

The Additional Rules Vault File 1.1

These new rules are still in an undecided state and so we need your feedback for further development. If player feedback is good we would consider placing them in the 'additional rules' section (found on page 180 of the rulebook) next year. Thanks to Pontifex Maximus at The Conclave for the Lucky Shot rules and Peter Bell & Inquisitor Henderson for the Up-close rules.

Lucky Shot: When rolling for damage, if you roll the maximum damage possible, i.e. 12 for a lasgun, 24 for a Boltgun, then you may roll another base damage dice and add it to the damage total i.e. D6 for a Lasgun, D10 for a Boltgun. This represents a lucky shot hitting a particularly crucial place, such as a gap in the armour etc.

Up-Close: To move up-close a character must first hit his opponent in an attempt to distract them enough to slip past his guard. Moving up-close is not hindered by a dodge or parry – only the hit roll must be successful. Place the models base-to-base. When fighting up-close penalties due to weapon reach differences are reversed i.e. a sword would be harder to use than a knife at this close distance so the modification is reversed to a –20% to the sword wielding player. As the combatants are so close, parrying is impossible and the character can only dodge without the normal +20% modifier – a straight roll.

Encumbrance: These rules allow GMs to take into account the difficulties of moving swiftly whilst laden down with heavy armour, weapons and equipment. If you find that your characters are taking everything but the kitchen sink into battle, you may want to introduce the rules to your campaign to encourage more lightly-equipped characters. A character can carry a certain amount of equipment before their performance is impaired. The amount a character can carry (their Encumbrance value) is equal to their Strength+50, after all modifications for bionics, power armour, combat stimulants, etc. Add up the weight of all weapons and equipment carried (treat all equipment without a specified weight as 5). In addition, each point of armour (except powered armour) weighs 5 points. This is the total weight of their equipment. Compare this to their Encumbrance value. For every 25 points, or part, that their equipment is more than their Encumbrance value they are at -1 Speed (minimum 1). No model may carry more than twice their Encumbrance value.