

SCRAPPERS

POST-APOCALYPTIC SKIRMISH WARGAMES

TURN SEQUENCE

1. The SitRep Phase
2. The Orders Phase
3. The Action Phase

THE SITREP PHASE

1. Rout Checks
2. Panic Checks
3. Random Movement
4. Recover Shocked Models

THE ORDERS PHASE

1. Strategy Check
2. Generate Tactical Pools
3. Order Actions

ROUT CHECKS

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A player who has had 25% or more of his starting number of models Wounded or removed from play must take a Rout Check.

1d10 + Commander's CMD

vs.

1d10 + number of models Wounded or removed from play.

The Active Player may only add their Commander's CMD if that model is not Shocked, Broken, or Wounded.

PANIC CHECKS

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All Panic Checks are opposed by a Difficulty (5) roll unless otherwise stated.

PANIC FROM LOSSES

When a model is Wounded, all friendly models within 3" of it must make a Panic Check. Friendly models Engaged in Close Combat automatically pass this check.

If a friendly model fails, make a Random Check and move that model that number of inches directly away from the Wounded model that caused the Panic Check. After that, the model is Broken.

PANIC FROM OUTNUMBERED

When a model is Engaged in Close Combat with two more or more enemy models with no Active or Ready friendly models within 3" during the Panic Checks sub-step, it must make a Panic Check. The Difficulty (5) is increased by +1 for each enemy model beyond the first.

MODEL CONDITIONS

READY	Model is upright with no Action Token assigned.
ACTIVE	Model is upright with an Action Token ordered to it.
SHOCKED	Model is on its side; any Action Token it had is removed immediately. Model is CBT/2 for all checks.
BROKEN	Model is upright with a Broken Token assigned to it. Model is CBT/2 for all checks.

RANGED COMBAT ACTION MODIFIERS

ATTACKER

CBT FULL	Attacker's Target is within the Effective Range of that model's weapon, OR 20', whichever is shorter
CBT/2	Attacker's Target is outside the Effective Range of that model's weapon, OR 20', whichever is shorter

DEFENDER

CBT/2	Defender does not have Concealment
CBT FULL	Defender does have Concealment
CBT FULL	Defender has both Cover and Concealment , rolling 2d10 for his CBT check, keeping the highest

CHECKS AND OPPOSED CHECKS

	TYPE	MADE WITH	OPPOSED BY	NOTES
COMBAT	Close Attack	CBT + BAd10	Defender CBT + BAd10	BAd10 = Base Attack number of d10's taking the highest result
	Ranged Attack	CBT + RoFd10	Defender CBT/2 + 1d10	RoFd10 = Rate of Fire number of d10's taking the highest result
	Damage	Base DMG + DMG Bonus + 1d10	Defender CON + ARM + 1d10	Compare results for Injury outcome
	Disengage	CBT + 1d10	Defender CBT + 1d10	Use highest CBT of Engaged enemy models
OTHER	Gear	CMD + 1d10	DIF(#) + 1d10	DIF = Difficult number of Gear Check
	Panic	CMD + 1d10	DIF(5) + 1d10	
	Random	1d10	1d10	Subtract Lower roll from Higher roll
	Rout	CMD + 1d10	WND(#) + 1d10	WND(#) = Primary Player's number of Wounded models
	Strategy	CMD + 1d10	CMD + 1d10	
	Trauma	1d10	1d10	Random Check compared to Trauma Table
TERRAIN	Climb	CBT + 1d10	DST(#) + 1d10	DST = Number of inches to be climbed
	Jump	CBT + 1d10	DST(#) + 1d10	DST = Number of inches to be jumped
	Falling	DST(#) + 1d10	CON + 1d10	DST = Number of inches to fallen, rounded up

LIFEFORM TYPE

TRUE HUMAN

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Aptitude: True Humans may use Alpha User Gear. Once per Game, this model may re-roll a failed Gear Check.

Survival Instinct: Whenever this model has a Defense Check result that is exactly equal to the opposing model's Attack Check result, this model will win the contest by 1 point. This will result in a missed Attack from the opposing model.

