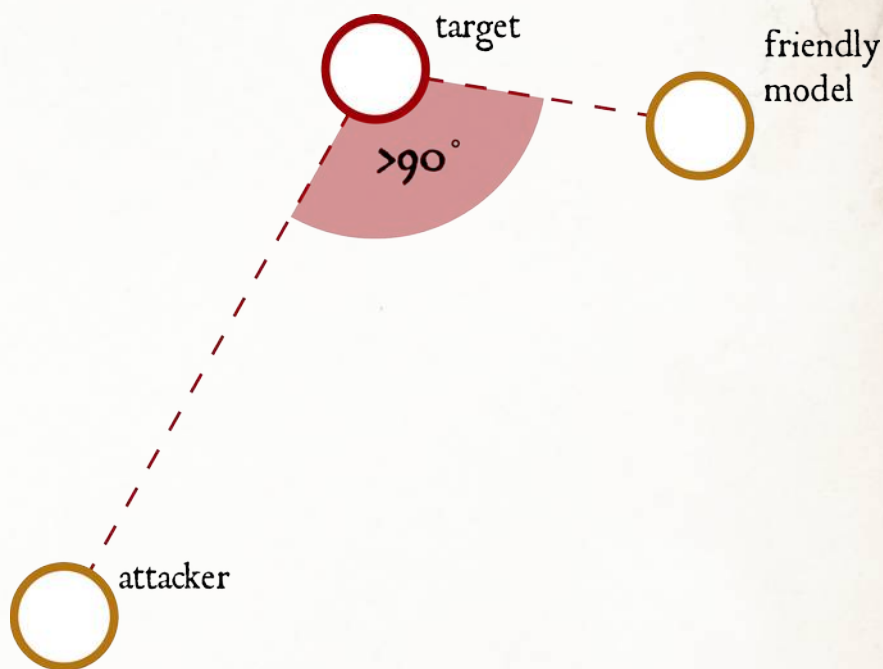
Whenever a model falls from terrain higher than 2", either by being pushed, forced to move or failing a jump, it suffers one **Damage 1** hit per every 3" fallen (rounded up) and is then knocked **Prone**. Fall damage ignores all armor.

SURROUNDED

Surrounding your enemy from several sides with your attacking models can greatly increase your chances of hitting them down with your attacks.

When performing a Shoot action, if another one of your friendly models (that is not Prone or in Melee) has your target in LoS and within range of its ranged weapon the target will count as Surrounded if your models are on opposite sides of the target.

Similarly when performing a Fight action if another one your models is in Melee with your target and stands on the opposite side of it the target will count as Surrounded.



The attacker and his friendly model count as standing on the opposite sides of the enemy if the smaller angle between their lines of sight to the target is larger than 90 degrees.

When attacking a Surrounded target you can re-roll all hit rolls.

Morale

Player characters will suffer psychological trauma over the course of the game by gaining **Dread** that can be tracked with a small die or tokens.

GAINING DREAD LEVEL

Player Characters gain **1 Dread** in the following situations:

- An ally goes **OoA** while in **LoS** of the character.
- The character fails a **Tough it Out** test.
- The character rolls on the **Neural Overload** table.

Some special abilities or equipment might cause models to gain **Dread** as well.

SPENDING DREAD LEVEL

During the Action Phase, after an Attribute Test is rolled and successfully passed by a character that has any **Dread**, any player (both the player controlling the character and his enemy) may decide to force the dice to be re-rolled by removing one **Dread** from that character. This is a mixed blessing as removing **Dread** is beneficial for the character, but re-rolling successful tests is generally not.

FLEE MOVE

When called upon to perform a **Flee** move the character will move 4" directly away from the nearest enemy, moving over/around obstacles, stopping and dropping **Prone** if it walks into a corner and falling down if it walks over a ledge. If the character was **Prone** before making this move it automatically stands up. If the character was carrying any scenario items like Treasure Tokens etc. it automatically drops them before moving. If the character was the Active Model it ends its activation after the move. If the character was touching a board edge it leaves the board.

