



N26 Reference Sheet v2.04

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ROUND SEQUENCE

PRIORITY PHASE

- 1. READY GANG:** Models gain Ready markers.
- 2. ROLL FOR PRIORITY:** Roll D6, if tie - player who had Priority in the previous round passes it to their opponent.

ACTION PHASE

Players alternate taking a turn to activate a ready model. Models may perform up to 2 actions; then remove its ready token. A model can not perform two actions with the same name in the same activation, unless a rule specifically says they can.

Single Action: Counts as one action.

Double Action: Counts as two actions.

Free Action: Doesnt count as using one of your actions.

END PHASE

1. BOTTLE CHECKS: If at least one model OOA → highest Leadership check. If failed → one model flees. If natural 12 → two models flees. May pick *Engaged* only if every model is *Engaged*. If *Seriously Injured* flee → 3+ or treat as OOA and roll on Lasting Injuries table.

Voluntarily Fleeing: If at least 1\3 (rounded up) OOA or fled → all models removed. If *Seriously Injured* flee - 3+ or treat as OOA and roll on Lasting Injuries table.

2. CHECK FOR VICTORY: Determine who controls objectives. At least 1 Friendly fighter within 3", not Pet, not *Seriously Injured*. Only one fighter of choice gains XP. Then check if Ending the Battle conditions met.

3. REINFORCEMENTS: Roll D6 for each model: 1-2 deploy at least 12" from enemy on battlefield edge. 3-6 deploy at least 9" from enemy on battlefield edge.

INSTAGRAM PHASE

STATUS & ACTIONS



ACTIVE

MOVE (SINGLE)

- **Move** up to M". May not move through other models, friend or foe.

Difficult terrain: Each 1" a fighter moves counts as 2".

Dangerous terrain: difficult, roll D6, if 1 → L1 autowound with no saves.

Obstacles: less then 2", if cross - reduce move by height.

Doors: fighter may open or close doors within 1" at any point during move (costs 2" of move).

Locked doors: within 1" of terminal near door use **Interact (Single)** action to open.

- **Climb** vertically upwards or downwards.

For every 1" climbing count as having moved 2".

Cannot end activation mid-climb.

- **Leap** - a fighter can cross a gap up to 2" with no rolls.

If > 2" - make **Agility test**. If pass, leap the gap and continue moving. If fail, fall down and suffer a hit.

- **Jump** down. Pass **Agility test**, if pass - reduce the effect off falling table by 1 level.

- **Fall** - if become *Suppressed* or *Seriously Injured* within 1/2" of ledge or forcibly moved off ledge → **Agility test**, if failed:

Distance Fallen	Effect
Less then 3"	Suppressed + activation ends
3" - 6"	As above + L1 autowound (no saves)
More then 6"	Out of Action

AGILITY TEST: roll D6, if 4+ → Passed.

Railings: +1 to **Agility test**.

If land **on top of another model** roll D6, on 4+ treat them as if they fallen the same distance.

CRAWL THROUGH DUCTWAY (DOUBLE)

If within 1" of a ductway, place the fighter within 1" of its other side.

DASH (DOUBLE)

Move up to M + Initiative.

ENGAGE (SINGLE)

Move D6" towards targeted enemy. May end within 1".

If *Engaged* → must **Fight (Free)** or **Coup de Grace (Free)**. Engage out of LoS → -1 to hit.

CHARGE (DOUBLE)

- Normal move + D6". Can move to within 1" into B2B.
- If cant reach - move as close as possible.
- If *Engaged* → must **Fight (Free)** or **Coup de Grace (Free)**.
- Charge out of LoS → -1 to hit.
- +1 A for Primary weapon after charging, +2 Initiative.

COUP DE GRACE (SINGLE)

Pick 1 *Seriously Injured* enemy within 1". Each player roll d6, add Str. If activating player ≥ then OOA.

INTERACT (SINGLE)

The model interacts with an object.

TREAT ALLY (SINGLE)

Choose 1 *Seriously Injured* ally within 1" → immediately make Recovery Test.

