

# ROGUE STARS: ERRATA, CLARIFICATIONS, AND FREQUENTLY ASKED QUESTIONS

## ERRATA

### CARRYING AND BEING CARRIED (P. 13)

“For the purposes of carrying and being carried, characters in Power Armour could as one Size larger” should read:

“For the purposes of carrying and being carried, characters in Power Armour *count* as one Size larger”

### RANGED COMBAT MODIFIERS TABLE (P. 16)

The following entries in the Ranged Combat Modifiers table should read:

Ranged Combat Modifiers	
Shooter	
Accurate weapon	+1 on Called and Aimed shots
Target	
Sitting Duck	+2

### MELEE COMBAT MODIFIERS TABLE (P. 18)

The modifiers in the Target sub-table are listed as modifier to the TN; it should instead be listed as a modifier to the roll, with the following entries:

Melee Combat Modifiers	
Target	
Per Pin marker	+1
Target's level of Weapon Master or Martial Arts	-1, -2 or -3
Prone	+2
Civilian or Green	+2

What Weapon Do I Use? (p. 20)

The following section was omitted:

### IMPROVISED WEAPONS

Attacks made with an improvised weapon (eg. a branch or a pipe) are performed at -1 and are Damage 1. Attacks made with a heavy improvised weapon are performed at -1 and are Damage 2. Heavy improvised weapons are also subject to the Clumsy and Two-Handed traits. Improvised weapons cost no XP.

### MELEE WEAPONS TABLE (P. 24)

The following entry in the Melee Weapons table should read:

Melee Weapons Table					
Name	Damage	Special Rules	XP Cost	XP Cost if Built-In	Class
Claws	2	May not be disarmed	2	-	Civilian

Ranged Weapons table (p. 25)

The following entries in the Ranged Weapons table should read:

Ranged Weapons Table					
Name	Damage	Special Rules	XP Cost	XP Cost if Built-In	Class
Submachine Gun	4	Automatic	8	8	Civilian
Machine Gun	5	Automatic, Heavy, Two-handed, Infinite Rounds	10	12	Military
Flamer Pistol	3	Max Range 6, Scorching, Energy	5	8	Civilian
Flamer	5	Max Range 6, Scorching, Two-handed, Energy	8	12	Military

### HEAVY GRAVITY (P. 37)

The following line was omitted from this section: “Ranged attack rolls are on -1 when using kinetic damaged projectile weapons.”

### SHIP COLLATERAL DAMAGE TABLE, ENTRY 7 (P. 38)

The following entry in the Ship Collateral Damage table should read:

Ship Collateral Damage Table	
7	Ship's tilt suddenly changes. All characters must roll TN14, at +1 if wearing any sort of Power Armour, or receive 1 Pin and move 2" in the direction of the tilt. All loose scenic items (i.e. things not bolted into the floor or to the hull) automatically move 2" in the direction of the tilt.

### PIRATES (P. 44)

The Starting Equipment entry reads “All Civilian and Military, Quantum Harness.” The Quantum Harness is redundant (it's classed as Military equipment).

### GESTALT TACTICAL DISCIPLINE (P.44)

The Gestalt bonus may be used only once per game, during any one psi roll. Receiving Stress when squad members go OOA however applies for the whole duration of the game.

### AMBIDEXTERITY (P. 47)

The following line was omitted:

“If performing a double Hail of Fire maneuver with two automatic weapons, the penalty is increased to -2, for a total of -4 on all rolls, and puts two Stress markers on the character.

### CIVILIAN CHARACTERS (P. 48)

The following line was omitted:

“Civilian characters also have -2 on all Shoot and Melee rolls.”

### MISCELLANEOUS EQUIPMENT (P. 52)

The following entry was omitted, and should be included:

## MEDIKIT

### (C), 8XP

A character with a Medikit can spend one action to ready the Medikit if they have both hands free. If their next action is to perform a First Aid roll, they gain +2 on the roll. A character does not need the Medic Trait to use a Medikit.

### FLIGHT PACK (P. 53)

“The character must be standing to use the Jump Pack” should read:  
“The character must be standing to use the *Flight* Pack”.

### REFRACTION FIELD HARNESS (P. 54)

“Refraction Field Harness” should read “Deflection Harness” in every occurrence (to avoid confusion with the armour type Refraction Field).