MORALE PHASE

At the end of every game round players will roll **Discipline** tests for their Player Characters that have any **Dread**. Start with the Active Player and alternate rolling for the characters one by one.

Each character rolls one **Discipline** test called a **Morale Test** for each **Dread** it has, adding the number of allies in **LoS** to the roll.

For every success remove one **Dread** from that character. On a Critical remove two **Dread** while on a Fumble the character gains one **Dread**. Then count the number of **Dread** remaining on the character and consult the table:

Dread	Effect
1-3	Make one Flee move for each Dread .
4 or more	Make three Flee moves. Then the character becomes an NPC hostile to all other models until the end of the scenario.

BEING ON FIRE

If a model is on **Fire** it must roll a **Discipline** test every time it attempts to take an action. On a success it can perform the action normally. On failure it makes a D6" long **Flee** move in a random direction instead, loses 1 **AP** and its activation/reaction ends.

At the end of every Morale Phase every model on **Fire** suffers a **Damage 1** hit. To put out the flames the model on fire or another model within 1" has to spend an Interact action.

Fate Cards

Players can use a set of standard playing cards to gain access to additional tactical options. Before the game starts divide the cards into two smaller decks, one for each player. One deck will contain all the red while the other all the black suit cards. Each player then checks the highest **Intellect** value in their crew and draws $3 + \text{Intellect}$ cards from his deck.

Every card might be used for a specific effect at an appropriate time, after it's used discard it.

At the start of every round each player draws one new card if they only have two models remaining on the table or two cards if they only have one model left. If there are no more cards to draw take the discarded cards and shuffle them to make a new deck. If this is still not enough the cards cannot be drawn.

ACE

Play before rolling an **Attribute Test** to automatically pass that test without rolling.

NUMBERED CARDS

Numbered cards can be used before an **Attribute Test** is rolled. Place the card face down before rolling and reveal after the roll. The value of the card modifies the final result, with the player playing the card deciding if the modifier is positive or negative.



JACK

Play after an **Attribute Test** is rolled to change a regular failure into a **Fumble** or a regular success into a **Critical**.

QUEEN

Play when a model with less than 6 **Wounds** would go **OoA**. The model suffers a **Wound** instead.

KING

Play after an enemy model performs an action. Select one of your models in its LoS to react, even if it doesn't satisfy the normal reaction conditions or is not the closest model that does. No **Agility** roll is necessary.

JOKER

Can be used right after your enemy plays a card to counter its effects. The countered card is still discarded.

Chapter three:

Scenarios

Quick start scenario

If you want to dive into the game right away without worrying about campaigns, NPCs, Treasure Tokens and random narrative scenarios or if you're looking for a way to play quick pick-up games that feel a bit more competitive this scenario is perfect for that.

SETUP

Fill your table with a mixture of LoS blocking terrain and lower obstacles that grant cover. Try to have at least $\frac{1}{4}$ th of your board covered in terrain. Both indoor environments like dungeons and secret labs or outdoor ones with multi-level buildings and structures will work fine.

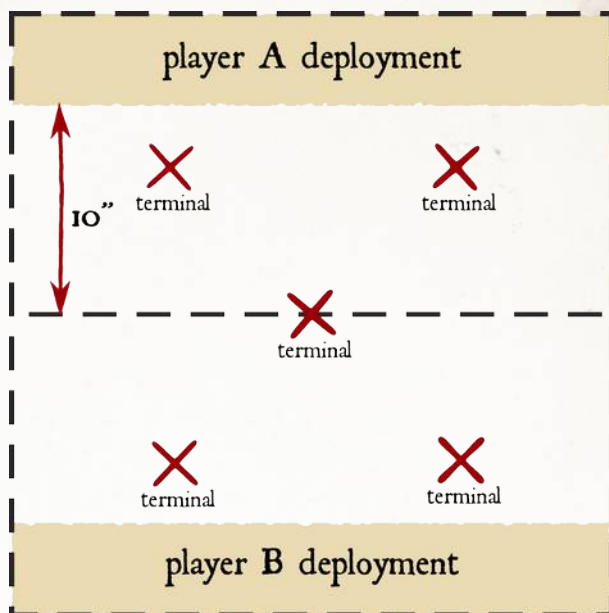
Place one electronic terminal device in the center of the board and four additional ones halfway between the center of the board and each board corner. You can use counters if you don't have a suitable terrain element.