GROUP ACTIVATION (SINGLE)

Select any number of *Ready* Fighters within 3" and make Leadership check (-1 modifier/fighter after first) to activate after the Fighter has completed their activation.

SHOOT (SINGLE)

Make an attack with ranged weapon without Heavy trait.

- Declare shot - choose weapon and pick enemy in LoS.
- Measure Distance
- Make hit roll (BS test).

Target is *Engaged* → all successful hits must be randomly allocated between models in combat.

Target is *Seriously Injured* → -1 to hit.

Natural 1 fail, 6 success. Hit models → *Suppressed* unless they are *Engaged* or *Seriously Injured*.

If rapid fire scores more then 1 hit, fist → original target, other → enemy within 3", range and LoS.

If **Blast** or **Template** hits *Engaged* model → every model in combat is hit.

If any ammo symbols rolled → Out of Ammo, if two or more → weapons jams and cannot be used. Weapon with **Ammo (X)** trait may be considered to have rolled one additional ammo symbol.

Weapon with **Rapid Fire (X)** and **Light** traits only fire once in close combat → no Firepower Dice rolled.

- Resolve hits.

AIMED SHOT (DOUBLE)

Make an attack with ranged weapon without Heavy trait and apply +1 to Hit.

BRACED SHOT (DOUBLE)

Make an attack with ranged weapon with Heavy trait.

RELOAD (SINGLE)

Pick one *Out of Ammo* weapon and reload it.

ENGAGED

Models in base to base contact are *Engaged*.

Engaged model cannot become *Suppressed*.

Seriously Injured can never be *Engaged*.

FIGHT (DOUBLE)

Resolve combat this model is *Engaged* with.

RETREAT (DOUBLE)

Move distance equal to Initiative.



SUPPRESSED

May perform one less action during activation. *Suppressed* removed at the end of the activation.

If *Suppressed* model become *Engaged* → lose *Suppressed*.



SERIOUSLY INJURED

If *Seriously Injured* regains wound → become *Active*, unless within 1" of enemy, in this case → OOA.

CRAWL (DOUBLE)

Move distance equal to Strength.

DESPERATE ESCAPE (DOUBLE)

Flee and go Out of Action. Roll D6 → 1-2 Lasting Injury, 3-6 Out Cold.

TEND WOUNDS (DOUBLE)

When Recovery test → roll additional Injury Dice.



INJURED

A model reduced to zero wounds is *Injured*. No benefit from skills while *Injured*. Regain wound → lose *Injured*.



WEBBED

Unable to move and -1 to hit. At the end of activation → Strength check to break free.



INSANE

Roll D6 to make an action from the table (even if *Suppressed*). After action made activation ends, make Willpower test to lose *Insanity* condition.

D6	Unengaged	Engaged	Seriously Injured
1	Charge nearest model	Fight random model	Crawl towards closet model
2	Dash as high as possible above ground level	Retreat as high as possible above ground level	Crawl as high as possible above ground level
3	Dash as far as possible from all models	Retreat as far as possible from all models	Crawl as far as possible from all models
4	Dash as far as possible from all terrain	Retreat as far as possible from all terrain	Crawl as far as possible from all terrain
5	Shoot closest model in LoS Move before if it helps LoS. If no ranged → 1	Retreat and then Shoot closest model in LoS. If no ranged → 1	Crawl towards closet model
6	Dash out of LoS	Retreat away from combat	Crawl out of LoS

OTHER CONDITIONS

- **Blind** - lose Ready marker if *Active*. If not, don't gain Ready marker next activation.
- **Fearsome** - When selected to be a target of close combat → enemy Willpower check. If failed → WS 6+. **Fearsome** not affected by **Fearsome**, unless **Terrifying**.
- **Frenzy** - Attacks+1 & must charge enemy within M+6".
- **Hatred (X)** - Reroll failed Hit in close combat vs model they hate after performing *Charge* or *Engage* actions.
- **Intoxicated** - Cool +1 (max 10), BS & WS -1 (min 6+).
- **Terrifying** - Fearsome + when target of charge → enemy Willpower check. If failed → stay + activation ends. **Terrifying** not affected by **Fearsome** & **Terrifying**.