### SELF-DESTRUCTION (P. 56)

“If picked up by any character other than the original owner *or a friend*, a micro charge destroys the object unless that character succeeds with a TN14 Tech roll” should read:

“If picked up by any character other than the original owner, a micro charge destroys the object unless that character succeeds with a TN14 Tech roll”

### CHARACTER PROGRESSION IN CAMPAIGNS (P. 62)

“A character may spend 10XP to go from Civilian to Green, 8XP to go from Green to normal, 8XP to go from normal to Veteran, and 12XP to go from Veteran to Hero” should read

“A character may spend 10XP to go from Civilian to Green, 8XP to go from Green to normal, 8XP to go from normal to Veteran, 6XP to go from Veteran to Elite, and 6XP to go from Elite to Hero”

### SAMPLE CHARACTERS: INSPECTOR DAKAME LANG (P. 63)

Space Patrol Officers #1 and #2 each cost 26XP. Note that player characters have a minimum cost of 30 XP each, so these are only intended as NPCs.

### SAMPLE CHARACTERS: ZEGAK AND HIS BATTLE BROTHERS (P. 63)

Zegak Zan Pedag should have a Refraction Field NOT a Force Shield, and cost 64XP.

## FREQUENTLY ASKED QUESTIONS

### DOES THE RALLY ACTION PUT A STRESS MARKER ON THE CHARACTER?

No.

### WHAT OTHER ACTIONS DO NOT PUT A STRESS ON THE CHARACTER PERFORMING THEM?

Any action defined as a free action does not require the expenditure of an action and does not cause Stress. For example, free hacks, counterattacks, and actions that happen as part of other actions (such as dropping a hand-held item) do not cause Stress.

### IF A CHARACTER SPENDS 2 ACTIONS TO AIM AND A 3RD ACTION TO SHOOT, HOW MUCH STRESS WOULD BE GENERATED?

Aiming causes Stress as normal, so you would have 3 Stress at the end of the actions.

### IF A CHARACTER ROLLING ACTIVATION ON THREE DICE ROLLS A CRITICAL SUCCESS, A CRITICAL FAILURE, AND

### A FAILURE; WHAT IS THE OUTCOME? CAN THE CRITICAL SUCCESS CANCEL THE REACTION FROM THE CRITICAL FAILURE OR JUST THE REGULAR FAILURE? OR DO YOU ROLL THE REACTIONS FIRST?

First you decide what to cancel, and then if there is a reaction, the opponent will use that reaction before you complete any actions. In the above case, you could choose for the critical success to cancel the critical failure, so that the opponent would not be able to use it for a Reaction at +2. However, they would still get a Reaction from your regular failure. If you choose to do this, the opponent would first perform a Reaction, and then you would perform an action.

### I’VE GOT MODELS WITH A ONE-HANDED RANGED WEAPON IN ONE HAND AND A MELEE WEAPON IN THE OTHER. CAN THEY USE BOTH IN MELEE AS SEPARATE ATTACKS? WOULD AMBIDEXTERITY WORK FOR THIS?

Yes, but you must choose one hand as your “off” hand and apply the -1 off-handedness modifier, and each attack would require one action to perform.

If you have Ambidexterity, you have the option to attack with both weapons in a single action, and each attack would be at -1 for performing a double attack; or you could just use two actions and perform one attack with each, and you would not have the -1 on your off-hand since that is cancelled by Ambidexterity.

### IF I HAVE AMBIDEXTERITY AND I PAY XP FOR TWO SMGS, HOW MANY ATTACKS PER ACTION CAN I PERFORM?

With Ambidexterity you can make two attacks (one per weapon per hand) at -1 in a single action. However, if you use the Hail of Fire option the Ambidexterity modifier increases to -2, so a single action lets you perform four attacks with a total modifier of -4.

### I HAVE AMBIDEXTERITY AND I AM SHOOTING WITH TWO WEAPONS AND ONE RUNS OUT OF AMMO. CAN I RELOAD IF MY OTHER HAND IS HOLDING ANOTHER GUN?

No, reloading requires the use of two arms (one holding the weapon, the other reloading).

### I AM SHOOTING WITH TWO WEAPONS AND ONE MALFUNCTIONS. CAN I FIX IT IF MY OTHER HAND IS HOLDING ANOTHER GUN?

No. You need at least two free hands, one action, and a successful TN10 Tech roll to fix a malfunctioning weapon. If you are holding another weapon, you will need to drop it (a free action, but now the weapon is on the floor) or put it back in its holster (1 action).