DEPLOYMENT

Divide the board into two equal halves. The Active Player chooses one table half and places all his models at least 10" away from the dividing line. Then his opponent does the same.

OBJECTIVE

The game lasts 6 rounds. At the end of the 6th round the player that controls the most terminals is the winner. To take control of a terminal one of your models must spend an Interact action while within 1" and pass an Intellect test. Your crew will control that terminal until another player takes it.



ENVIRONMENTAL EFFECTS

At the start of every round roll a D6 and consult the table below to see what random environmental effect will be active this round.

1	Darkness. All ranged attacks suffer a -3 modifier and LoS is limited to 6".
2	Partial darkness. All ranged attacks suffer a -2 modifier and LoS is limited to 9".
3	Noxious air. Models without hazard suits, gas masks or the Artificial trait suffer -2 to Toughness.
4	Tremors. At the end of the game round every model must pass an Agility test or fall prone.
5	Hallucinogenic pollen. At the start of the Morale Phase every PC must pass an Intellect test or gain 1 Dread. Models with hazard suits, gas masks or the Artificial trait are immune.
6	No effect.

Random scenario generation

Draw a card from a standard deck to determine the scenario using the list on the following pages. Depending on the scenario you might need to draw additional cards for a Random Encounter or a Complication, you can find the tables on page 36. If you don't have a deck at hand you can use a D12 die treating 1 as an Ace, 11 as a Jack and 12 as a Queen.

Alternatively instead of randomly choosing a scenario you can simply agree on a which one to play. You still have to randomise the Complication if the scenario dictates it.

TERRAIN SETUP

Some scenarios have special instructions to setup specific terrain elements in specific places but other than that board layout is up to the players. Try to have a good mix between LoS blocking terrain like high walls or building and low cover-granting elements like crates, barrels hedges and fences. Before setting up the table imagine the setting that the scenario will take place in. Is it an underground catacomb with narrow corridors connecting several bigger halls? Is it a burned down village? An overgrown cementary? I encourage you

to setup your table to resemble a realistic imaginary place, not a paintball arena of randomly scattered elements.

Even if in the end this produces a less 'balanced' or 'competetive' layout, playing in spaces that feel more real and are created with narrative and atmosphere in mind guarantee a memorable encounter.

TREASURE TOKENS

Treasure tokens are items that can be picked up with an Interact action, provided the model has spare carrying capacity. They take one equipment slot

but all movement distances are reduced by 2" for each Treasure Token a model carries. If the model falls prone or goes OoA for any reason the tokens are dropped on the ground next to the model. If a model leaves the table while carrying tokens the tokens leave the table with it.

When playing a one-off scenario Treasure Tokens will usually determine the winner, but in a campaign they are also the crews primary source of income and loot.

CREW DEPLOYMENT

Unless the scenario specifies otherwise divide the table into two equal rectangular halves. The Active Player chooses one of the halves and deploys all his models no closer than 10" to the dividing line. Then his opponent does the same on the other half. The area where a player is allowed to set up his models is called his deployment zone and the board edge behind it is his home edge.

NPC DEPLOYMENT

NPCs are deployed right before the players start deploying their crews. Players alternate setting up the NPCs one by one, starting with the Active Player. Every NPC should be placed at least 3" away from any deployment zone and at least 2" away from other NPCs.

When instructed to place NPCs in the middle of the board then at least the first NPC model placed by each player must

be placed within 3" of the center of the board.

