



**PRINT AT HOME
SUPPLEMENTAL PACKET**
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[1.0] BLKOUT SUPPLEMENTAL

The BLKOUT Supplemental is a reference tool for players.

It includes our matched play optional rules, the latest frequently asked questions, erratas, clarifications and any relevant rules from expansions for the matched play experience. The Supplemental does not include Unit cards or Unit specific Special Rules.

The Supplemental and supporting documents, such as the Universal Special Rules card and Quick Reference sheet are the 'Go To' for the latest updates and rulings.



SCAN FOR THE MOST UP-TO-DATE
UNIVERSAL SPECIAL RULES

[2.0] MATCHED PLAY

BLKOUT matched play focuses on increasing the level of strategy and tactics required to win. It also sets a standard level of gameplay for players to seek outside of their normal gaming group.

[2.1] MATCHED PLAY RULES

BLKOUT Matched Play includes a section of alternate rules from the core book. These expand upon the core strategies of BLKOUT and are highly recommended by the game design team and play testing community.

MATCHED PLAY COVER RULES

Any special rules giving a Model Cover will always count as Partial Cover. Multiple instances of Partial Cover do not stack to Full Cover.

Full Cover | Shooting at a Model in Cover will only subtract a D10 from the Shooting Action if the Target is within 1" of the piece of terrain providing it Cover.

Partial Cover | Models that are in Cover but not within 1" of the terrain providing them Cover are in Partial Cover. Shooting Actions Targeting them will neither add nor subtract a D10.

Lean Out | Drawing only line of sight to a Lean Out Marker will give that Model Partial Cover. They will gain Full Cover if that Model is within 1" of the piece of terrain blocking Line of Sight to the Model.

COVER CHART

+1D10	Target is not 50% or more obscured by Terrain.
NO CHANGE	Target is 50% or more obscured.
-1D10	Target is 50% or more obscured and within 1" of the terrain obscuring them.

MATCHED PLAY STRUCTURES

When using the Matched Play Cover rules, use the following rules instead of those provided in section [8.4] Terrain of the Core Rulebook.

Structures | Structures are buildings or areas with clear boundaries that Models might enter into. Discuss with your opponent what terrain will classify as a structure before your game.

Cover | Models inside a Structure have Full Cover when Targeted by Models outside the Structure.

- If both the attacking Model and the Target are within the same Structure, use the normal Matched Play Cover rules to determine the level of Cover the Models are in.

Line of Sight | Line of Sight may not be drawn through a Structure to Models or Markers on the other side of a Structure.

CONTROL POINTS

Players will begin each game with 3 Control Points. They may never regain these Control Points.

Players may spend a Control Point to:

Battle Drills | Spend a Control Point before Activating a Force Unit to allow it to benefit from a Battle Drill during its Activation. A Unit may only benefit from one Battle Drill per Activation.

Handler Activation | Once per Round, spend a Control Point to remove an Activation Marker, and any Ready or Engaged Tokens from a Handler after it has finished its Activation.

Chained Activation | Once per Round you may spend a Control Point to Activate a Unit after finishing an Activation with a different Unit.

COUNTER EWAR

When an Enemy Model makes a Data Attack Action, one Model in your Group with a Data Spike may make a Skill Check. If the Skill Check results in more successes than the Data Attack Skill Check, the Data Attack is nullified. This does not count as a Reaction.

DUSTERS

A Player may only use a Duster Unit if both Players agree. If they agree, any Player may replace one of their Force Units and all of their Control Points with a single Duster Unit. If both Players take a Duster, they both keep their Control Points.

HEIGHT

Infantry Model's whose base is 3" or more above a Target Infantry Model's base will treat the Target's Partial Cover as no Cover, and gain Partial Cover from any Infantry Model whose base is 3" or more below their base.

JUKE REACTION

Models can perform the Juke Reaction when Targeted by a Shoot Action. The Shoot Action rolls -1D10.

If they survive the Shoot Action, they may move up to half of their Movement Value after the Action concludes.

