Cybernekro

CORE RULES



a miniature agnostic game
of narrative grimdark encounters

Teams of between 3 and 7 characters fight against each other, random NPCs and the environment in this miniature agnostic game that blurs the line between dungeon crawling RPGs and skirmish wargaming.



Even the oldest thinking machines, ancient behemoths buried deep in hidden dungeons, cannot remember all the countless ways in which this world has ended already. Man made doomsdays, metaphysical end times and god-wrought Armageddons waged war after war on reality itself, eventually consuming even the stars above.

The world had died, its carcass no longer holding memories of any before, and with it died any future it might yet have had.

We are all that is left alive, under the empty, hollow skies.



While the echoes of eschaton are still ringing and corpses of petrified gods still cover the world, new societies are spreading like tumours upon dying lands, each a mockery of what it used to mean to be people.

Villages and castles crumble into ruin faster than 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 civilizations or in the cloud-hidden spires and towers of purpose long forgotten?

Cybernekro

a game by

M. P. Pawłowski

All rights reserved.

No portion of this book may be reproduced in any form without written permission from the author.

100% human made.

No AI has been used in the creation of this game and no part of this book may be used for the purpose of training AI models.

Special thanks to

Wiktor Walentynowicz and Tomasz Wysoczanski for critical playtesting and valuable feedback and to the online 28 community for being a constant source of inspiration and support.

CORE RULES

VERSION 1.5.6

This free version of the game contains everything you need to create your custom band of characters and play an example scenario. It is intended for playtesting and trying out the core game without needing the full rulebook.

What is missing from this document is the full scenario generation system (including 14 scenarios, 12 complications and 12 random encounters), the list of 15 NPC types, rules for campaigns (including loot tables, an injury and progression system, and lots of unique artifacts and skills to acquire) and rules for playing the game solo, co-operaitvely and/or with more than 2 players.

CONTENTS

GENERAL DEFINITIONS....3
CREATING A CREW....6
- Basics....7
  - Attributes....7
  - Action Cards....8
  - Wounds & Dread....8
- Character card reference....9
- Traits....11
- Body-mods....13
  - NEURAL OVERLOAD....14
- Gear....15
  - ARMOR....15
  - EQUIPMENT....17
  - WEAPONS....19
  - WEAPON KEYWORDS....21
- Sidekicks....22
- Techno-sorceries....23

PLAYING THE GAME....26
- Game Structure....27
- Actions....29
  - Reacting....30
- Movement....31
- Damage....33
- Morale....35
- Play example....37
- Quick start scenario....39
- NPC behaviour....41

General definitions

WHAT YOU NEED

To start playing you will need at least one D12 die, a D20 die, a fistful of D6 dice, a standard deck of cards for each player, 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 should be a rectangle with sides that are between 24'' and 36'' long.

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.

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 perform no actions except crawling and standing up.

OUT OF ACTON

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.

RANDOM DIRECTION

It is up to the players to find a method that works for them for randomizing directions. An easy way might be to place a wristwatch on the board and roll a D12 to choose an hour as the direction.

LINE OF SIGHT

Line of Sight (**LoS**), requires an uninterrupted line to exist between attacker and its target. The line should connect the shoulders / torso / midsection portions of the models. Heads, appendages, weapons, etc, do not count for **LoS**. Use your own judgement and sense of fair play.

MOST IMPORTANT RULE

The most important thing is to have fun and play the way you want to play. The game is rooted deeply in the DIY elements of the miniature hobby so feel free to make any changes to the rules as long as you and your opponents agree to them.

Cybernekro is a miniature game ruleset 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 rules are 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 is purposefully left vague and depending on player interpretation can range from medieval cyberpunk to post-human apocalypse. This allows the game to be played even 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 world of ***ancient technology****,*
forbidden gods
and ***collapsing civilisations.***







Chapter one:

Creating a crew

Basics

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. If you want to play with more powerful groups of characters you can agree on a higher point limit, 180 or even 200 points.

ATTRIBUTES

Each character is defined by a set of five attributes: Agility, Strength, Toughness, Intellect and Discipline. All of them start at 0, but when adding a model to your crew you must distribute three positive (+1) and two negative (-1) modifiers between its attributes. A single attribute can have several modifiers assigned and positive and negative modifiers cancel each other out.

+ AGILITY +

Used for reacting, moving and melee attacks.

+ STRENGTH +

Used for carrying capacity and melee damage.

+ TOUGHNESS +

Used for shrugging off wounds and survival.

+ INTELLECT +

Used for sorcery, technology and initiative.

+ DISCIPLINE +

Used for ranged attacks and morale.

Attribute tests

Attribute Tests are rolled using a D12. Add the value of the tested attribute and any other relevant modifiers to the number rolled. Unless specified otherwise the difficulty of Attribute Tests is equal to 7, which means that if the final result is 7 or more the roll is a success, otherwise it is a failure.

Rolling a 12 (before modifiers) on a D12 is called a **Critical** and it is always a success while rolling a 1 is called a **Fumble** and is always a failure.

Advantage/Disadvantage

When rolling at an Advantage, roll an extra die and discard the lowest. When rolling at a Disadvantage discard the highest instead. Discarding happens after any potential re-rolls, which must re-roll both dice.

If a roll is at both an Advantage and a Disadvantage, they cancel each other out in pairs. Advantages and Disadvantages don't stack and you only roll at most one extra die.

Secondary Attributes

Characters have two secondary attributes that are derived from their primary ones: **Carrying Capacity** and **Readiness**.

A characters **Carrying Capacity** is equal to 5 + Strength, but never less than 1. This determines how many items it can carry.

A characters **Readiness** is equal to 5 + Agility, but never less than 1, and determines how quick it can react.

ACTION CARDS

Action Cards are standard playing cards drawn from an **Action Deck** which is created by removing all jokers, twos and threes to create a deck of 44 cards. The cards are drawn and assigned to characters at the start of every turn as described on page 26 and then used to perform action as described on page 29.

When a card is played place it face up on a discard pile next to your **Action Deck**. If at any moment your Action Deck becomes empty shuffle your discard pile to create a new deck and continue playing.

WOUNDS & DREAD

The current status of each character is determined by two resources you need to keep track of and manage during a game: **Wounds** and **Dread**. It's easiest to use small D6 dice or tokens to mark the current amounts next to the model or on its character card.

• 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.