### MUST MY HANDS BE FREE IN ORDER TO CLIMB? CAN I DO IT IF I HAVE ONLY ONE FREE HAND? WHAT IF ONE OR MORE OF MY LIMBS ARE CRIPPLED?

In general, climbing a vertical or near-vertical slope will require at least two free hands. It is impossible to supply an exhaustive list of rules, but if an obstacle requires a Terrain roll, you may give climbers a -3 on the roll for each limb that for any reason is not used to climb. Players should use their judgment here: a worm-shaped alien may be able to climb an obstacle that may be impossible for a humanoid with two crippled hands to climb. Climbing is a Walk action, so a two-legged creature with both legs crippled won’t be able to climb.

### DO I NEED A FREE HAND TO USE ELECTROMAGNETIC SHACKLES? DO I NEED TO “DRAW” THEM?

Electromagnetic Shackles require one free hand to use, and a single action will both ready the shackles and to apply them to the target.

### CAN I HAVE MULTIPLE COPIES OF THE SAME WEAPON?

Yes, but you must pay XP for each of them. Remember to check your limits on the number of weapons carried.

#### **MY WEAPON RUNS OUT OF AMMO, BUT I HAVE PAID XP FOR ANOTHER WEAPON. WHAT CAN I DO?**

Your other weapon is loaded and can fire as normal. However, unless you are holding it with your off-hand or have Ambidexterity or have multiple arms, the other weapon is NOT ready: it is in its holster, held by a magnet on your armor, strapped on a bandoleer, etc. You may drop the weapon you are holding and spend one action to draw the other weapon, or spend two actions; one to put the unloaded weapon back in its holster and one to draw the new weapon.

#### **DO MOVEMENT PENALTIES FROM VARIOUS SOURCE STACK?**

Yes. If you have one crippled leg (-1 MU) and are carrying a heavy load (-1 MU), you are at -2 to movement.

#### **DOES CARRYING A HEAVY LOAD REDUCE MOVEMENT OF FLIGHT PACKS AND JUMP PACKS?**

Yes.

#### **DOES HEAVY STACK? DOES A CHARACTER WEARING COMBAT DRESS AND ARMED WITH A LASER CANNON LOSE 2 FROM HIS MOVEMENT?**

The effects of multiple Heavy loads stack. A character losing 2" from his movement may no longer use the Walk action (having effectively a Walk movement of zero), but may still use the Run action (making a Terrain roll as per normal if moving over broken ground). No matter how much a character's movement is reduced, the character is still allowed to Crawl.

#### **I HAVE MORE THAN ONE INSTANCE OF HEAVY LOADS AND AM WEARING AN EXOSKELETON. DOES THE EXOSKELETON REMOVE ALL THE PENALTIES FROM HEAVY OR JUST ONE?**

The Exoskeleton removes all the penalties from Heavy.

#### **DOES BEING PRONE MAKE IT MORE DIFFICULT FOR ME TO HIT, AND EASIER FOR A STANDING OPPONENT TO HIT ME IN MELEE?**

Yes. A Prone attacker rolls to hit in melee at -2. If an attacker's target is prone in melee, to roll is at +2. It is both harder to swing your weapon whilst prone and harder to dodge or parry.

#### **IF MY CHARACTER HAS CLAWS AND MULTIPLE ARMS, DOES HE GET CLAWS ON ALL OF HIS ARMS?**

Yes. The XP cost is paid once for all pairs of arms.

#### **WHAT HAPPENS TO UNSPENT XP BETWEEN SCENARIOS? IS IT DISCARDED? IF YOU CAN SAVE XP, ARE YOU STILL RESTRICTED TO SPENDING ONLY 50% OF WHAT WAS EARNED IN A GAME ON A SINGLE MODEL?**

After a scenario, distribute all the XP earned between your characters, not giving more than 50% to any one character. Each individual character may use or save any amount of the XP allocated to them, and saved XP lasts until spent or until that character dies.

#### **WHAT HAPPENS IF, SAY, ONLY A CHARACTER OF MINE SURVIVES AND I GAIN 10XP?**

The surviving character can be assigned 5XP. The remaining 5XP are not lost, and must be distributed amongst the other characters after the next session.

