



Turn sequence

- 1) Phase 1 – Perform actions like moving and shooting
- 2) Fog of War phase – Roll a dice to determine random occurrence
- 3) Phase 2 – Perform actions like moving and shooting
- 4) Work out hand to hand combat

Shooting sequence

- 1) Choose visible target
- 2) Roll weapons skill to hit
- 3) If successful, roll weapon damage and compare with target's DEF score (**RES + Armour + cover bonus = DEF**). Or with **vehicle armour** score
- 4) If equal to target DEF score, target wounded. If damage exceeds DEF score, target 'killed'. If **vehicle armour** score beaten then roll once on vehicle damage table for every damage point over vehicle armour score

Melee sequence

- 1) Both sides roll 1D8 and add 'combat rating' to result. (**Combat rating = melee skill + DEF**)
- 2) Compare resulting 'combat roll'
- 3) Highest combat roll wins. If victor doesn't beat loser by more than **3 points** the loser is only wounded

Each model only generates one combat roll per melee phase. Compare with all opponents in base to base. Multiple opponents give -3 modifier, cumulative for every opponent after the first.

VEHICULAR DAMAGE TABLE

(Roll 1D6)

1. Lose 1 armor point permanently on the side of the vehicle taking fire (only applies to civilian class vehicles)
2. Lose 2 armor points permanently on the side of the vehicle taking fire (only applies to civilian class vehicles)
3. Lose 3 armor points permanently on the side of the vehicle taking fire (only applies to civilian class vehicles)
4. Lose 1 superstructure point permanently
5. Lose 2 superstructure points permanently
6. **Internal damage!** Roll on the INTERNAL DAMAGE table below

Internal damage table

(Roll 1D6 – only results 1, 2, and 6 are cumulative)

1. **Crew hurt** – all vehicle crew suffer from a small explosion in the cab, or a dramatic drop/increase in pressure. All vehicle crew make a RES test by rolling 1D6. Compare the result with each crew members' resilience score. If the dice roll is higher than the crew RES, then that crew member dies. This will probably curtail one of the vehicle functions. Either movement or weaponry. Until another person can take over the role – this replacement must have the appropriate skills. The replacement may come from an infantry unit nearby. Resize the infantry unit - this reduction in unit size does not count for infantry unit casualties. If the vehicle is a 'demolition 'bot' then just deduct 2 from the superstructure points instead.
2. **Weapons system shut down permanently** – roll randomly to determine which weapon on the vehicle is effected, if there is more than one weapon equipped on the vehicle. Ignore if no weapons present.
3. **Immobilized** – may be repaired by someone with ENGINEER skill (the driver may have this skill). Repairs may be attempted during the next phase, and each phase thereafter. The engineer must remain within 1 inch of the vehicle and may not engage in shooting or fighting while repairing the vehicle. The vehicle may still shoot, but may not move or turn facing. **If the vehicle is a flying vehicle**, it becomes very difficult to manage instead, and the pilot must make a 'pilot' skill check at the start of each turn to operate the vehicle normally. If the check is failed then the pilot loses control of the difficult vehicle and crash lands anywhere within 8" of its current position (but not on an enemy model). The pilot must make a RES test (see result 1). If the pilot survives then that model will escape the wreckage and have to make their way across the battlefield as per the 'straggler' rule.
4. **Power core leak** – movement permanently reduced by 25% (round up). Not cumulative with multiple power core leak results. 'Throttle bonus' also halved. Minimum movement score also reduced by 50%.
5. **Severe power core leak** – movement permanently reduced by 50%. (round up) Not cumulative with multiple power core leak results. 'Throttle' bonus lost entirely. Minimum movement score also reduced by 50%.
6. **Internal explosion** – superstructure suffers 6 damage points and the crew AND any passengers are hurt (as result #1). This result is cumulative with other internal explosion results. If superstructure is reduced to zero, then roll once on the superstructure failure table below.

Superstructure failure table

(Roll 1D6)

1. **KABOOM!** – the vehicle explodes, the driver and crew/passengers are fried with no post-game recovery/repair roll. All models within 3 inches of the vehicle take 1D6 + 5 damage.
2. – 5. **Vehicle smashed beyond repair** – this vehicle will remain on the battlefield as wreckage forevermore. If the driver makes a successful 'vehicle driving', 'dangerous driving' or 'pilot' skill roll he/she and any passengers may eject immediately (see below). If not, he/she and all passengers suffer severe wounds and are removed from play but may still make a recovery/repair roll after the game. If passengers and driver bail out in time, the driver may join the passengers to create a larger infantry unit.
6. **Power core failure** – a chain reaction builds deep within the vehicle's power unit. At the start of the next phase that occurs, regardless of which player's turn it is, the vehicle goes KABOOM! (see result #1). **Eject rule:** If the driver/ pilot make an immediate "driver" or "pilot" skill test. If successful all vehicle passengers and crew can eject from the vehicle and land directly anywhere within 2 inches of the vehicle. From that point on, they are on their own and follow the 'straggler' rule. Pilots and drivers may only be armed with 'small arms'. At the start of the next phase a flying vehicle will move 10 inches in the direction it is facing. The point where it starts is the point where the pilot may have ejected the previous phase and the point where it stops is the point where the explosion will occur. If the skill test is failed, the pilot/driver and passengers are fried and cannot be brought back with a survival/repair roll after the game.