SMOKE

Models with only part of their base inside Smoke gain Partial Cover and treat their Targets as in Partial Cover. Models with their entire base inside Smoke gain Full Cover and treat their Targets as in Full Cover.

Line of Sight may not be drawn through a 3" area around a Smoke Token to Models or Markers outside of the area around the Token.

[2.2] MATCHED PLAY GROUP BUILDING

A MATCHED PLAY GROUP WILL CONSIST OF:

1x Handler

Options: Agent Handler, Assault Handler, Covert Handler, Cyber Handler, Keres Handler, Marksman Handler, Melee Handler, Siege Handler

Handlers cannot use Battle Drills, Armory Items, or Force Rule.

1x Force Card

3x Different Units from the chosen Force

These 3x Units are the only Units that may benefit from Battle Drills, Armory Items and Force Special Rules.

1x Force Unit (does not include Handlers) may be replaced with a BLKLIST Unit

Options: Banak Dust Element, Exterminator Drone, Gull Drones, Hired Killers, Nomads, Rebel Miners, Szabla Element, Whistler Drone.

These Units cannot use Battle Drills, Armory Items and Force Special Rules.

Example Group

1. HANDLER

- 1x Siege Handler

2. FORCE CARD

- Mantikor Borz Group

3. UNITS

- 1x Mantikor Borz Group Bratva Unit Card
- 1x Mantikor Borz Group CYKA Unit Alpha Card
- 1x BLKLIST Banak Dust Element Unit Card

[3.0] MATCHED PLAY SCENARIOS

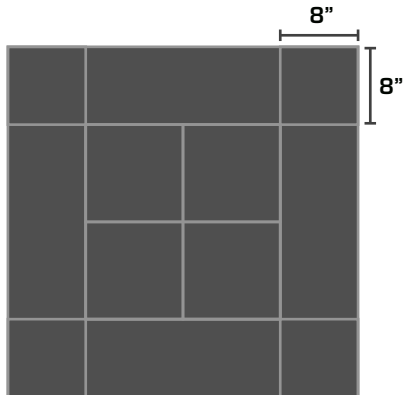
While event organizers can use any of the BLKOUT Scenarios, the following are an easy-to-setup format that still allows for some unique strategies.

Players should follow the “How to Start” section and then choose, or randomly determine, a special rule to apply to the Scenario to mix things up.

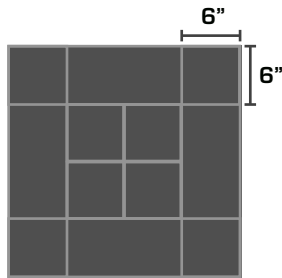
Suggested Table Size | 2’x2’ to 3’x3’

Number of Hardpoints | 2

3’X3’ TABLE



2’X2’ TABLE



Quadrants will vary in size based on the table size. They will begin 8” from the edge on a 3x3 ft table and 6” from the edge on a 2x2 ft table.

HOW TO START

1. Players will alternate placing Hardpoints, ensuring they are more than 4 inches from a table edge and another Hardpoint.

2. After setting up Hardpoints, each Player should roll a D10, rerolling tied results. The Player with the higher roll will then place their Models within 4 inches of a table edge. Afterwards, the other Player may do so on the opposite table edge.

Players may choose to keep up to one Unit off of the Table, allowing for it to Infiltrate later.

3. These table edges serve as the Players’ Deployment Edges and may be used when Infiltrating.

4. The Game begins, with the Player who placed their Models first having the Initiative for the first Round.

HOW TO EARN POINTS

1. Players will earn one point for each enemy Unit Destroyed. At the end of the Game, Units with more than 50% of their Models Destroyed must roll a D10. On a 6+, they count as Destroyed.

2. Players will earn 2 points for each quadrant they control at the end of Rounds 3 and 5.

CONTROLLING A QUADRANT

The Player with more Models fully within a quadrant will have control of it.

Models with a Damage track count as multiple Models equal to their total Damage tracks. For example, a Model with a Damage track of two counts as two Models when controlling a quadrant.