When an NPC or a group of NPCs enter from a table edge place them in a way that maximises how many different Player Characters they can see without causing it to get stuck.

DOORS

Before the game starts if there are any doors on the board players should agree which of them are closed. Closed doors can be opened with an Interact action by passing either a Strength or an Intellect test.

Doors can also be blasted open with an attack from a weapon that has either the Overkill keyword or at least 4 Damage. A door is hit automatically without rolling but to destroy it you need a result of 9+ on the damage roll.



Exploration

A powerful artifact lies hidden somewhere near, you must find it first and remove any witnesses.

SETUP

If possible divide the table into at least 6 sections/rooms, adding closed doors for extra challenge. If you don't have appropriate indoor terrain place 6 containers spread evenly around the table instead.

MISSION

Each room/container can be explored once by spending an Interact action. Roll a D6 to see what was inside:

- 1 Corpses. Place 3 corpse tokens in the room/next to the container. Whenever someone starts or ends a move within 3" of a corpse token roll a D6, on a 4+ replace it with a Flesh Drone.

- 2 A trap. Roll an Agility test suffering a Damage 2 hit on failure.

- 3 Awakened machine. Place a Tomb Bot in the room/next to the container.

- 4 Nothing interesting.

- 5 Hidden cache. Place a Treasure Token in the room/next to the container.

- 6 Place the artifact in the room/next to the container. If this is the first exploration roll made or the artifact was already found ignore this result.

If there is only one unexplored room/container left do not roll when exploring, it contains the artifact for sure. It can be carried exactly like a Treasure Token. The crew that carries it outside the board while removing all other crews and NPCs from the board is the winner. If no crew can accomplish that the game ends in a draw.

COMPLICATIONS

Draw a card for a Complication before starting the game.

Prisoner

A member of your crew has wandered off alone, fell into a trap and has been imprisoned. You must free him before he is killed by the foul kidnappers.



SETUP

Place a prison on one end of the table. The Active Player is the kidnapper and sets up his models within 6" of the prison. A random member from each of his enemy crews is placed inside with 2 Wounds.

MISSION

The imprisoned models cannot activate, be assigned **AP** or use their Intellect for Initiative and Fate Cards until they are freed. They are locked behind a door, normal door unlocking rules apply.

The game lasts 6 rounds. Any player who can bring his prisoner outside the table through his home edge before the 6th round ends is a winner. The kidnapper wins if at least one prisoner is still on the table at end of the game.

COMPLICATIONS

Draw a card for a Complication before starting the game.



Stop the Ritual

While it is unclear if this ritual is of a cybernetic or esoteric flavour one thing is certain. If it is not stopped in time you might not leave this place alive.

SETUP

The First Player is the defender and set up their models within 3" of a central scenery element, like an idol, altar or a machine, called the Focus.

MISSION

The game starts with a ritual counter set to 0. The defender can use an Interact action on the Focus twice each round to perform a part of the ritual. Every time this is done increase the counter by 1. Once the counter reaches 6 the defender replaces the Focus with either a Rabid Machine or an Ancient Horror.

The defender wins if the ritual has been performed and all the other crews are either removed from the table or turned into NPCs. The other crew(s) win when there are no defender models or NPCs on the table.

COMPLICATIONS

Draw a card for a Complication before starting the game.

Complications

A

Darkness: All ranged attacks suffer a -3 modifier and LoS is limited to 6".

2

Partial darkness: All ranged attacks suffer a -2 modifier and LoS is limited to 9".

3

Noxious air: Models suffer -2 to their Toughness rolls. Models with hazard suits, gas masks or the Artificial trait are immune to this effect.

4

Extreme temperature: Models can only receive up to 2 AP at the start of each round unless they pass a Toughness test.

5

Ammo deficit: After completing each ranged attack roll a D6. On a 1 the weapon used in the attack runs out of ammo and cannot be used again this game.