Hand to Hand combat

Bravery test modifiers

Condition	Modifier
1. Outnumbered by the enemy	-2
2. Outnumbered by the enemy 2:1 or more	-4
3. Your entire unit has battle armor	+2
4. Each casualty caused this phase in the melee	+1
5. Each casualty received this phase in the melee	-1

Permanent changes to company loyalty score

	Permanent effect on loyalty
1. Deliberately shooting into hand-to-hand combat containing your salvage crew members	-1
2. Quitting the drop zone and finishing the game before all your crew members are gathered there (equipment doesn't count)	-1
3. Successful mission (you win!)	+1
4. Unsuccessful mission (you lose)	-1
5. Winning a revenge mission (i.e. you lost the last game played against this same enemy company and managed to win this one)	+2
6. Bribery/ pay bonus – by paying ALL crewmembers a bonus of 400cr each. This will not work if some crew do not get paid in this way.	+1

Loyalty test conditions

- 1) Losing 33% or more of a unit's number in one phase resulting from enemy fire. Roll the dice as soon as the 33% casualty line is crossed. And instead of any bravery tests that may need to be rolled this turn as a result of losing melee combat.
- 2) When you wish to shoot at an enemy unit which is also engaged in a hand-to-hand melee containing other members of your own salvage crew. Failure means you have still spent the SP.
- 3) At the end of a phase of hand-to-hand combat, both sides must roll a special loyalty test, called a 'bravery test' to see which one wins and which one flees.
- 4) Company Boss dies on the field – all units make a loyalty test or retreat back to 'drop zone'. (see below)

Creating your salvage company

Bio/MEKK crew costs

	Average (7 skill points)	Experienced (12 skill points)	Veteran (16 skill points)
BIO crew member	600 cr	900 cr	1200 cr
MEKK crewmember	1000 cr	1400 cr	1800 cr

Asteroid miner employment costs

	Average (7 skill points)	Experienced (12 skill points)	Veteran (16 skill points)
Asteroid Miner	1000 cr	1500 cr	2000 cr

Statistics And Equipment Of

New Recruits

Humanoid bio crew

Resilience: 3

Armour: 3 (light)

Movement: 5"

Weapon: General small arms.

MEKK crew

Resilience: 5

Armour: 4

Movement: 5"

Weapon: General small arms

Hydrissian crew –

Resilience: 3

Armour: 3 (light)

Movement: 6"

Weapon: General small arms.

Asteroid miner crew –

Resilience: 4

Armour: 4

Movement: 6"

Weapon: General small arms.

Hydrissian equipment and costs

Small arms: free

Disassembler gun: 350cr

Thumpgun: 1200cr

Singularity cannon: 1750cr

Skywhale harpoon: 800cr

Singularity bombs: 500cr

Light armour: free

Medium armour (5 pts): 400cr

Cyclone armour (7 pts): 1500cr

'Cyganic' implants: 500 cr

Diplomat staff: 700cr (+2 to combat rating).

Salvage tools: 200cr.

Gorgon reconnaissance fighter: 6,200 cr.

Asteroid Miner equipment

Armour upgrade: 300cr (+1 to armour value).

Chassis upgrade: 250cr (+1" to movement score).

Cyber knuckles: 700cr (+2 to combat rating, 1D10+2 damage to vehicles).

Power drill: 700cr.

Mining laser: 1800cr

Biomechanical strength enhancement: 300cr

Command implant: 250cr

Salvage tools: 200cr.

The armour and chassis upgrades are only available once per model.

Equipment list

Infantry equipment: (not available to MEKK crew unless the entry appears also in 'wardroid equipment list' below)

HADES battle suit: armour value = 7, cost of **1200** credits (cr)

Medium infantry armour: armour value = 5, cost of **300** cr

Light infantry armour: armour value = 3, cost of no cr (free!)

Salvage tools: cost of **200** cr

Bio Mechanical upgrade: +1 to RES score - **600** cr. Once only.

Infantry weapons – available to Bio and MEKK crew unless specifically stated.:

Grenades, for one crew member: **350cr** (one time only cost – per grenade variant).

General small arm: free

Avenger 19 assault rifle: **200cr**

Arclight blaster: **300cr**

Flechette rifle: **300cr**

Minigun: **800cr**

22mm Light infantry cannon: **850cr**

75mm pump action heavy infantry cannon: **1500cr**

HEPAC cannon: **2200cr**

Missile launcher (launches either 'Gnasher', 'Bonesaw' or 'Shocker' missiles): **1100cr**

Cluster bomb: **790cr**

Demolition lance and protective shield (melee weapon): **2500cr**

Wrecking ball (melee weapon): **300cr**

Sniper rifle: **600cr** – 'special class' see description below.

Vehicle only weapons:

NOVA bombard: **3500cr**

Anti matter cascade howitzer: **4000cr**

Tachyon Rifle: **5000cr**.

Wardroid equipment:

Tracks add +3 to wardroid movement (vroom...!): **500cr**

Cyber knuckles – (melee weapon) +2 to combat rating in melee, 1D10+2 damage to vehicles: **1000cr**

Reinforced body – add +2 to armour value: **1,100cr**

Twin small arms weapons – enables the model to wield, and shoot at the same time, two '**general small arms**' weapons. Cost includes 2nd weapon: **400cr**. (Other weapons in the 'small arms' category may not be equipped with this.)

Salvage tools: **200cr** per crew member equipped

Vehicles and heavy equipment – (d) = demolition bot equipment:

Salvage dog, 'Arachnid' gun platform and 'Phoenix' flying vehicle – see below in 'Vehicles and Heavy Equipment' for info.

Demolition 'bot (d)– see below for statistics: **5,500cr**

Demolition 'bot Heavy weaponry (d): **3,500cr** for Nova Bombard, **5000cr** for Tachyon Rifle

Extra armour upgrade for demolition 'bot (d)– armour value = 10, cost of **1,000** credits

Transporting salvage on foot – movement penalties

<u>Number of infantry models involved</u>	<u>Movement penalty</u>
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4 to 5	- 3"
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6 to 10	- 2"
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above 10	- 1"
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