#### **THE RULES USE THE TERM 'REVIVED' BY A MEDIC. DOES THIS MEAN STABILIZED AS THE MEDIC ACTION DOESN'T EVER SEEM TO ALLOW A MODEL TO BE RETURNED FROM OOA TO PLAY?**

Yes - revived to fight again in the next scenario, not during the current scenario.

#### **CAN A REVIVED CHARACTER SPEND XP TO BUY NEW WEAPONS OR EQUIPMENT?**

Yes.

#### **WHAT HAPPENS TO EQUIPMENT REPLACED BY NEW EQUIPMENT? IS IT STORED SOMEWHERE? CAN YOU GIVE IT TO SOMEONE ELSE? WE ASSUME YOU 'REVERT' TO THIS EQUIPMENT WHEN YOU DIE AND ARE REPLACED BUT WHAT HAPPENS IF YOU GIVE IT TO SOMEONE ELSE?**

If a character upgrades a piece of their equipment (for example, a character with a laser pistol decides to upgrade to a laser rifle) the XP cost of the cheaper item is deducted from the cost of the new item. In other words, if you choose not to keep both, just pay the XP difference between the new and the old weapon. To give an item to another character, that character must pay the XP cost in full.

#### **CAN I BUY EQUIPMENT AND TRAITS THAT ARE NOT ALLOWED BY MY THEME WITH XP?**

Theme limitations are only for the initial character creation - after that, you can use your XP to enhance your squad in whatever direction you prefer (following the normal restriction of squad size and XP distribution, etc).

If you want to play a more thematic campaign, you could limit equipment gained to that which is allowed by your theme and loot from battles. If you wish to do this, agree this with the other players before the campaign begins!

#### **WHAT HAPPENS TO A CHARACTER'S EQUIPMENT WHEN THAT CHARACTER DIES?**

That character's equipment becomes loot for whoever carries it off table. Before the next game, the equipment is lost unless a character pays the normal XP cost to keep it. Loot may also be "grafted" onto a robotic body, if a built-in version of that item exists, by paying its normal built-in cost.

Players should use their judgment for equipment that is not the same size. In general, most projectile weapons built for Huge figures may not be used by smaller figures, but it's matter of design, size, and body type. For example, a gun designed to be held by a tentacled, fingerless alien won't work well for a human, but a single attempt at a TN 15 Tech roll may be made to adapt the weapon. Not that this is only relevant if you are playing a 'thematic campaign' as described above, otherwise you can always purchase relevant equipment at the normal XP cost.

#### **GOING FROM CIVILIAN TO GREEN TO NORMAL TO VETERAN ETC. HOW DOES UPGRADING A CHARACTER WORK?**

If you create a character with one of the traits Civilian, Green, Veteran, Elite, or Hero (the last of which is normally not allowed at squad creation), the XP values in the Traits list is used. Once the campaign has started, a character may upgrade one stage between each mission, for the following cost: 10XP to go from Civilian to Green, 8XP to go from Green to normal, 8XP to go from normal to Veteran, 6XP to go from Veteran to Elite, and 6XP to go from Elite to Hero.

**WHAT HAPPENS IF YOUR GANG ACQUIRES 'THE ROOKIE' (COMPLICATIONS TABLE, ENTRY 17), TAKING YOU OVER A 200XP/6 MODELS GANG SIZE AND IS LATER KILLED? DO YOU GET A 7TH CHARACTER FROM NOW ON?**

No, if the rookie dies, she is not replaced.

**CAN A GANG MOVE OFF TABLE AND END THE SCENARIO?**

Yes - count XP at that point to determine victory. Especially in campaigns, knowing when to run away to fight another day is often a good tactic and may save your best characters.

**WHO WINS A SCENARIO?**

The gang making the most XP is considered the winner, as explained in the General Definitions paragraph. If your gang is wiped out, no matter how many scenario objectives you have scored during the game, you lose because there is nobody to cash in those XP.

**MISSION 10: HACKING MISSION. DOES THE MISSION ENDS WHEN (A) THE COMPUTER IS SUCCESSFULLY HACKED OR (B) WHEN THE FIRST HACK ATTEMPT FAILS?**

Neither – to succeed, the attacker needs to take the captured data off the board. The defender wins if all of the attackers are OoA before that is the case. The hack attempt can be repeated any number of times (as separate actions, of course).