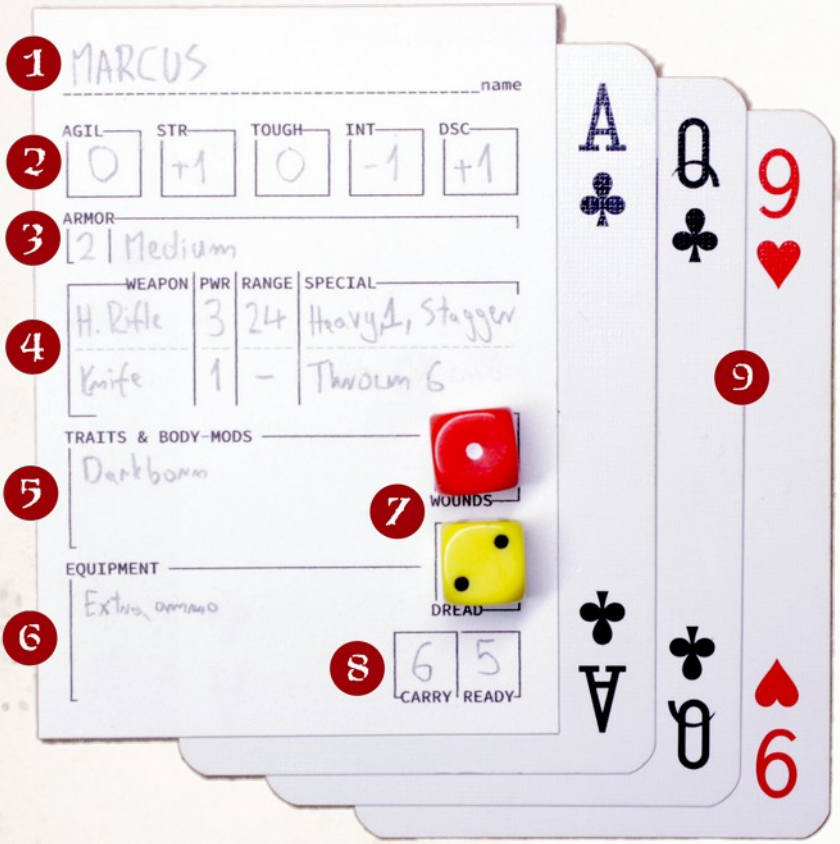
•• Dread ••

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 35 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.

Character card reference

Ready to print character cards that you will find at the end of this book are a great way to keep all your character information in one place next to your playing area. Here is a rundown of how to use the cards:



1. Name

Every player character needs a name.

2. Attributes

The values of the five basic character attributes: Agility, Strength, Toughness, Intellect and Discipline.

3. Armor

The armor value and type worn by the character. See page 15 for details on armor.

4. Weapons

List the weapons wielded by the character. The card has room to list two, any additional ones that don't fit here can be listed in the equipment section. See page 19 for the list of weapons available.

5. Traits and Body-mods

List any traits or body-mods the character has. See pages 11 and 13 for details on how to set them up.

6. Equipment

List all the additional equipment carried by the character. See page 17 for the equipment list.

7. Wounds and Dread

The boxes here are the perfect size to hold 10mm D6 dice for marking the current amount of Wounds and Dread.

8. Secondary Attributes

The characters Carrying Capacity and Readiness can be filled here for easy and quick reference.

9. Action Cards

Any Action Cards assigned to the character can be placed next to his character card or on a card stand if you have one available. Unless you are playing solo or cooperatively place them in a way so that your enemies can see how many are assigned but not what their values are.

Traits

Each character in your crew can select any number of traits from the list below at the indicated cost. A negative trait cost reduces the base cost of the character but this base cost can never be lower than 5. Each trait can only be taken once by each model.

1. BIG

5 points

All melee and ranged attacks against this model are made at an **Advantage** but this model gains +2 **Toughness** and rolls Push Rolls with an **Advantage**.

2. WITHERED

-4 points

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

3. DEFORMED

3 points

Increase two chosen attributes by 1 but decrease two others by 1. Deformed characters don't give allies bonuses to Morale tests.

4. ONE-SHOTTER

-8 points

Whenever this model would suffer a **Wound** it is knocked **Prone** instead. If it was already **Prone** or for whatever reason it cannot go **Prone** it immediately goes **OoA**.

5. LONG ARMS

3 points

All melee attacks by this model gain the Reach keyword.

6. EXTRA LIMBS

5 points

The model can always climb at full move speed and increases its carrying capacity by 1.

7. AMBIDEXTROUS

5 points

The model can make two attacks with two separate one-handed weapons in a single action. Both attacks need to target the same model and both use a D6 for the hit roll instead of a D12 (a 6 counts as a Critical in this case).

8.SORCERER

10 points per level

Either by use of cyber-augments or through an innate ability this character can perform Techno-Sorceries. When buying this trait decide on the level of the sorcerer and pay 10 points for each level.

9. MULTI-HEADED

3 points

Increase Readiness by 2 but on rolling any **Fumble** the model must discard 1 **Action Card** as the heads start arguing.

10. FAST

5 points

This model rolls all **Run** tests with an **Advantage**.

11. BESTIAL

0 points

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

12. DEMONIC

3 points

Whenever this model would gain **Dread** it gains an equal number of **Wounds** instead. At the end of every Morale Phase it can roll a Discipline test and remove 1 **Wound** on success. This model cannot be healed with med-packs. Cannot be combined with Artificial.

13. INSPIRING

3 points

Other friendly models may use this model's Discipline value during the Morale Phase as long as they have **LoS** to it but they gain 1 extra Dread when it goes **OoA** while in their **LoS**.

14. UNPREDICTABLE

-3 points

When this model is about to perform an action flip a coin. On heads the controlling player can choose the action normally. On tails use the NPC flow chart to determine what action will be performed instead.

15. DRIVEN BY MADNESS

5 points

This model can add the number of **Dread** it has to any **Attribute Tests** it makes in the **Action Phase**. Cannot be combined with Lobotomised.

16. PLOT ARMOR

10 points

The first time this model would go **OoA** each game it gains a Wound instead unless it already has 6 Wounds.

17. DARKBORN

3 points

Ignores effects of darkness but gains 1 **Dread** after attacking a model carrying a light source.

18. 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 increase Power by 1. It cannot be healed with med-packs.

19. WEAK MINDED

-3 points

This model gains twice the amount of **Dread** it normally would. Cannot be combined with Artificial.

20. LOBOTOMISED

2 points

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

21. GIFTED

10 points

Increase all of this model's attribute values 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 (4 points)
This model can re-roll any Intellect test. If the re-roll is a failure it suffers a Neural Overload.

2. 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.

3. Jump Augmentation (5 points) // A
When jumping this model can move up to it's normal move distance and the landing point can be up to 3" above the starting point.

4. Extra Organs (3 points)
When this model gains a Wound roll a D6. On a result of 4+ it doesn't gain that Wound. Only one Wound can successfully be ignored this way each game.

5. Excessive Neural Cabling (5 points)
Can re-roll any Attribute Test. If the re-roll is a success it suffers a Neural Overload. If it is a failure it suffers two Neural Overloads.

6. Roly-poly System (5 points) // A
After performing a Get Up action this model can move an additional 2".

7. Stim Injectors (2 points)
Once per game this model can automatically pass any Toughness test but suffers a Neural Overload as a result.

8. Tank Tracks/Spider Legs (5 points) // A
This model cannot climb, jump or be pushed. Every time it would be knocked Prone roll a D6, on a result of 4+ it is not knocked Prone. In order to perform a Get Up action it needs to discard an extra Action Card.

9. Mechanical Claw (2 points) // A
This model's fists loose **Feeble** and gain the **Brutal** keyword.

10. Independent Manipulator (4 points) // A
This model can perform Interact and Fix/Reload actions while in Melee.

11. Auto Senses (3 points) // A
This model may react when an enemy ends a Move action in their **LoS** even when it's not the closest enemy in their **LoS**.

12. Augmented Arms (3 points) // A
This model ignores the Heavy keyword for weapons it carries.

NEURAL OVERLOAD

Whenever a model is said to suffer Neural Overload roll a D6 and add the amount of **Dread** on the character. Check the final 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 2 rows of the table, applying from the top down.