HOW TO WIN

The Player with the most points at the end of Round 5 wins.

INFILTRATING

When allowed, a Unit may infiltrate onto the table by beginning their Activation off the table and using their Reposition movement to move onto the table, measuring their movement from their Player’s Deployment Edge.

Since the Unit is using their Reposition movement, they are free to take an Action after their movement, and they can also be Reacted to using the Overwatch Reaction due to that movement.

SPECIAL RULES

These Special Rules may be chosen by the Players or the event coordinator.

Dome Shields | Models within 4” of a Hardpoint may never have more than 1D10 rolled against them from Shoot Actions and Reactions and do not suffer Damage from Blast Weapons.

Scrambling | This Hardpoint is treated as a Jammer with an 8” range.

AI and Powered Models may never roll more than 1D10 in a Skill Check within 8” of a Hardpoint.

Drone Swarms | A Model in Base-to-Base with a Hardpoint may spend their Action to call in a drone swarm. Remove the Hardpoint after doing so. Drone Swarm: Place a 25mm marker anywhere on the table. Models within 2” of the marker must make an Armor Check, suffering 1 Damage per D10 that fails.

[4.0] FAQ

[4.1] GENERAL

Does a Unit keep its Armory Item?

No. A Model benefits from the Armory or uses the Weapon only during the Activation in which it marked its Combat Load. Imagine the Armory as limited use or one time abilities.

Can I activate more than one Battle Drill on a Unit?

No. You can only choose one Battle Drill for the Unit to benefit from during its Activation.

Does the Impisi Force Rule Apply to the whole Force or just the Impisi Insurgents Unit?

The Impisi Force Rule applies to the entire Force, not just the Unit.

[4.2] MOVEMENT

Is there Unit coherency?

No.

Can a Lean Out Move be Reacted to by Overwatch?

Only if the Model is leaning out during a sprint action. The Model is spending its Movement not Moving that distance when Leaning Out.

When Jumping do I have to have Line of Sight to the final point?

No, as long as Terrain doesn't prevent the Model from "moving" from its original point to the new point. IE: Jumping through a wall of a totally enclosed structure.

Can a Unit with Jump (4) jump over an obstacle that is 4 inches high and end up on ground level on the other side? (Or would they only be allowed to jump up onto the obstacle?)

The Model is allowed to be placed on the other side of the obstacle if there is no intervening Terrain in the way, such as a roof.

Can a Model come down from a height if they do not have the Jump (X) rule?

No. The Model must find a safer way down, such as stairs or a ladder.

Can a Model climb a surface, or does a Model wishing to move vertically require an obvious means to do so [e.g., ladder, stack of crates, etc.]?

The Model requires an obvious means to move vertically.

Does the use of an ability or battle drill that gives a Unit/Model "+X" movement increase the half movement distance a Model can make to avoid Overwatch?

Yes, increase the movement value before determining the half movement value.

[4.3] COMBAT

Can you Ace Armor Checks?

No, you can only Ace Skill Checks.

Do Units with multiple primary weapons (i.e. Peacemakers or Razorbacks) get to fire all of them as a single Action or just one?

Non-vehicle Models can only use one weapon profile per Shoot action or Reaction, not all of their listed weapons.

Can you Target additional Models with Auto, if said Models are within your minimum range, but within 4" of the original Target Model?

No, you cannot Target Models within a weapons minimum range.

How does Seeking work with the matched play Cover rules?

Weapons with the Seeking special rule will only ignore the -1D10 (Shot) penalty of Models benefiting from Full Cover.

When using a weapon that says it ignores Cover, do I roll 2D10 or 3D10 for the attack?

If the Target is in Cover you will roll 2D10 as you ignore the -1D10 to your Skill Check of your Target being in Cover, but you do not gain the +1D10 of your Target being in the open.

How does Auto interact with Cyclic?