6

Hallucinogenic pollen: At the start of the Morale Phase every PC must pass an Intellect test or gain 2 Dread. Models with hazard suits, gas masks or the Artificial trait are immune.

7

Electric discharges: Whenever a model fumbles it is hit with a **Damage 1** Electric attack.

8

Firebug swarms: Any PC finishing it's activation with any AP remaining is set on Fire.

9

Tremors: At the end of each game round every PC on the board must pass an Agility test or fall prone.

10

Psychic disturbance: Every Techno-sorcery roll failure results in a Neural Overload, not just a Fumble.

J

Slippery ground: -2 to all Agility rolls.

Q

Fog: -3" to all ranged weapon ranges.

K

No complication.

Chapter four:

Non-player characters

NPCs or non-player characters are models not controlled by any player. Unless stated otherwise NPCs consider all Player Characters to be their enemies and all other NPCs to be friendly models.

AP, WOUNDS & DREAD

NPCs do not use Action Points like the Player Characters. They do not need to have or spend them in order to perform actions and reactions.

NPC don't roll Tough it Out tests and never gain Dread unless otherwise specified.

ACTIVATING AND REACTING

NPCs are activated at the end of a game round, once all players have passed. They are activated one by one starting from the NPC that is closest to any Player Character and ending with the one furthest away. When an NPC is activated they will perform two actions chosen through the flowchart on the opposite page.

When an NPC is eligible to perform a reaction they will always choose to react

and select an action according to the flowchart.

Many NPC types will have their own exceptions to the use of the flowchart. The description of the NPC always take precedence over the flowchart.