Neural Overload Table

D6 + Dread	Effect:
2+	Gain 1 **Dread**.
4+	Gain 1 **Wound**.
6+	Fall **Prone**.
8+	**Out of Action**.



Gear

A characters Carrying Capacity determines how many items it can carry, including armor, weapons and equipment. Items marked **[small]** don't count towards Carrying Capacity, but each model can only carry up to 5 small items.

ARMOR

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

light armor [cost 4]

Thick leather, armored vests, small plates and lightweight mesh armors. Anything that offers at least some protection falls into this category.

Grants 1 armor point.

medium armor [cost 8]

Medium armors cover at least half of the body in protective materials.

Grants 2 armor points.

heavy armor [cost 12]

Full body armor, hard enough to stop most blows.

Grants 3 armor points, reduces Move actions by 1'' and counts as two items for Carrying Capacity.



power armor [cost 18]

Covers the whole body in hard, motorised plates.

Grants 3 armor points, counts as a gas mask and doesn't count for Carrying Capacity.

stealth suit [cost 10]

Most stealth suits either try to blend into the environment either through practical effects and auto-camouflaging fabrics or through cybernetic cloaking devices.

All attacks targeting a model in a stealth suit re-roll successful hit rolls as long as it's in base contact with terrain. Doesn't work when carrying a shield or a two-handed weapon.

hazard suit [cost 4]

Covers most or all of the body in a material impervious to extreme temperatures, chemicals and electricity.

Grants 4 armor points against Electric and Fire damage. The Electric keyword doesn't reduce this armor. The wearer cannot be set on Fire. Counts as a gas mask.

shield [cost 3]

Anything that can be held in one hand and used to cover yourself from melee attacks can count as a shield if you are creative enough.

Cannot be used with any two-handed weapons except a spear. When hit with a Fight action re-roll all 6s in the damage roll.

tower/energy shield [cost 3]

Tower shields and larger and heavier than regular shields and usually allow the user to hide entirely behind them by planting them into the ground. A special slit allows the shield to support long firearms. Personal energy field generators on the other hand envelop the user in a protective bubble that needs calibration after each repositioning.

Cannot be used with two-handed melee weapons except a spear or two-handed ranged weapons with the Slow keyword. When hit with a Shoot or Fight action re-roll all 6s in the damage roll. Reduces Move actions by 1''.

EQUIPMENT

If playing a campaign equipment items marked as single use are discarded after use and have to be acquired again. Outside of campaigns just remember to use them only once per game. Using items require an action.

1. rope and hook [cost 1]

Can be used to immediately perform a Move action, climbing straight up or down even on un-climbable surfaces, with no negative distance modifiers.

2. spot light [cost 2]

All allies within 3" of a model carrying a spot light ignore the effects of darkness, but enemies also ignore darkness when targeting that model.

3. lantern [cost 1]

Models ignore darkness when targeting a model that is within 3" of a lantern, friendly or foe.

4. night vision goggles [cost 3]

A model carrying night vision goggles can double its LoS range in darkness.

5. lock picks [cost 2]

Models with lock picks gain Advantage on all attribute tests to open scenario elements like doors and containers.

6. repair kit [cost 3]

The user gains Advantage on all Fix actions. Can be used to remove 1 Wound from an Artificial model within 1".

7. cyber-jack [cost 2]

Models with a cyber-jack gain Advantage on all Intellect tests when interacting with electronic scenario items like terminals, computers, scanners and machines.

8. mind concealer [cost 2]

Any techno-sorceries that target specifically the wearer of a mind concealer are made at a Disadvantage.

9. med-pack [cost 2]

Single use. When used the model carrying a med-pack can remove up to 2 Wounds from a single model within 1".

10. gas mask [cost 1]

Protects the wearer against airborne scenario effects and gas damage.

11. explosives [cost 2]

Single use. Select a point on the board within 6". Any model or destructible scenario element standing on the point suffers a Power 4 hit. Any model or destructible element within 2" of the point suffers a Power 3 hit. Any characters hit can pass an Agility test to reduce the Power of the hit by 2.

12. 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 but they count as being in cover. If a model ends an action touching the template it suffers a Power 1 hit ignoring armor and gains 1 Dread unless it has a gas mask or the Artificial trait.

13. esoteric potion [small] [cost 1]

Single use. A model carrying an esoteric potion can use it to remove all Dread from itself.

14. extra ammo [small] [cost 1]

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

15. specialist ammo [small] [cost 1]

Single use. Select one ranged weapon this model is carrying and one of the following keywords: Brutal, Piercing 2, Multi-hit, Stagger. The next three attacks made with the chosen weapon gain the chosen keyword. Multiple uses don't stack on a single weapon.

16. magic crystal [small] [cost 1]

Allows the user to re-roll an Attribute test once per scenario. Works only if the user has negative Intellect.

17. runic applicator [small] [cost 3]

Single use. Select one melee weapon this model is carrying and one of the following keywords: Brutal, Electric, Fire, Energy. The weapon gains that keyword until the end the scenario or until the user gets knocked Prone or Fumbles an attack with the weapon.

18. targeting device [cost 2]

Extend the range beyond which Shoot actions are rolled with a Disadvantage to 18" (9" if the target is Prone).

19. voice link [small] [cost 1]

When a character with a voice link rolls a Morale Test it doesn't need LoS to allies that also carry a voice link in order to add their number to the roll. When a character with a voice link goes OoA all allies with a voice link gain Dread as though they had it in LoS.

20. modular synth [cost 3]

Can be used to create virtually any sound. When used any NPC model with Intellect lower than 0 within 6" and in LoS is pushed 2" directly towards or away from this model (choose once for all models).

WEAPONS

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

1-HANDED MELEE	power	keywords	cost
fists	1	Feeble	-
improvised weapon	1	-	0
knife/dagger (small)	1	Thrown 6	1
whip*	2	Reach, Feeble	3
sword*	2	Parry	4
axe*	2	Piercing 2	4
hammer/mace*	2	Stagger	4
brutal/chain weapon	3	Brutal, Heavy 1	7
2-HANDED MELEE	**power**	**keywords**	**cost**
staff*	2	Feeble	2
heavy weapon*	3	Heavy 2, Stagger	6
spear*	2	Reach, Thrown 6	4
polearm*	2	Piercing 2, Reach	5
arcane blade*	3	Parry, Electric	8
industrial tool	3	Brutal, Overkill, Slow	10

Powered Weapons

Any melee weapon marked with an asterisk (*) can be made into a Powered version when it is first bought by paying an additional 3 points. So for example a Powered Sword would cost 7 points. Powered weapons gain the Energy keyword.