Just Won't Die: True Humans have a Wound Threshold of 5+. It takes 3 Shocked results in the same Turn to cause an automatic Wound on this model.

MUTANT

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Helix Health: Mutants have a Wound Threshold of 6+ and may re-roll their d10 result for any Trauma Check.

Nuclear Man: Having its genetic makeup altered by the Triple Helix Effect and various amounts of hard radiation this model ignores the first RAD it receives in each Game.

Genotype: When recruited, a Mutant must select one of the three Genotypes listed below. This is written in parenthesis after 'Mutant' on the Crew Manifest. This type may never be changed and each confers its listed effects on the Mutant:

- **Bruiser:** Once per Game this model may re-roll a single d10 result for its Resistance Check. This model also gains a +1 Encumbrance bonus and negates the Heavy and Fatigue Traits on its Gear.
- **Strider (0-5):** This Mutant has heightened mobility and speed. It has a Move rate of 10". This model treats all Obstacles 2" or less as Open Ground. If this Mutant becomes subject to the Heavy Trait its Move becomes 6" while under that effect.
- **Wyrd (0-3):** This Mutant's psychic static confuses its enemies and inhibits their attacks. This model uses its CMD/2 number of dice when making all Defense Checks.

SYNTHETIC

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Clockwork Man: Constructed entirely of inorganic materials and emotionless programming, Synthetics have a Wound Threshold of 6+ and are Immune (Gas, Poison).

Advanced Targeting: This model may ignore Target Priority for Ranged Combat Actions and may target any enemy model to which it can draw a LoS up to 20".

Series Type: When recruited, a Synthetic must select one of the three Series Types listed below. This is written in parenthesis after 'Synthetic' on the Crew Manifest. This type may never be changed and each confers its listed effects on the Synthetic:

- **Thinker (0-3):** As its Action this model can remove its Action Token to grant a +3 bonus to itself or any other single friendly Synthetic model for that model's next Action, Once per Game.
- **Warrior (0-5):** This model has a Wound Threshold of 7+ and is Immune (Panic).
- **Worker:** This model gains a +3 bonus to its Encumbrance limit.

STANDARD ACTIONS

MOVE

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The model may Move up to 6". This distance may be modified by Lifeform type, Trait, or Gear.

HUSTLE

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The model adds 4" to the distance it could normally cover in a Move value. Models cannot Hustle into or through Difficult or Impassable Ground.

AMBUSH

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The model Moves its normal Move value. If it ends within 1" of Terrain that provides Concealment, then it enters Ambush. Models in Ambush cannot be targeted by enemy models while remaining in Ambush. Ambush ends under the following conditions:

- The model performs an Action other than Ambush or Forfeit
- The model in Ambush no longer has Concealment from all enemy models
- An enemy model comes within its base CBT Rating in inches of the model in Ambush

CLIMB

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The model makes a Climb Check to move up or down a surface of more than 2" in height.

JUMP

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The model crosses a horizontal gap in terrain greater than 1" wide.

STEADY

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This action may only be taken by a Broken model. Once this model takes the Steady Action, it is no longer Broken and may move 3" toward the nearest Concealment or Cover.

COMBAT ACTIONS

MOBILE FIRE

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The model may Move and then make a Ranged Attack, or make a Ranged Attack and then Move. Weapons suffer a RoF/2 penalty.

STANDING FIRE

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The model remains stationary and makes a Ranged Attack using the weapon's full RoF.

TAKE AIM

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The model remains stationary and makes a Ranged Attack with a +3 CBT bonus, but the Weapon's RoF is reduced to 1.

CHARGE

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The model Moves to within 1" of the Target and becomes Engaged in Close Combat. The model gains a +1 CBT for this Attack. Charge Movement must follow a straight line; if there is no straight line, the model cannot execute this action.

STAND AND FIGHT

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The model already engaged in Close Combat makes its full number of Close Combat Attacks against a single Engaged enemy model.

DISENGAGE

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The model attempts to leave Close Combat with a Disengage Check. If the model passes the Disengage Check, it Moves out of Close Combat in any direction away from the model it was Engaged with. If it fails, it remains in Close Combat. If it failed by more than its unmodified CBT, then it receives a Counter Attack from the opposing model.