**HOW DO YOU RESOLVE A DUEL (MISSION 18) ON A WRECKED SPACESHIP (LOCATION 19)? 2 MODELS MUST BE PLACED WITHIN 8" OF THE CENTER OF THE TABLE, BUT NO MODEL REGARDLESS OF MISSION MAY BE DEPLOYED WITHIN 4" OF AN ENTRANCE TO THE CRASHED SPACESHIP?**

Move the spaceship wreck so it doesn't interfere with the deployment of the duelists and deploy the non-duelists so that they are at least 4" away from the ship's entrance /doors. If you have placed the spaceship at the center of the table and want to keep it there, you could have the duelists battle on top of the wreck, if your spaceship model allows the models to stand on it.

**IF ALL ENEMY MODELS ARE OOA OR OFF THE TABLE IS THE ACTIVE PLAYER ALLOWED TO 'COUNT' ALL THEIR UNSTABILIZED MODELS AS STABILIZED FOR THE PURPOSES OF THE END OF THE GAME? OR DOES HE HAVE TO HAVE A MODEL WALK AROUND WHEN THE ENEMY IS GONE AND STABILIZE THEM ALL?**

If all enemy models are OOA or off the table, the scenario ends. Between scenarios, all wounds and conditions (except severed limbs) heal automatically. So, unless the scenario states otherwise, all OOA characters are automatically stabilized and survive if there is no enemy there to give them a coup-de-grace.

**THE HIDDEN STATUS IS REMOVED WHEN A CHARACTER MOVES WITHIN 2" OF A FOE, SO HOW COULD A CHARACTER ATTACK IN MELEE WITH A SURPRISE BONUS?**

The Hidden status is removed from a character only when fires a non-silent weapon, becomes a Sitting Duck, or is Spotted. Normally, to spot a Hidden character, a character needs to take an action or reaction and pass an appropriate TN Spot roll. However, within 2" this check is automatically a success and doesn't require an action but it does require the character to be activate, either via action or reaction. So if a character moves into melee distance without the defender activating or reacting before the attack, the Hidden status is preserved and the surprise bonus applies.

**MY SNEAKING CHARACTER IS CRAWLING ALONG A WALL, AND PERFORMS A SURPRISE ATTACK ON A FOE WHO IS ALONG THE SAME WALL, AND PUTS HIM OOA. IS MY CHARACTER GIVING AWAY HIS POSITION?**

No, if the character puts the foe OoA and remains in contact with the wall, he is still Hidden.

**DOES BROKEN TERRAIN OR ANY TYPE OF TERRAIN HALVE A CHARACTER'S MOVEMENT?**

No, no terrain halves movement. But if you run or sprint through broken terrain, you must make a Terrain roll and fall down if you fail.

**HOW DO OBSTACLES WORK? MUST I MAKE A TERRAIN ROLL WHEN CROSSING THEM?**

It depends on the nature of the obstacle. In general, if it is something that you can move around or climb safely, like a piece of rubble, you end your movement in contact with the obstacle, and then use your next action to continue movement on the other side of the obstacle. If it is something that you could leap over, like a fence or low wall, a Terrain roll is in order, with the character falling on either side of the obstacle (player's choice) on a failure. If an obstacle is tall enough to require climbing, the character will have to stop in contact with the obstacle and use a Walk action to climb it, and so on. How to cross every different obstacle type is a judgement call that players should do before the game.

**THE PSI ABILITY MINDBOLT IGNORES ALL ARMOR. DOES IT MEAN THAT IT ALSO IGNORES THE BONUS FROM TOUGH?**

No.

**HOW CAN I PLAY MULTIPLAYER GAMES OF ROGUE STARS USING ACTIONS AND REACTIONS?**

Rogue Stars was created as a two-player game. However, you can play a multi-player game by using a "closest squad reacts" system: When a character fails an activation roll, the player controlling the closest figure to the character that failed to activate gets to react. Resolve any ties with a dice roll.

**WHAT HAPPENS IF I AM WEARING AN EXOSKELETON AND A SHOOTER SCORES SUPERFICIAL DAMAGE ON ME?**

The servos stop working and you must unfasten yourself and crawl out of the machine, or use your muscular strength to carry it. The exoskeleton counts as a Heavy load until you spend one actions to move out of it (this allows you to step 1" away from the exoskeleton).

**SHOULD HEAVY POWERED ARMOUR BE BULKY AS WELL?**

No. It is a much superior model, equipped with better servos and form fitting. If you wish, you can purchase a less advanced armour model with the Bulky trait for 48XP.