1-HANDED RANGED	power	range	keywords	cost
pistol/revolver	2	12”	Reliable	6
auto pistol	2	12”	Auto 2	7
heavy pistol	3	12”	Heavy 1, Stagger	9
energy pistol	3	10”	Energy, Unstable	9
archaegun	2	10”	Brutal, Piercing 1	8
hand cannon	3	8”	Multi-hit, Stagger, Slow	6
2-HANDED RANGED	**power**	**range**	**keywords**	**cost**
crossbow	3	18”	Brutal, Reliable, Reload	6
shotgun	3	12”	Short-ranged, Stagger	8
rifle	2	24”	Reliable	7
auto rifle	2	24”	Auto 2	8
heavy rifle	3	24”	Heavy 1, Stagger	10
energy rifle	3	18”	Energy, Unstable	10
new age musket	3	36”	Piercing 3, Reload	10
grenade launcher	4	18”	Brutal, Reload, Splash	12
arc weapon	2	6”	Electric, Multi-hit	9
flamethrower	2	6”	Fire, Splash	8
chaingun	3	24”	Auto 3, Piercing 1, Slow	12
excavation laser	3	8”	Heavy 2, Overkill, Short-ranged	12

WEAPON KEYWORDS

Auto X
Attacker can perform up to X consecutive attacks against the target in a single Shoot action. If any of the attacks hit the next attack in sequence must roll higher in order to hit. If any attack Fumbles or causes the target to fall Prone or go OoA the remaining attacks are lost. Only the last attack rolled can trigger reactions and only if every rolled attack missed.

Brutal
Target rolls the Tough it Out test with a Disadvantage.

Electric
Armor can only reduce damage rolls from this weapon by a maximum of 2.

Energy
Can choose to re-roll any single die in the damage roll.

Feeble
The target counts as having 1 extra point of armor.

Fire
When resolving damage a result of *Wounded* sets the target on Fire (see page 36).

Heavy X
A model needs at least +X Strength to use this weapon, otherwise it gains the Slow keyword if it is two-handed or counts as two-handed if it is one-handed.

Multi-hit
If the target becomes Prone as a result of the attack it suffers an extra Wound.

Overkill
Select 3 highest damage dice instead of 2.

Parry
Doesn't need to have or spend an Action Card when reacting to a Fight action miss.

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

Reach
Can attack models within 1".

Reliable
This weapon never jams.

Reload
After each attack a Reload action must be spent to reload before shooting again.

Short-ranged
Reduce Power by 1 if target is beyond half range.

Slow
After the attack is resolved this model discards an additional Action Card, but only if it has any left.

Splash
On a hit all models within 1" of the original target are hit as well but reduce Power by 1 (to a minimum of 1) for those models.

Stagger
When resolving damage from this weapon a result of *Wounded* or higher immediately pushes the target back 1" before any other damage effects. If it was a melee attack the attacker can move 1" towards the target.

Thrown X
The weapon can be thrown up to X inches as a Shoot action using Agility instead of Discipline. The weapon lands next to the target and can be picked up by anyone.

Unstable
On a Fumble the user is hit.

Sidekicks

Sidekicks are additional models like familiars, pets, drones and floating skulls, that follow your characters but are not full fledged characters themselves. You can buy Sidekicks for your characters in the same way you buy them gear, but they are modelled on a separate base.

Sidekicks can be targeted with attacks and actions like any other model but cannot be assigned Action Cards or perform actions or reactions. Sidekicks cannot gain Dread. When sidekicks go OoA their allies don't gain Dread and sidekicks don't give a bonus to Morale Tests. If their owner is removed from the table remove them as well. Every time their owner is moved you must pick up their sidekick and place it anywhere within 2".

Sidekicks cost 5 points. Each character can have at most one sidekick and they count towards the minimum and maximum number of characters you can have in your crew. The only gear sidekicks can buy and carry are equipment items and as long as they are within 1" their owners count as being equipped with them themselves.

All their Attributes are equal to -2. Fight and Shoot actions roll to hit them at a Disadvantage. They have the One-Shotter trait and can select two of the following traits at no additional cost:

1. Combat

Has 1 Armour and counts as a friendly model for Surrounded purposes when targeting an enemy in melee, even though it cannot attack.

2. Utility

When the owner performs an Interact action the 1" interaction range can be measured from the sidekick. Any items picked up this way are picked up by the sidekick.

3. Mystic

When the owner performs Techno-Sorcery it can choose to measure range and LoS from this sidekick instead instead of its own base.

4. Scout

After its owner moves this sidekick can be placed within 4" instead of the usual 2". When checking if the owner can react to an enemy action any distances and LoS can be measured from the sidekick instead of the owner. When the owner performs Shoot actions you can decide to check if the target has cover from the sidekicks perspective.

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. For each level of the Sorcerer trait either choose one sorcery
# or roll two D20 dice to select two random sorceries re-rolling any
# duplicates.

"techno-sorceries" : {
  [1] "Electrocute" : {
    "Target model within 12 inches and in LoS suffers a Power 1 hit with the
    Electric and Energy keywords."
  },
  [2] "Shield" : {
    "Target model within 6 inches and in LoS gains 3 extra armor points. The
    shield disappears after reducing damage once."
  },
  [3] "Heal" : {
    "Remove one Wound from a target model within 6 inches and in LoS."
  },
  [4] "Leech" : {
    "Target model within 1 inch and in LoS gains a Wound, then remove one
    Wound from the caster of this Sorcery. No effect if the caster has no
    Wounds."
  },
  [5] "Scream" : {
    "All enemy models in 6 inches and LoS must pass a Toughness tests or
    fall Prone."
  },
  [6] "Nightmares" : {
    "Target model within 12 inches and in LoS gains 2 Dread."
  },
  [7] "Speed" : {
    "Target model within 6 inches and LoS draws two extra Action Cards."
  },
  [8] "Kinesis" : {
    "Push target model or item within 6 inches and LoS 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 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 within 12 inches and in LoS 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 and in LoS. The model
    rolls a Toughness test, on failure the body-mod stops working until the
    end of the scenario. If the model is Artificial it also gains a Wound if
    the test was failed."
  },
```