When an active Model makes a Shoot action with a weapon that has both Auto and Cyclic special rules, the sequence of actions goes like;

1. Make the first attack for the weapon, return fire Reaction is applicable here.
2. Overwatch Reactions to the Shoot action occur.
3. The Model makes additional Auto Shoot actions, these cannot be Reacted to.
4. The Model then chooses to either gain a Ready Token, or repeat steps 1-3.

UN Raid Force Alpha Specialists, if the sniper moves with the deployed weapon, do they still roll 2D10 from the faction rule?

No, the Deployed USR only allows from 1D10 to be rolled if the Model moved, thus stopping the Force Rule from triggering.

[4.4] CQC

What is the difference between Melee and CQC?

-**Melee** is a special rule for certain weapons, and is resolved as a modified Shoot Action.

-**CQC** occurs after a Model has completed its action and it is still in Base-to-Base with an enemy infantry Model and is a skill check roll off [3.3]. CQC continues until one Model is destroyed.

Does the Drone auto lose CQC or does a CQC not occur?

As Drones cannot participate in CQC, no CQC would occur, even if an enemy Model is in Base-to-Base contact.

Can Models in CQC range still Shoot?

Yes, Models in CQC can still perform Actions and Reactions.

When does CQC happen?

CQC occurs after the Model has completed its Action and after Overwatch Reactions have been resolved. So a Model can Reposition into Base-to-Base, be Reacted to, perform an Action, be Reacted to, and then resolve CQC.

When does CQC occur, after a melee action?

After the Model using the melee weapon has finished its action and any Models have finished their Reactions.

When does a CQC finish?

When a Model is Destroyed. If both Models survive the initial CQC, roll the Models' Skill Checks again (keeping the Damage applied by the previous rolls) until a Model is Destroyed.

[4.5] EXPLOSIVES AND BLAST

When placing a Blast Token, do I have to see the center of the Token, or do I only need to see part of it?

You only need to be able to draw line of sight to part of the Blast Token when placing it.

What special rules apply to Blast attacks? AP and HE versions

-**For AP**, the following USR's would apply: AP, Auto, CQB, Cyclic, Deployed, EMP, Heavy, Indirect, Medium, Seeking, Sustained.

-**For HE**, the following USR's would apply: Cyclic, Deployed, EMP, Heavy, Medium.

Do keywords that provide '+1 Shot' apply to Blast rolls when using them against Infantry? Eg. Heavy

Yes.

Do Blast Markers require Line of Sight to the Models within their Blast radius?

No, Blast affects all Models within "X" of it, regardless of Line of Sight or Cover. Always agree with your opponent on if this is realistic.

What is the Damage of Blast Weapons?

When Targeting Dusters or Vehicles, use the Damage number printed on the card for the Weapon. When using Blast [X], it is essentially Damage 1 with the Target rolling 1D10 for each success of the Skill Check.

Can I place a Blast Marker outside of Line of Sight?

Only if your opponent agrees. We like to eyeball it and say if it's a thrown weapon like a hand grenade, then you can simply halve the Range of the Weapon to simulate the arc.

When you roll the same amount of successes when making a Return Fire Reaction, who wins?

Whichever Model rolled the highest result on a D10 in their Skill Check. If both Models tie, reroll the Skill Check and any Special Rules.

How does Indirect work with the Blast special rule?

When Targeting Vehicles and Dusters, the Unit Shooting the weapon may use another Model's line of sight.

When wanting to attack Infantry Models, the weapon cannot make use of the Indirect rule, as you are not Targeting a Model.

[4.6] REACTIONS

Can Blast [X] weapons be used in Reactions?

Only against vehicles and Dusters, as Blast Weapons cannot Target Infantry Models.

Can Blast weapons trigger the Return Fire Reaction?

Yes, as using Blast weapons is still making a Shoot Action.

Does Cyclic work on Reaction Shooting?

No, Cyclic only triggers on a Shoot Action, which can only be done by an active Unit.

Does moving during your activation affect your Shooting for Reactions?

No. If you moved earlier in the turn, it does not affect your Reaction Shooting. You would gain the bonuses of the Heavy and Deployed keywords if you move and then Ready.