**IS THE FORCE SHIELD ACTUALLY A HAND-HELD SHIELD (LIKE A RIOT SHIELD) AND THEREFORE USE A FREE HAND?**

It is intended as a wrist or forearm mounted force-field projector, so the hand is free to hold other tools. It may not be stacked with other armour types, however, because it has a fixed shape.

**IS THE COST FOR HUGE WRONG?**

No. It may seem wrong compared to Big, but Huge has some minor advantages in some scenarios and it affects damage with Claws.



### ARE THE COSTS FOR SONIC PISTOL AND RIFLE WRONG?

No. Whilst the rifle is more powerful and has longer range, it requires two hands, is Military grade, and is more expensive to build-in. The pistol is a Civilian class, and single-handed. You will find that some items are better or worse value than others, depending on availability and context.

### WHAT ARE INTELLIGENCE TRAITS? IS INTELLIGENCE A TRAIT?

Intelligence is a category of equipment, consisting unusual gadgets used by assassins, spies, and high ranking officers. At the start of a campaign, a single model in a Star Cops squad may have Intelligence-level equipment, and Pirates may wield Alpha Class Needlers – all other occurrences are prohibited. Once a campaign has begun, Intelligence-level equipment can be bought with XP as per normal.

### THE LEADERSHIP ROLL DESCRIPTION LISTS A PENALTY FOR DEALING WITH ARTIFICIAL, INSECTOID, MINERAL, OR VEGETABLE CHARACTERS. ARE REPTILOIDS MEANT TO BE ON THAT LIST AS WELL?

No. They are similar enough to humans/humanoids; they are cold-blooded, but still understand danger, protect their young, and so on. Insectoids, in contrast, may put their hive’s well-being before their own.

### MERCHANTS PAY HALF XP FOR CIVILIAN EQUIPMENT. DOES THIS INCLUDE CIVILIAN ARMOUR AND WEAPONS?

Yes, they pay half XP for any of their starting Civilian class equipment. Note that this only applies during initial squad creation – later in the campaign the normal XP costs apply.

### THEME: WHAT IS THE REASONING BEHIND COPS NOT HAVING THE DIMINUTIVE TRAIT? OR IN GENERAL, WHY CAN'T THEME X TAKE TRAIT Y?

Physical size is assumed to be intimidating, and the possibility to use standard sized equipment makes sense for an intergalactic police force. *Thematic restrictions are “soft” rules. They are there mostly to give colour to the various forces, to make sure they play differently. As long as players agree beforehand, Theme restrictions can be dropped. This applies to all questions listed as “Theme”*

### THEME: WHY CAN'T I HAVE AN ALL-ROBOT FORCE?

Robots are created as objects and certain limitations in artificial intelligence may mean that they need the direction of an organic creature to avoid mistakes and to have a goal.

### THEME: CYBORGS DON'T HAVE ARTIFICIAL IN THEIR TRAITS LIST, SO THEY CAN'T START WITH ROBOTS IN THEIR CREW. IS THAT RIGHT?

The idea is that most cyborgs have a conflicted view of their relationship with fully artificial creatures.

### THEME: CAN I CHANGE MY SQUAD'S THEME OR TACTICAL DISCIPLINE BETWEEN GAMES?

No. You can always choose to build a completely new squad between games, with a new Theme and Tactical Discipline, but any earned experience is lost.

### THEME: CAN I PLAY A GAME WITH A MIXED FORCE, SAY TWO PIRATES AND TWO CYBORGS?

No, unless you and the other players agree to do so before the campaign.

## GRENADE CLARIFICATIONS

### WHAT RANGED COMBAT MODIFIERS APPLY TO THROW GRENADE ROLLS?

The most important factor to consider is that the thrower is throwing the grenade at a specific point of the ground rather than a character. If the thrower’s roll fails, the opponent may re-position the point of impact. Thus the target’s cover modifiers, and modifiers due to the Difficult Target or size (Diminutive, Big, Huge) do not count. Of course, Big and Huge models will occupy a larger footprint on the tabletop, so it is more likely they will be caught in the blast radius.