```
  [11] "Pacify" : {
    "Select a ranged weapon carried by a model within 6 inches and in LoS,
    that weapon becomes jammed."
  },
  [12] "Gut Twist" : {
    "Target model in 8 inches and LoS rolls a Toughness test. If the roll to
    manifest sorcery was lower (after modifiers) it fails. Otherwise the
    target suffers a Power 2 hit that ignores all armor."
  },
  [13] "Prescience" : {
    "Whenever the sorcerer is targeted with an attack it can immediately
    attempt this power by playing any Action Card. 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 in LoS within 8 inches rolls a Discipline test. If the
    roll to manifest the sorcery was lower (after modifiers) it fails.
    Otherwise the target performs one action of your choosing. This
    can even force the model to attack its allies."
  },
  [15] "Invisibility" : {
    "Target model within 6 inches and in LoS becomes invisible. It cannot be
    targeted by any items, attacks or sorceries. NPC models ignore invisible
    models. Whenever the model rolls an Attribute Test, picks up an item or
    comes into base contact with an enemy it ceases to be invisible."
  },
  [16] "Combust" : {
    "Target model within 12 inches in LoS is set on Fire (see page 36)."
  },
  [17] "Explode Head" : {
    "Discard an additional Action Card in order to attempt this sorcery.
    Roll an Intellect test as usual but on a Fumble the sorcerers head
    explodes and they die. On a success choose a model within 8 inches and
    in LoS. That model rolls either a Toughness, Intellect or Discipline
    test and compares the result to what the sorcerer rolled to manifest.
    The model with the lower result (after modifiers) has his head exploded
    and dies. If tied both models suffer a Wound."
  },
  [18] "Reality Warp" : {
    "Select a Player Character within 6 inches in LoS 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 12 inches and LoS suffers a Neural Overload."
  },
  [20] "Ink Wall" : {
    "Place two small counters within 3 inches of the caster. No LoS can be
    drawn through the line connecting those counters. Remove the counters
    when the current game round ends."
  },
};
```


5
1 2 3 4 5 19 20 21 22 23



Chapter two:

Playing the game

Game Structure

Follow these steps before the game starts:

1. **Determining Scenario:** Play the quick-start scenario, generate a random one or create your own.
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. **Shuffle Action Deck:** Each player shuffles a standard deck of cards with jokers, twos and threes removed to prepare his **Action Deck** consisting of 44 cards.

> **Initiative Test**
>
> An Initiative Test consists of all players rolling a D6 and adding the highest **Intellect** value among the models in their crew. Models that left the board, are OoA or became NPCs do not count. The player with the highest result is the winner. Re-roll ties.

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

START PHASE

Each player draws 10 cards from his **Acton Deck** and distributes them among his models. Every model must be assigned between 1 and 3 **Action Cards**. Place them face down or in a card stand next to their character card. You are free to review your cards at any moment and your enemies should always be able to see how many cards are currently assigned to each character. Any cards that cannot be assigned are placed on the discard pile.

After the cards are assigned roll an **Initiative Test**, the winner chooses who will be the First Player this round.

ACTION PHASE

The Action Phase is divided into seven Initiative Segments numbered from 10 to 4. In each segment all players, starting with the First Player, will be able to play their Action Cards with value equal to the current segment number. So in Segment 10 the players play cards numbered 10, in Segment 9 cards numbered 9 and so on until Segment 4 when players can play cards numbered 4.

Jacks, Queens and Kings can only be played this way in Segment 7 while Aces can be played in any segment.

Each Initiative Segment is resolved by following four steps (the First Player starts the segment as the Active Player):

1. Play Step

Active Player plays a card assigned to one of his models that matches the current Initiative Segment by placing it on top of his discard pile.

2. Action Step

The model the card was assigned to becomes the Active Model and can perform an action as described on page 29.

3. Reaction Step

Depending on the action performed an enemy model might be able to perform a reaction. See page 30 for details. The card used for reacting doesn't have to match the current Initiative Segment.

4. Loop Step

The Active Player can go back to the Play Step if he still has cards that he can play in this Initiative Segment. There is no obligation to play all the cards matching the current Initiative Segment but any unplayed matching cards can later be used only for reacting. If the Active Player can't or doesn't want to play any more cards the next player becomes the Active Player and starts from the Play Step.

Once all players had their turn as the Active Player the current Initiative Segment ends and the next one begins.

After all seven Initiative Segments are completed the Action Phase ends.

END PHASE