Since Overwatch triggers at the end of an Action, can I Overwatch a Model that sprints regardless of how far it traveled?

If the Model ends its move or leanout in Line of Sight after a Sprint Action, you can use the Overwatch Reaction as it has finished an Action.

If I have multiple Models that can React, are their Reactions declared at the same time, or is each Reaction declared after resolving any previous Reactions? Are all declared Reactions considered to be carried out simultaneously? Can this result in “wasted” Reactions?

If you have multiple Models that can make Reactions, you declare all Reactions of the same type you wish to make at the same time, each gaining an Engaged Token. This can result in ‘wasting’ your Models’ Reactions.

How many Reactions does the Black Pact Ground Drone get in an enemy Activation?

Per each Activation, the Ground Drone would be able to trigger;

- An Overwatch per Model that moves over half their Movement and ends in Line of Sight of it.
- A Return Fire or Juke, per Model that makes a Shoot Action.
- And an Overwatch against any Model that makes an Action within Line of Sight of it.

[4.7] DATA ATTACKS

Do Data Attacks have a maximum range or require Line of sight?

If a Range is listed on the Data weapon, that is its maximum range. If no Range is listed, it has unlimited Range.

Data Attacks don’t require Line of Sight to their Target.

Can Data Knives give Units a Pinned Token?

No, Data Knives and Data Spikes cause different results when they succeed a Data Attack Action:

- Data Spikes allow you to make a Data Attack action, and if you succeed, you can apply or remove a Pin Token from the Targeted Unit.
- Data Knives allow you to make a Data Attack Action, and if you succeed, you can apply 1 Damage to an AI or Powered Model within range of the Data Knife with no Armor Check allowed.

[4.8] DUSTERS

What happens when you get an Ace on the backside of a duster? Is it double Damage+1 or does it double the bonus Damage as well?

The weapon gaining +1 Damage occurs before dice are rolled in the Shooting action or Reaction.

[4.9] SMOKE

Does a Smoke Token have a certain height?

For blocking Line of Sight, no. For counting as in Smoke, yes. Models within 3” of the Token, measured vertically, are in Smoke. Imagine it as having infinite height for drawing Line of Sight through it, but not for counting Models as in Smoke.

Are Models considered to be in Smoke if any part of their base is within Smoke, or if their whole base is?

Models are considered in Smoke if any part of their base is within the Smoke effect.

[5.0] ERRATA AND CLARIFICATIONS

[5.1] GENERAL

RULEBOOK - [1.7] LINE OF SIGHT

Add the following paragraph;

[1.7.3] Intervening Models

Line of Sight cannot be made if it would pass fully through an infantry Model, if the Target is also an infantry Model.

RULEBOOK - [1.9] FORCE DOCUMENT

Add the following paragraph;

[1.9.1] Combat Loads and Armory

- A Grunt Model may spend one or more of their Unit’s Combat Loads to use one or more of their Force’s Armory options, at the cost of one Combat Load per Armory used.
- Models can use more than one Armory option during an activation as long as the options do not require the same part of the Activation to be used. Eg. A Model cannot use two Armory weapons in the same Activation.
- Armory options that provide a Special Rule to the Model provide the Special Rule for the whole Activation.
- Models can spend Combat Loads to utilise their Armory during Reactions.

[5.2] EXPLOSIVES AND BLAST

Weapons with the Blast [X] rule, have 2 firing modes depending on their intended Target.

No matter which option is chosen, enemy Models can React normally.

AP - Targeting Dusters and Vehicles (As per normal Shooting rules).

- Pick a Duster or Vehicle Model that your Shooting Model has line of sight to, and is within the Weapon’s Range.
- Determine Cover:
- Make Skill Check (2D10), +1D10 if the Target is not in Cover or -1D10 if they are.
- Each success applies the weapon’s Damage. Aces (rolling a 10) count as 2 successes.
- Target makes Armor Check.
- The remaining Damage is marked on the Target’s Card.

HE - AOE and affecting Infantry.