The full list of modifiers is summarized in this table:

Throw Grenade Modifiers	
Range	
Point Blank (target is within 2")	+1
Close Range (2-8")	-
Target is between 8" and 12" away	-1
Target is further than 12" away	May not throw grenade
Thrower	
Thrower's level of Chucker	+1, +2, or +3
Off-hand	-1
Per Pin marker	-1
Limited visibility (fog, darkness, dust etc., as per mission)	-1, -2, or -3
Per Aim action performed in the same Activation (max. 2)	+1
Accurate grenade	+1 on Aimed throws

### CAN YOU MAKE CALLED SHOTS WHEN THROWING A GRENADE?

You cannot aim grenades at a specific part of a target’s body. But you may throw a grenade through an opening, for example through the window of a vehicle or a building. This does not require an extra action, but players should agree on a modifier for the roll based on the size of the opening. Use the following table as reference – note that Self-Propelled Grenades don’t suffer these penalties:

Throw Grenade Modifiers	
Target	
Easy target (Building window, open hatch, etc)	-2
Medium target (Vehicle window, etc)	-3
Hard target (Armoured vehicle, fortified building, etc)	-6

If you miss in in these cases, the opponent may re-position the point of impact as per normal grenade rules: draw a line from thrower to the new point of impact, and if the grenade hits a wall or other obstacle, it stops there. As per usual, the thrower decides if it explodes or not.

### SELF-PROPELLED GRENADES MAY FLY UP TO A HEIGHT OF 8, BUT WHAT HEIGHT ARE THEY WHEN THEY ARE THROWN?

The SPG is not thrown, it flies from the user’s hands following the user’s commands via augmented reality. So the grenade can fly up 8” with its first movement, and then continue to move (as if it were an independent character) each time the user performs an action, much like a small drone. Of course, if the SPG explodes in flight (for example if the grenade is hit by a Called Shot) and it is flying too high, it may not hit any target in its blast radius.

## **WHAT ARE THE EFFECTS OF OBSTACLES AND COVER ON GRENADES?**

If the cover/obstacle lies between the thrower and point of impact, there is no effect. The character is assumed to have thrown the grenade over the obstacle. If the cover lies between the point of impact and the target, and the object counts as hard or fortified cover, the target may add a +1 for hard cover or a +2 for fortified cover to their Endure roll against the grenade. This does not apply to Stun or Entangle grenades, or grenades with the Scorching rule.

Player must agree on what obstacle is large and sturdy enough to protect against grenade blasts. In general, the object must be large enough to cover most of the figure. Players may agree that certain objects are large and sturdy enough to protect but are destroyed when a fragmentation or plasma grenade hits them, so they would offer protection only on the first hit. If players disagree, roll off.

## **PURCHASING DUMB GRENADES**

You may want to buy “dumb” grenades for a special scenario, or to represent outdated technology. Dumb grenades always explode on impact, may not be made Accurate or Self-Propelled, and are vulnerable to telekinetic tampering (as explained on p.17). They cost 1XP less than their current equivalents.

## **DROPPING GRENADES FROM A HEIGHT**

If a character with a grenade is higher up than its intended point of impact, the character may drop a grenade, regardless of height (even more than 12”). Dropping the grenade still requires priming it and performing the Throw Grenade roll, as deviation is still possible. However, you count only the horizontal distance between thrower and point of impact, so that if you drop the grenade into an area right below your feet, you are benefit from the +1 Point Blank modifier.

A Self-Propelled Grenade dropped from a height is NOT limited to its movement of 8” – the grenade is not flying towards its target, it’s dive bombing on it!

## **THE THROWER BEHIND THE WALL SITUATION**

Sometimes, a thrower will be adjacent to heavy or fortified cover (a wall, vehicle, etc) and able to drop a grenade on the other side of its cover, in order to catch in the blast someone on the other side. This works automatically – there is no chance of deviation, but you must still perform the Throw Grenade roll to check for critical failure and success (ignore any roll that is not a 1 or a 20). The grenade explodes on the other side of the wall, the thrower is caught in the blast but is not knocked Prone and enjoys the Endure roll bonus (+1 for hard cover, +2 for fortified cover). Characters on the other side of the wall do not enjoy any protection from the wall.

## **FRAGMENTATION GRENADES USED INDOORS**

Grenades that can cause wounds are at do an additional damage in small enclosed spaces. A room counts as small if it is smaller than the grenade’s radius. This represents additional damage from damaged objects, tiles, furniture, bits of machinery, etc. As all modifiers based on scenery, players should agree not to use this modifier if not appropriate. Assume that in a room all non-fortified doors will be blasted open and all glass windows will shatter.