After Initiative Segment 4 is completed the End Phase begins. Perform the following steps:

1. resolve Morale Phase (see page 35)
2. resolve any scenario specific events that happen at the end of the round

After that the current round ends and the next one begins. Any cards still assigned to characters are placed on the discard pile.

Actions

Unless specified otherwise to perform an action a Player Character must play an Action Card assigned to it. If he does and the card has a number on it any Attribute Tests the character rolls when performing this action have a difficulty equal to that number, instead of the usual 7. The nine basic actions that a character may perform are described here:

Move

The character can perform a single move action as described on page 31.

Characters can only perform up to two Move actions in a round.

Interact

As an action a model can either use an element of the environment within 1" in a way specified by the scenario or pick up an item laying on the ground within 1" (if it doesn't have the capacity to carry the item it must first drop one it is currently carrying). This action cannot be performed while in melee.

Get Up

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

Use equipment

Some equipment items can be used as an action e.g. a medpack can be used to heal models. This action cannot be performed while in melee.

Fight

Select a melee weapon and a target model that is in base contact with the attacking model or within 1" if using a weapon with Reach.

Roll an Agility test to hit. If the target is Prone the roll is made with an Advantage.

If the result is a hit resolve damage. If the attacker has higher Strength than the target increase Power of the attack by 1.

Push

Select a target in melee with the attacker. Both models roll a Strength test, this is called a Push Roll. If the attacker succeeds the target is pushed 1" directly away. If in addition to that the target fails it is pushed an additional 1".

Melee

A model is in melee if it is not Prone and is in base contact with a non-Prone enemy.

Shoot

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

Roll a Discipline test to hit. If the target is in melee or more than 12″ away (or 6″ if Prone) the roll is made at a Disadvantage.

If the result is a hit resolve damage. On a Fumble the weapon jams and a Fix action is needed before it can shoot again.

When shooting a model in melee, if the roll failed by 1 or 2 a random model in base contact with the target is hit instead.

Fix/Reload

The character can either reload one of its own weapons or try to fix an item within 1″. Fixing an item requires passing an Intellect test. This action cannot be performed while in melee.

Techno-Sorcery

Select one of the Sorceries available to the character and roll an Intellect test to manifest. If the sorcerer is in melee the roll is made at a Disadvantage and the target (if the Sorcery needs one) can only be a model in base contact or the sorcerer.

If the test is a success resolve the effect. On a Fumble the model suffers a Neural Overload.

A model can only successfully manifest a specific Techno-Sorcery once each round.

Cover

If any part of the shoulders, torso or midsection of the target model is obscured from the attacker, including by other models, the target model is in cover. Weapons, heads, appendages, etc, do not count.

When performing Shoot actions re-roll all 6s in the damage roll if the target has cover.

If a model is in cover and Prone at the same time it is not considered to be in LoS.

Reacting

There are two scenarios in which a model can react in the Reaction Step:

1) If Active Model performed a **Move** action after which it is the single closest non-Prone enemy in **LoS** of another model that other model may react (unless a Run Test rolled equal or higher than its **Readiness**).

2) If Active Model missed with a **Fight**, **Shoot** or **Push** action the target may react (unless the attack test rolled equal or higher than its **Readiness**).

To react a model must also have an Action Card. If multiple models satisfy the conditions for reacting then the closest one may react.

Reacting is done by playing any Action Card and performing an action.



Movement

When performing Move actions a character can choose to run by rolling an Agility test called a Run Test. If passed it can move up to 6". Otherwise it can move up to 5". If a Run Test was rolled in the Action Step enemy models may not react in the Reaction Step if the number rolled was equal or higher than their Readiness.

Models can move through their allies but not their enemies. Height differences in terrain lower than 1" can always be moved over freely. Differences equal or larger than 1" must be climbed. Before the game agree which vertical surfaces are climbable and which are not, including pointing out any ladders. A model can voluntarily fall off ledges higher than 2" but will suffer fall damage (see page 34).

At the end of a move a model can voluntarily become Prone. A Prone model can move but only by crawling 1" without climbing, jumping, running or leaving the board.

The move distance of a model can never be lower than 1", no matter how many modifiers apply.

Jumping

