

Cast List

Cast:

Name/Archetype/No.	Move	Def	Hits	Str	Agi	Int	Mor	Luck	Weapon	To Hit	Range	Str	Special	Rating
Special Effects, Star Qualities & other notes:														

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PRODUCTION POINTS	TOTAL RATINGS
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>



Player reference sheet

Melee Weapon Modifiers table

Condition	Modifier
Charging	+1 or +1 Str
'All or Nothing' attack	extra D6
Attacked from rear	-1 Def
Defending obstacle	+1 Def
Attacking over obstacle/ while prone	-1
Attacking from rear/ attacking prone model	+1

Ranged Weapon Modifiers table

Condition	Modifier
Weapon is fired at more than half range	-1
Target is airborne	-1
Target is partially hidden / in cover	-1
Target is prone and more than 6" away	-1
Target is Small	-1
Target is Stunned or immobile	+1
Target is Large	+1
Firer has Aimed	+2

Strength Higher		Defence Higher					
EQUAL		1	2	3	4	5	6 or more
2 or more	1						
2+	3+	5+	6	6 then 4+	6 then 5+	6 then 6	X

NOTE: Stuns cannot be attempted if the Def is 3 or more higher than the Str.

Morale and Statistic test table

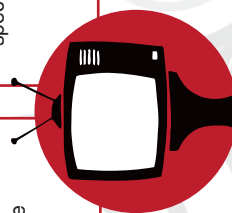
Stat	1	2	3	4	5	6	7	8	9	10+
Target	6	5+	4+	3+	2+	2+/6	2+/5+	2+/4+	2+/3+	2+/2+

Turn Sequence

1. Determine Initiative & Audience Appreciation
2. First Player Actions
3. Second Player Actions
4. End Phase

Audience Appreciation

- 2 tokens can be spent to activate an additional model this turn.
- 1 token can be spent to modify any of that player's die rolls by +1 or -1. You can use multiple points for multiple adjustments to the same roll.



Weapon effects

Blast - The weapon uses a blast template of the size indicated. The shot (or where the shot scatters). All models whose bases are touched by the template must roll for damage. In addition, those who survive will be knocked Prone after the effects of the blast have been worked out.

Burst - Roll 3D6 when rolling to hit, counting all rolls which equal or exceed the required hit number as successes. Extra hits may either be allocated to the original model or models within 2".

Disarm - Users of this weapon can disarm opponents, as per the *Disarm* special effect, page 94.

High Calibre - Roll 2D6 per hit inflicted when rolling to wound. Count the highest D6 as the wound roll.

Laser - The weapon does not suffer the usual -1 hit penalty for long range shots.

Pistol - The weapon gains a +1 hit bonus at short range.

Scatter - A missed shot will land the designated distance away from its target point in a random direction.

Stuns - The affected target model is Stunned - see page 37.

Thrown - This weapon has a range of the wielder's Str +1, doubled. Thrown weapons do not suffer the -1 hit penalty for long range shots.