- Place a 25mm Blast Marker within line of sight and range of the Shooting Model.
- This Marker must be flat and stable on the table or terrain. Eg. Shouldn’t be overhanging off an edge, or floating, nor overlapping a model’s base.
- The Shooting Model makes a Skill Check (2D10), and may be modified by special rules. Determine successes.
- Infantry Models within X” of the Blast Marker must make an Armor Check, with the number of D10’s rolled being equal to the number of successes in the Shooting Models Skill Check.
- For every failed Armor Check roll, the Model takes 1 Damage.
- Using this mode does not count as Targeting a Model for the purposes of interacting with Special Rules, eg; Indirect, Seeking etc.

[5.3] VEHICLES AND DUSTERS

[5.3.1] Vehicles

Add the following bullet point to [B.2];

- Vehicles provide Cover in the same way as terrain to Infantry Models that are obscured by them.

[5.3.2] Dusters

You will require the Impact Expansion to find the core Front Line Duster Rules.

If you do not have the Impact Expansion, you can still run the Duster Rules from the core rulebook.

Dusters count as vehicle with the following changes;

- Dusters do not have to spend Movement to rotate, and they do not need to Move in straight lines.
- Dusters do not provide Cover to Models behind them.
- The first paragraph of the Front Line Duster Combat rules replaces the core rule: RUN THEM OVER!.
 - Dusters may only fire 1 weapon listed on their profile when making a Shoot Action and Overwatch and Return Fire Reactions.
- Enemy Models may choose to Target the Dusters Mobility or Chassis.
 - Models must be able to see the Duster's entire base to Target its Mobility. Destroying the Duster if its Mobility Damage Track is filled.
 - When determining if a Model can see the Duster's entire base, if that Model's line of sight must pass through Smoke to see, the Model cannot Target the Duster's Mobility.

Note: *This is if the Smoke is between the two Models, if one of the Models are in range of the Smoke Token, then the Attacker only has their dice modified, but can still Target the Mobility of the Duster.*

When using a Combat Load weapon, the Duster will use the Combat Load Weapon profile in its Shooting Action, instead of the Weapon Profile listed on its card.

[5.4] FORCE CARDS

Boone Recon Force - Small Unit Tactics

Your Models get to Shoot during the reposition step instead of moving, then you don't get to take an action or movement in the action step with those Models.

UN Raid Force Alpha and Black Pact - Close Assault

Replace with the following paragraph;

Models in this Unit may Move 2" after completing their Action, only if this Move would bring them into CQC with an Enemy Model.

UN 3rd Battalion - Switchback

I You cannot use the Jump Special Rule during the Pre-Activation 2" Move.

Impisi Insurgents - Force Rule

Replace with the following paragraph;

After completing an Activation with any Impisi Insurgent Unit, spend one Control Point to return a Grunt Model to the Unit. Place the Model within 2" of another Model in the Unit (not in Line of Sight or within 8" of an enemy). You may never exceed the number of Grunts on the Unit Card.

Note: This rule applies to **any** Unit in the Impisi Insurgents **Force**, not only the Impisi Insurgents Unit Card.

[5.5] UNIT CARDS

Harlow 1st Reaction - Crickets

Add the following line;

This Unit does not count towards Overrun Points if removed due to the Self Destruct Action.

Black Pact - Liquidation Team

I Change Carbines Damage from 2 to 1.

Harlow 1st Reaction - Springbok AI

Chaff Discharge - Clarification;

When a Springbok Model is chosen as the Target for an Overwatch Reaction, after the Reacting Model has gained an Engaged Token, it may mark a box to prevent the Overwatch Reaction from resolving.

BLKLIST - Hired Killers

I Change Data Knife to Data Knife | 6"

UN 3rd Battalion - Peacemaker

I Number of Grunts Models in the Unit is 1.

Boone Recon Force - Razorback

I Number of Grunts Models in the Unit is 1.

[6.0] UNIVERSAL SPECIAL RULES

AI - This Model may be affected by Special Rules that only affect AI Models.