Instead of a regular move models can also jump up to 3" horizontally, vertically or diagonally by rolling a Run Test. A success allows them to jump over gaps as long as the landing area is no more than 1" higher than the starting point. If the Run Test fails the model falls from the highest point of the jump and suffers 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. A model cannot leave the board if it is in melee. Leaving the board does not count as the model going OoA.



Difficult terrain

Before the game you may agree that some parts of the board are difficult terrain. Good candidates are bodies of shallow water, dense foliage or walls that are difficult but possible to climb. If any part of a move crosses difficult terrain the move distance is reduced by 2".

Moving out of melee

A model is in melee if it is not Prone and is in base contact with a non-Prone enemy. If a model in melee wants to move out of melee, enemies in base contact can first make a free Fight action against it without needing to use an Action Card. Moving out of melee doesn't trigger reactions.

Being pushed

If a model is pushed by an ability or effect it will stop and drop Prone when pushed into an obstacle or another model and fall down if pushed over a ledge. Being pushed out of melee doesn't trigger free attacks.

Damage

After a successful hit the attacker rolls one D6 for each **Power** point of the attack and picks the two highest results. 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 effects are cumulative and applied from the top down, so for example a result of 9 means the target first gains a **Wound** then is knocked **Prone** and finally goes **OoA**.

Roll + Wounds - Armor — **DAMAGE TABLE**

3+ Wounded	Target gains 1 **Wound**.
6+ Knocked Down	In addition to the above target is knocked **Prone**. If it was already **Prone** it is **OoA**.
9+ Out of Action	In addition to the above target is **OoA**.
12+ Critically Injured	In addition to the above target cannot **Tough it Out**.

Power 1

For hits of Power 1 roll only one D6, but if it rolls a 6 then roll a second die and add the two results together.

Tough it Out

After the damage table result is determined but before any effects are resolved 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 an *Out of Action* result would become a *Knocked Down*, a *Knocked Down* would become a *Wounded* and a *Wounded* result would be completely cancelled. If the model decides to roll but fails the test it gains 1 **Dread** in addition to the normal damage effect.

Fall damage

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

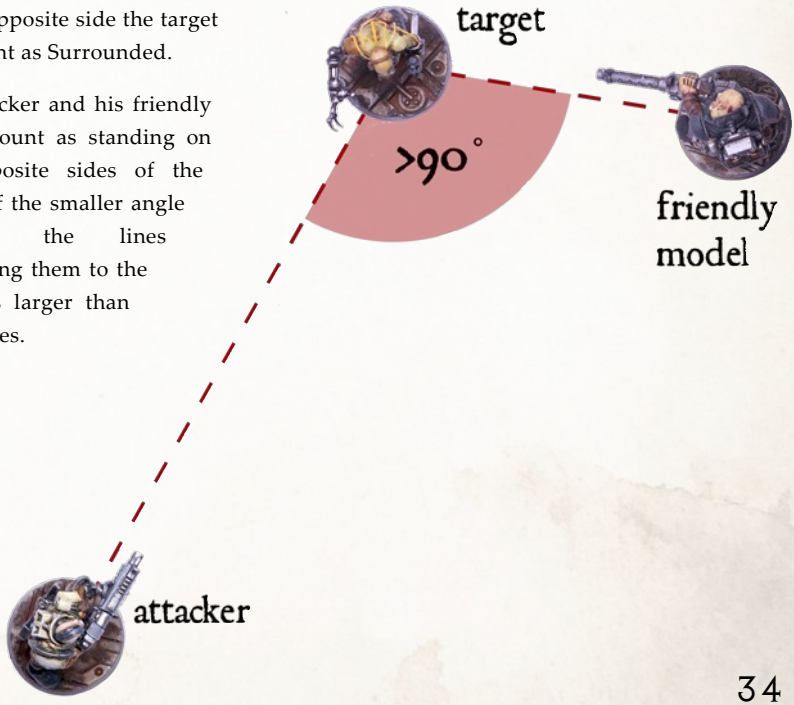
Surrounded

Surrounding your enemy from several sides with your attacking models can greatly increase your chances of hitting them where it hurts most. **When attacking a Surrounded target you can choose to either increase the Power of the attack by 1 or to roll to hit with an Advantage.** NPCs always choose to roll with an Advantage, unless they would already roll with an Advantage in which case they will increase the Power of the attack instead.

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 opposites sides of the target.

Similarly when performing a Fight action if another one your models is in Melee with your target (or within 1" if wielding a weapon with Reach) and stands on the opposite side 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 the lines connecting them to the target is larger than 90 degrees.



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 a 2+ 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 the Active Model that has any **Dread**, an enemy player 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.

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 First 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. After the tests are rolled remove one **Dread** from that character for every success it scored. 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 goes insane and becomes an NPC hostile to all other models until the end of the scenario.

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. In the rare case when there are no enemy models on the board the model moves in a random direction.

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 touching a board edge it leaves the board.

Being on Fire

If a model is on **Fire** it must roll a **Discipline** test every time it plays an Action Card. On a success it can perform the action normally. On failure it makes a D6" long **Flee** move in a random direction, drops Prone, gains 1 Dread and discards the Action Card without performing an action. After that it is no longer on **Fire**.

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



Play example

In this example the current Initiative Segment is 6 and in the Play Step the Active Player plays a 6 of diamonds that was assigned to his character Phelix visible in the lower part of the photo.

In the Action Step Phelix becomes the Active Character and performs a Move action around the corner rolling a 5 for his Run Test. Since the difficulty is equal to 6 (as per the card played) and his Agility is equal to +1 a roll of 5 passes the Run Test and he moves 6″ ending right behind the barrels.