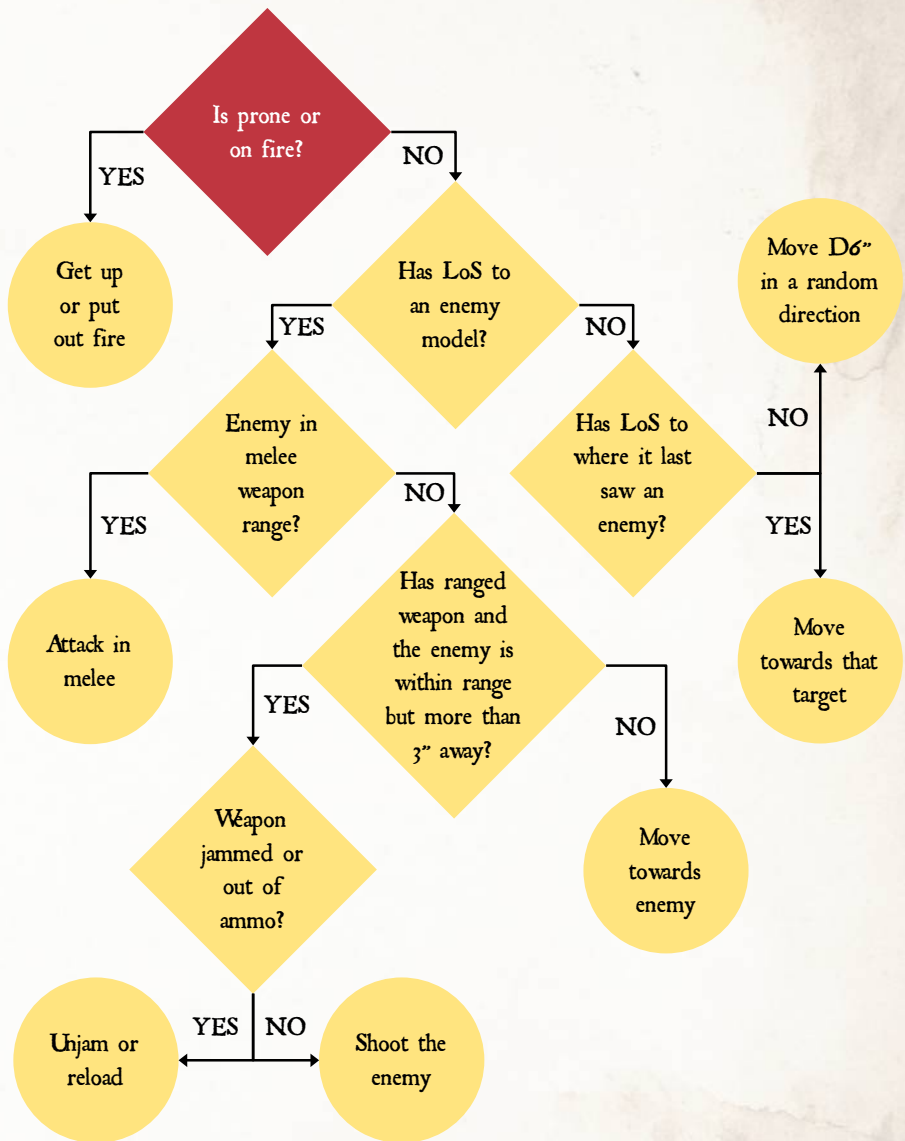
TARGET PRIORITY

If an NPC has multiple enemies in LoS or in range of its weapons and has to choose one as the target of its move or attack action it will choose the closest one. If there are multiple closest ones it will ignore prone models. If there are still multiple targets choose randomly.

When reacting to an attack an NPC will ignore all prone models and target the closest non-prone model in LoS instead.

PLAYING WITH A GAME MASTER

Instead of using the flowchart you can also have an additional player control all the NPCs, deciding their actions and rolling dice for their tests. That person should also be responsible for deploying NPCs and solving any unclear situations.



TOMB BOTS

Created to guard the secrets of the ancients these machines awaken whenever intruders break into derelict places of importance like tombs, AI cradles, power plants or technology caches.

Unstoppable: Rolls Tough it Out tests when suffering damage.

Artificial: Can never be set on **Fire**. **Electric** attacks roll an extra damage die against it.

ARMOR	4		dmg	range	keywords
Agility	0	MELEE ATTACK	3	-	-
Strength	+2				
Toughness	+2				
Intellect	0				
Discipline	+2				



All kinds of re-animated bodies can be found in the dark and the deep of this world. Some a result of cybernetic or biotechnological experimentation, others a fruit of mutation or a parasitic infection and a few of origin mysterious even to the wisest.

Unstoppable: Rolls Tough it Out tests when suffering damage.

ARMOR	0		dmg	range	keywords
Agility	0	MELEE ATTACK	2	-	-
Strength	-1				
Toughness	+4				
Intellect	-2				
Discipline	0				



RABID MACHINE

Following centuries-old directives, still programmed for a war that ended long ago, those twisted mechanical behemoths are very hard to stop in their rampage.

Monstrous: This model cannot be knocked **Prone** and automatically passes a **Tough it Out** test without rolling when suffering damage. Enemies attacking this model add 4 to their hit roll.

Terrifying: Whenever this model puts another **OoA** all enemies in **LoS** gain 1 **Dread** even if the removed model wasn't friendly to them.

Artificial: Can never be set on **Fire**. **Electric** attacks roll an extra damage die against it.

ARMOR	5		dmg	range	keywords
Agility	0	MELEE ATTACK	3	-	Stagger
Strength	+4	RANGED ATTACK	3	6"	Energy
Toughness	+6				
Intellect	-2				
Discipline	0				

ANCIENT HORROR

How long has this abomination been asleep in its chamber and what twisted minds called it into existence? Was it artificailly created by past civilisations or brought here from some dark dimension best left forgotten?

Monstrous: This model cannot be knocked **Prone** and automatically passes a **Tough it Out** test without rolling when suffering damage. Enemies attackig this model add 4 to their hit roll.

Maddening Terror: Every time this model attacks the target gains **1 Dread**. If a player character becomes an NPC in the Morale phase it will be friendly to other NPCs instead of hostile.