AP (X) - When a weapon with AP(X) inflicts damage, increase the Target's Armor Check by +X for that attack. This makes their armor less effective—they must roll higher numbers to block damage.

Example: A Model with Armor 2/4 hit by an AP(2) Weapon would now have Armor 2/6 for that attack.

Auto (X) - After making a Shoot Action with this Weapon, this Model may make up to X additional Shoot Actions with that Weapon, that cannot be Reacted to.

Each additional attack must target a different Model within 4" of the original Target.

Synergies: If the Weapon also has the Cyclic special rule, the Model may chain multiple Auto(X) attacks, benefiting from the extra Shoot Action granted by Cyclic.

Limitations: The original Target and all additional Targets must still fall within the Weapon's minimum and maximum Range.

Controller - This Unit may activate a friendly Unit after completing its Activation, without spending a Control Point.

If Controller is granted by a Specialist, the ability is lost when that Model is removed from play.

CQB - This Weapon may re-roll all failed Shots against a Target within half of its maximum range.

Example: A Weapon with a 24" Range may re-roll failed Shots against a Target within 12".

Cyclic - After making a Shoot Action with this Weapon, this Model may immediately make one additional Shoot or Ready Action.

The extra Shoot Action is treated the same as any regular Shoot Action, subject to Weapon's special rules.

Limitations: Additional Shoot Action must be made with the Weapon that triggered Cyclic. Cyclic cannot be used in Reactions.

Data Knife - This Model may make a Data Attack Action targeting an AI or Powered Model within Range. On a successful Skill Check, deal 1 Damage with no Armor Check allowed.

Data Spike - This Model may make a Data Attack Action to either apply a Pinned Marker to an enemy Unit or remove a Pinned Marker from a friendly Unit, on a successful Skill Check.

Deployed - If this Model Moved during its Reposition Step, it rolls only 1D10 when using this Weapon in its Activation. Reactions are not affected.

Drone - This Model cannot engage in CQC, use ladders, or Lean Out to gain Line of Sight.

Note: Drones do not participate in CQC — if an enemy Model moves into Base-to-Base contact, no Close Quarters Combat occurs.

EMP - This Weapon can only Damage Units with the AI Special Rule, and that Damage ignores Armor Checks.

Heavy - If this Model did not Move during its Reposition Step, it rolls an extra 1D10 when using this Weapon in its Activation. Reactions with this Weapon always roll an extra 1D10.

Indirect - This Weapon may Target an enemy Model in Line of Sight to another Model in its Group, but Range is still measured from the firing Model.

Jammer - Models within range of a Jammer ignore the effects of Pinned Markers on their Unit, though Models outside the Jammer's range remain Pinned.

Lethal - This Model rolls 3D10 for CQC Skill Checks.

Low Tech - This Unit cannot gain Pinned Markers from Data Attacks and cannot be targeted by Weapons with the Indirect special rule.

Medium - This Weapon may re-roll one failed Shot when used in a Shoot Action.

Melee - This Weapon ignores Cover penalties. When used in a Shoot Action, place the attacker Base-to-Base with its Target before resolving the Action and any Reactions.

Targets may only Return Fire with a Melee Weapon or Juke.

Outsourced - Models in this Unit cannot use Battle Drills, Armory Items, or the Force Rule.

Note: Some Specialists may have exceptions to this rule — for example, the E4 Mafia in Hired Killers may explicitly use Battle Drills.

Powered - This Model may be affected by Special Rules that affect Powered Models.

Reinforcements - At the end of this Unit's Activation, mark one box to return a Destroyed Model from this Unit. Place the returned Model within 4" of another Model from this Unit and out of Line of Sight of all Enemy Models.

Seeking - This Weapon ignores the -1D10 penalty for shooting a Target in Cover.

Example: When firing a Seeking Weapon, you roll 2D10 against Targets in Cover, and 3D10 against Targets not in Cover.

Shield - This Model and one Friendly Infantry Model in Base-to-Base with it both gain Cover.

Only one Friendly Model may be in Base-to-Base with this Model at a time.