Because after finishing the Move action Phelix is now the closest enemy visible to Marcus and because his Readiness (equal to 7) is higher than the Run Test result he is allowed to perform a reaction in the Reaction Step provided he still has an Action Card assigned.

His player plays a 4 of clubs that was assigned to Marcus and decides to perform a Shoot action, rolling a 7 to hit. The difficulty of the roll was 4 (as per the card played) and his Discipline is equal to 0 so a roll of 7 is a hit.

After hitting Phelix Marcus rolls for damage. His weapon Power is equal to 3 so he rolls three D6 dice. He rolls a 6, a 5 and a 3 but since Phelix is in cover due to being obscured by the barrels he has to re-roll the 6. After the re-roll the 6 becomes a 2. He adds the two highest results (5 and 3) together and gets an 8. After subtracting his targets Light Armor (1 armor point) the final result is 7.

Comparing the 7 to the Damage Table gives a result of Knocked Down (6+) but Phelix wants to roll a Tough it Out test in order to downgrade that result to simply Wounded. He rolls a 2 for his Toughness test which is not enough because the difficulty of the test is 7 (the default difficulty since this is not a part of his action).



A failure on a Tough it Out test means that Phelix not only gains a Wound and is knocked Prone but also gains 1 Dread.

This completes the Reaction Step. In the Loop Step the Active Player can either play another card matching the current Initiative Segment or pass play to the next player. After all players have passed the next Initiative Segment (numbered 5) begins.

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 board with a mixture of LoS blocking terrain and lower obstacles that grant cover. Try to have at least ¼th 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.

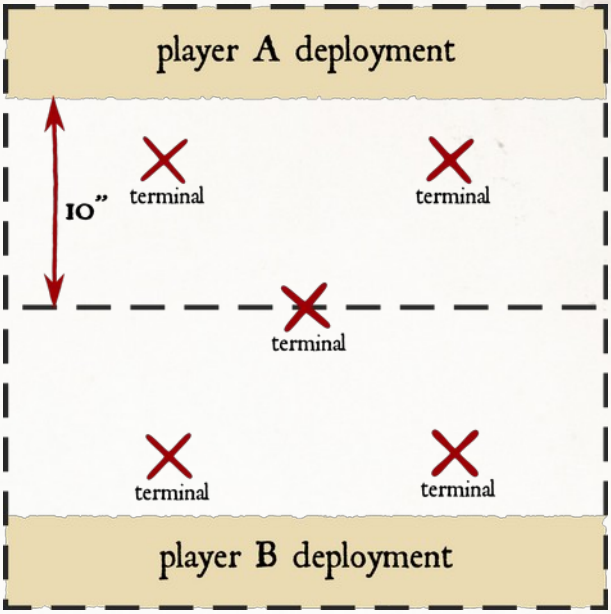
Place one electronic terminal device in the centre of the board and four additional ones halfway between the centre of the board and each board corner. You can use counters if you don't have a suitable terrain element.

Deployment

Divide the board into two equal halves. The Active Player chooses one board 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: Ranged attacks are rolled at a Disadvantage. If they would already have a Disadvantage they cannot be made at all. LoS is limited to 6".
2	Partial darkness: Ranged attacks are rolled at a Disadvantage. If they would already have a Disadvantage they cannot be made at all. LoS is limited to 12".
3	Noxious air: PCs without hazard suits, gas masks or the Artificial trait roll Toughness tests at a Disadvantage.
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 2 Dread. Models with hazard suits, gas masks or the Artificial trait are immune.
6	No effect.

NPC behaviour

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.

Cards, Wounds & Dread

NPCs are not assigned Action Cards like the Player Characters and don't need them to perform actions and reactions. This also means that NPCs can react an unlimited amount of times in a round, which makes them particularly dangerous. They always need to roll a 7 or more when making Attribute Tests.

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

Activating and Reacting

At the end of each Start Phase, once all Action Cards are assigned the Active Player draws an additional card and places it on the side. This card determines the Initiative Segment after which all NPCs will activate in this round. An Ace counts as a 7 for that purpose. After the round the card is put on the players discard pile.

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. If a scenario describes a change in NPC behaviour it takes precedence over both the flowchart and NPC special rules.

NPCs automatically pass rolls for un-jamming their weapons.

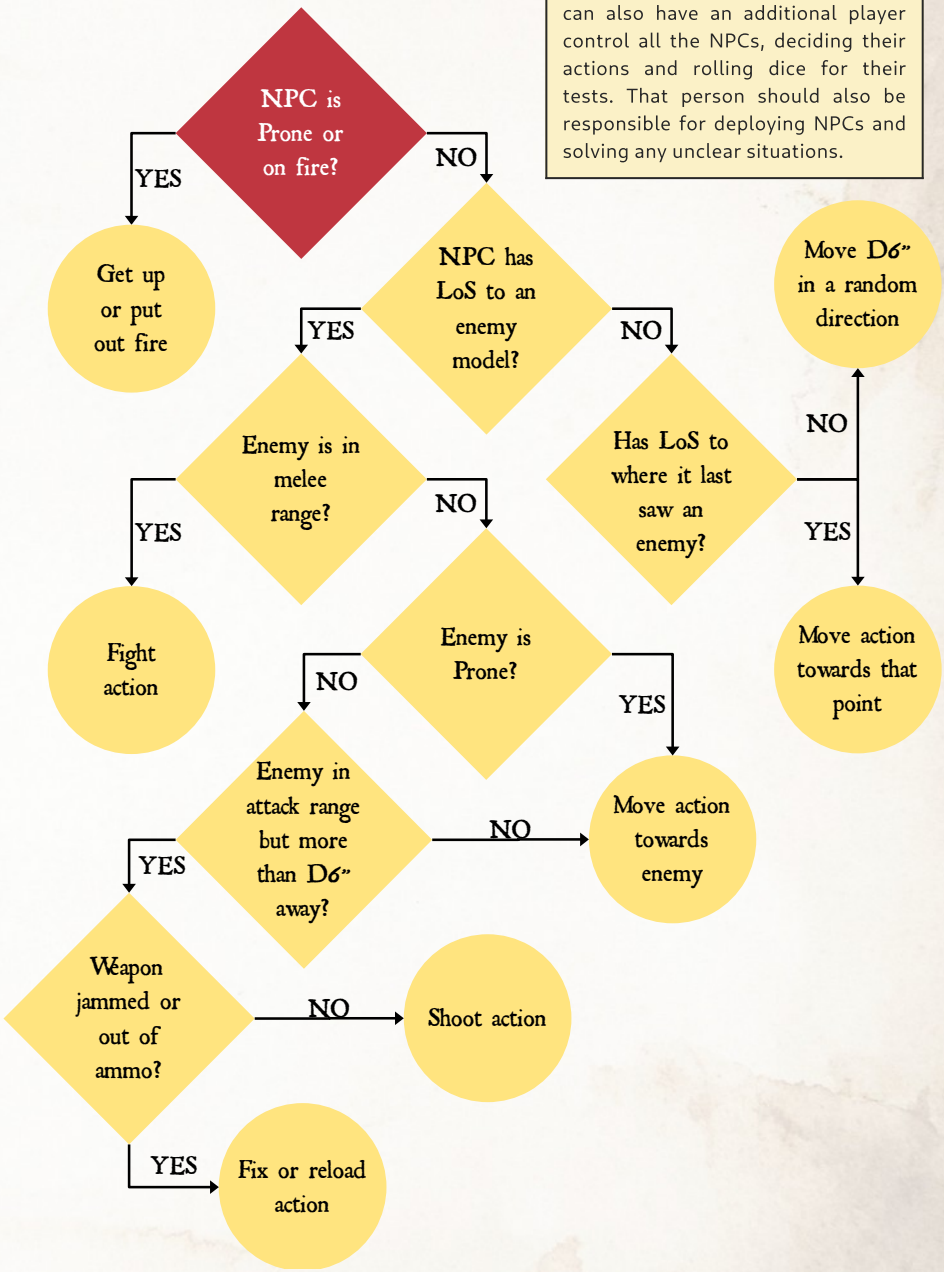
Target priority

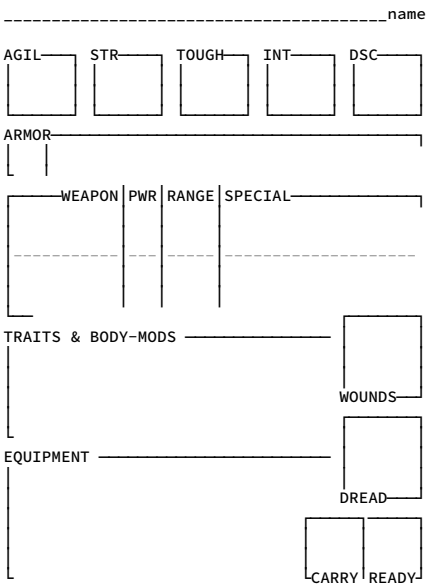
If an NPC has multiple enemies in LoS or in range of its weapons and has to choose one as the target of its move or attack action it will choose the closest one. If there are multiple closest ones it will ignore prone models. If there are still multiple targets choose randomly.

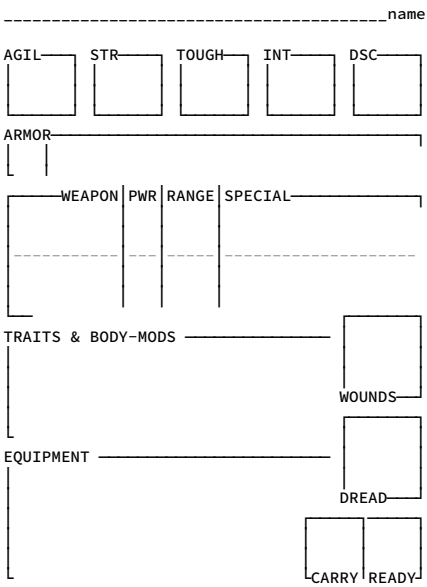
When reacting to an attack an NPC will ignore all prone models and target the closest non-prone model in LoS instead.

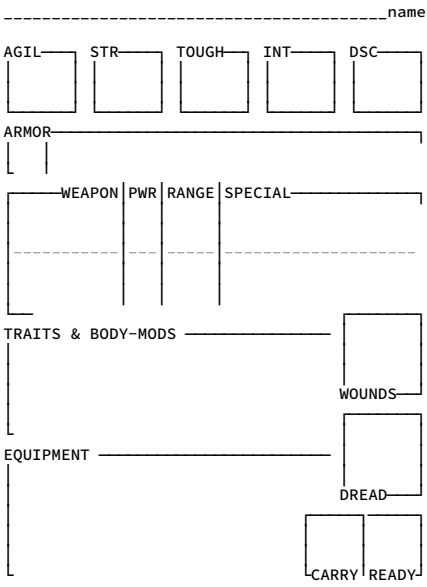
Playing with a Game Master

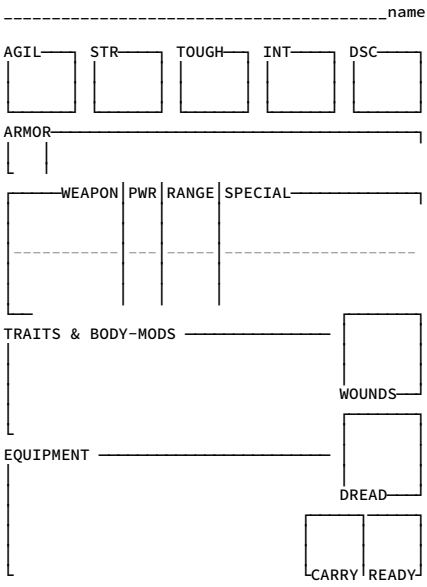
Instead of using the flowchart you can also have an additional player control all the NPCs, deciding their actions and rolling dice for their tests. That person should also be responsible for deploying NPCs and solving any unclear situations.

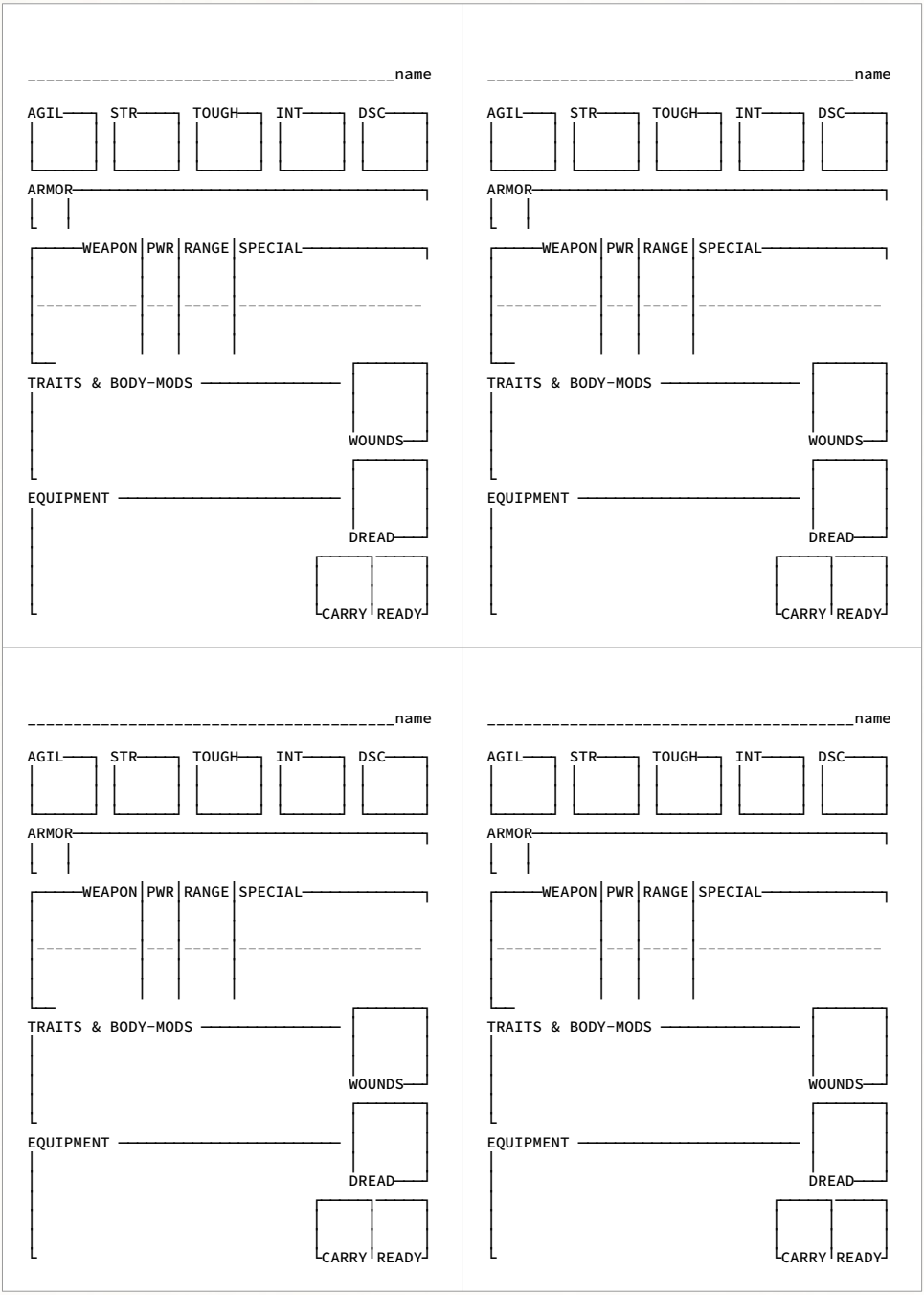



name
AGIL
STR
TOUGH
INT
DSC
ARMOR
WEAPON
PWR
RANGE
SPECIAL
TRAITS & BODY-MODS
WOUNDS
EQUIPMENT
DREAD
CARRY
READY


name
AGIL
STR
TOUGH
INT
DSC
ARMOR
WEAPON
PWR
RANGE
SPECIAL
TRAITS & BODY-MODS
WOUNDS
EQUIPMENT
DREAD
CARRY
READY


name
AGIL
STR
TOUGH
INT
DSC
ARMOR
WEAPON
PWR
RANGE
SPECIAL
TRAITS & BODY-MODS
WOUNDS
EQUIPMENT
DREAD
CARRY
READY


name
AGIL
STR
TOUGH
INT
DSC
ARMOR
WEAPON
PWR
RANGE
SPECIAL
TRAITS & BODY-MODS
WOUNDS
EQUIPMENT
DREAD
CARRY
READY


name
AGIL
STR
TOUGH
INT
DSC
ARMOR
WEAPON
PWR
RANGE
SPECIAL
TRAITS & BODY-MODS
WOUNDS
EQUIPMENT
DREAD
CARRY
READY