ARMOR	2		dmg	range	keywords
Agility	0	MELEE ATTACK	3	-	Brutal, Overkill
Strength	+6				
Toughness	+6				
Intellect	+2				
Discipline	0				



Quick reference

SETUP

1. Determine scenario and compliations
2. Set up terrain
3. Roll initiative for deployment
4. Deploy crews
5. Draw fate cards

GAME ROUND

Distribute 10 AP between your models, then in the Action Phase players alternate activating models until all of them pass. After that ativate all NPCs and resolve Morale Phase.

ACTIVATING

1. select model with **AP** remaining
2. perform action
3. check for reactions
4. go back to 2. or end activation

REACTING

To react a model must pass an **Agility** test. React if:

- Active Model moved and is now your closest enemy in **LoS**.
- Active Model targeted you and missed.

If multiple models could react only the closest one that still has **AP** can attempt a reaction test.

WOUNDS

Each Wound gives a -1 modifier to **Toughness** and **Morale** rolls. If a model receives a 7th wound it is **OoA**.

ACTIONS

Move

6" normal move, -2" if climbing, -2" if difficult terrain, 3" if jumping or 1" if Prone.

Get up

Character stops being Prone.

Interact

Pick up an item or interact with scenario element within 1", cannot be done while in melee.

Use equipment item

Cannot be done while in melee.

Fix/Reload

Fixing a jammed weapon requires an Intellect test. Cannot be done while in melee.

Shoot

Check range, roll a Discipline test applying modifiers from the table. On critical target suffers 1 Wound before rolling for damage, on fumble the weapon jams.

Target is:	
in cover or melee	-4
over 12" away (or 6" if Prone)	-2
big/small	+2/-2

Fight

Roll an Agility test, apply modifiers from the table. On critical target suffers 1 Wound before rolling for damage, on fumble attacker falls Prone. If attacker has higher Strength add 1 dice to damage roll.

Target is:	
prone	+2
big/small	+2/-2

Push

Attacker and target roll D6 and add Strength. If attacker rolls higher target is pushed 1".

Techno-Sorcery

Roll an Intellect test, apply modifiers from the table. On fumble sorcerer suffers a Neural Overload.

Sorcery modifiers:

sorcerer in melee	-4
-------------------	----

MELEE

A model is in melee if it is not Prone and is within ½" of a non-Prone enemy. If it moves out of melee its enemy can first make a fight action against it without paying AP.

DAMAGE

Roll a number of D6s equal to the Damage of the attack and choose two highest results, then add targets Wounds and subtract Armor. Apply all the results that you scored from the top down:

3+	Target gains 1 Wound .
6+	Prone . If Prone then OoA .
9+	Target is OoA .
12+	OoA , cannot Tough it Out .

Target can attempt a Toughness test called **Tough it Out** to downgrade the damage table result by one row. On failure gain 1 **Dread**.

NEURAL OVERLOAD

D6 + Dread	Effect
1+	Gain 1 Dread .
3+	Lose 1 AP or fall Prone if no AP.
5+	Fall Prone or gain Wound if Prone .
7+	Gain 1 Wound .
9+	The model dies.

MORALE

Characters gain 1 **Dread** when:

- An ally goes **OoA** while in **LoS**
- The character fails a **Tough it Out** test
- The character suffers Neural Overload

Spend **Dread** to re-roll successful Attribute Tests in the Action Phase.

In the Morale Phase roll a Morale Test for every **Dread**, on success remove that **Dread**. If 1-3 **Dread** remain perform a **Flee** move for every **Dread**. If 4 or more remain the character **Flees** 3 times and then becomes an NPC.

A **Flee** move is 4" away from nearest enemy. Automatically get up from Prone and drop scenario items before moving.

FATE CARDS

- **Number**: modify an Attribute test.
- **Jack**: add a **Fumble**/Critical effect.
- **Queen**: change an **OoA** into a **Wound**.
- **King**: forced reaction.
- **Ace**: automatically pass Attribute Test.
- **Joker**: counter another card.