Smoke Grenade | X" - Before this Unit's Reposition Phase, place a Smoke Token within X" of one of its Models.

Note: See Rules [8.8] Smoke for more information about this core ability.

Spotter - If at least two Models in this Unit can draw Line of Sight to the same Enemy Model, Models in this Unit that target that Enemy gain Medium for that Action.

Sustained (X) - When making an Armor Check against this Weapon, the Target must re-roll up to (X) successful Armor dice, continuing until that many have been re-rolled or all rolls fail.

Example: A Model with Armor 1/6 is hit by a Sustained (2) Weapon. It rolls 1D10 for Armor. If it succeeds, it must reroll that die up to 2 times or until it fails. The final roll determines the result.

Team Leader - When this Model gains a Ready Token, it may instead give that token to another Model in the same Unit that has already made an Action this round.

The receiving Model is treated as if it gained the Ready Token normally.

EXPLOSIVES FLOWCHART

Based on the Explosives Flow Chart by WarLore

MODEL MAKES A SHOOT ACTION WITH A BLAST WEAPON

What are you trying to Damage?

Weapons with the Blast[X] rule, have 2 firing modes depending on their intended Target.

No matter which option is chosen, enemy Models can React normally.

DAMAGE INFANTRY

High Explosive (HE)

Place a 25mm Blast Marker within Line of Sight and Range of the Shooting Model on a flat surface. (3.4)

DAMAGE A VEHICLE OR DUSTER

Armor Piercing (AP)

Target the Duster or Vehicle specifically, as you would with non-Blast Shooting Action. Choose Damage Track. (8.2.2)

The Shooting Model makes a Skill Check (2D10), and may be modified by Special Rules but no Cover modifier.



RESOLVE ATTACK; USE LISTED WEAPON DAMAGE FOR BLAST WEAPON

THE MODEL SHOOTING THE BLAST WEAPON ROLLS NO SUCCESSES.

WARNING
A MODEL MAKES THE RETURN FIRE REACTION

THE MODEL SHOOTING THE BLAST WEAPON ROLLS AT LEAST ONE SUCCESS.

The Reacting Model Shoots the Active Shooting Model. Both Models roll Skill Checks at the same time with the Model that rolls the most successes applying Damage first. If tied, the highest die result wins. Reroll all dice if still tied.

Infantry Models within X" of the Blast Marker must make an Armor Check with the number of D10 rolled being equal to the number of successes in the Shooting Model's Skill Check.

SHOOTING DEALS NO DAMAGE

FOR EVERY FAILED ARMOR CHECK ROLL, THE MODEL TAKES 1 DAMAGE.



[7.0] UPDATE CHANGE LOG

- Reworked Melee USR.
- Reworked Drone USR.
- Added Powered to USR list.
- Added Matched Play Structure rules.
- Errata for Black Pact Liquidation Team
- Errata for Crickets Unit Card.
- Errata for Models interacting with line of sight.
- Clarification for Springbok chaff rule.
- Clarification for Impisi force rule.
- Clarification for Data Spikes and Data Knives.
- Clarification on Combat Load and Armory rules.
- Clarification on Front Line Dusters updated.
- FAQ on Cyclic updated.
- FAQ on Blast triggering Reactions updated.
- FAQ on multiple weapons.
- FAQ on minimum range and Auto.
- FAQ on Seeking and matched play Cover.
- FAQ on Indirect and Blast.
- FAQ on Blast Tokens.
- FAQ on Auto and Cyclic interaction.
- FAQ on Duster facing and Acing.
- FAQ on Unit coherency.
- Modified wording on Matched Play Dome Shields.
- Removed Expansion Rules section.
- Removed Quick Reference section.
- Added Close Assault Errata
- Errata for Blklist Hired Killers
- Errata for Razorback
- Errata for Peacemaker
- Errata for Line of Sight and other Models
- Added Universal Special Rules
- Added Explosives Flow Chart
- Added Matched Play Group Building
- Fixed Matched Play Cover Chart wordings
- Modified Matched Play Structures Rules
- Modified Matched Play Height Rules