RECOVERY TESTS

After *Seriously Injured* model completes activation roll Injury Dice:

- **Out of Action** - remove + roll on Lasting Injury table.
- **Seriously Injured** - remain *Seriously Injured*.
- **Injured** - remove *Seriously Wounded* marker. If 0 wounds - the model is *Injured*.

If model becomes *Seriously Injured* during their activation - no tests at the end of their activation.

Friendly not *Engaged* or *Seriously Injured* fighter within 1" may assist. Roll 1 extra Injury dice & pick one to resolve.

Recovery within 1" of not *Engaged* or *Seriously Injured* enemy fighter → automatically OOA.

CLOSE COMBAT

- Activating model selects **Primary** and **Secondary** weapons, all other models select 1 **Primary** weapon.
- Activating model's **Primary weapon** attack dice equals models A characteristics +1 if performed *Charge*. **Secondary weapon** 1 attack. Other models 1 attack with **Primary weapon**.
- Pistols (**Light** trait) only make 1 attack in close combat.
- Declare eligible target - *Engaged* enemy (B2B). Attacks can be split between more than one eligible enemy.
- Models fight in order determined by Initiative:

If weapon has **Unwieldy** trait → Initiative set to 1 before modifiers.

If the model performed *Charge* → Initiative +2.

Simultaneous Attacks: if multiple models are resolving attacks with the same modified Initiative → they will attack at the same time.

- Make Hits → Resolve Hits.

Assists +1 to hit, **Interference** -1 to hit. Charged or Engaged out of LoS -1 to hit. Nat 1 fail, Nat 6 success.

- **Consolidate:** If all enemy OOA → may move up to Initiative in inches. End move more than 1" from enemy.

WEAPON TRAITS

ADDITIONAL ATTACKS (X) Make X additional attacks with this weapon only during this fighters activation.

AMMO (X+) Roll X+ on D6 after firing or Out of Ammo. If fail & Out of Ammo rolled on Firepower dice → jam.

ASSAULT May Shoot after Dash action for free.

BACKSTAB +1 Str if target *Engaged* with > 1 enemy.

BLAST (3"/5") Place blast marker centered on the model. If miss → scatter D6. If Hit on scatter dice and 1 rolled → misfire, center marker on firing model.

BLAZE (X+) If wound roll is X+ → additional hit.

BREACHING (X+) If wound roll is X+ → no armour save.

COMBI May attack with both profiles with -1 to hit.

CONCUSSIVE (X+) If wound roll is X+ → -1 to Initiative until their next activation.

CURSED If hit → Willpower test or *Insanity*. If hit roll 1 → bearer pass Willpower test or *Insanity*.

DAMAGE (X) If wounded → suffer X wounds.

DRAW If hit and not OOA - can try to drag closer. Roll D6, if ≥ target's S, drag D3" towards attacker.

FLASH Initiative test or *Blind Condition*.

GAS No save. Respirator 5+ Invl.

GRAVITON PULSE Strength check, if failed → suffer wound. Blast marker = difficult terrain. No save. Roll 5+ in End Phase → marker disappears.

INDEPENDENT Fire in addition to other weapons, BS 4+, can target other models, no mod from skills/equipment/aim.

HEAVY Shoot only with **Braced Shot**, may not be selected as secondary, can not use Secondary alongside Heavy.

KNOCKBACK (X+) If hit roll is X+ → target moved 1" directly away.

LIGHT May be Primary or Secondary in close combat. Only 1 attack. Light + Template → autohit in close combat.

LIMITED Cannot be reloaded if Out of Ammo.

PAIRED (X) May only be Primary. Can not use Secondary alongside Paired. Increase Attacks by X.

PARRY +1 save in close combat.

RAD-PHASE If suffer wound → -1 T to minimum 1.

RECKLESS Randomize the target, if Ranged - LOS, 6" of intended target and range, if Melee - between *Engaged*.

RELIABLE Ignore first Out of Ammo symbol rolled.

SCARCE (X+) Roll X+ to reload.

SHIELD +1 save against shooting.

SHOCK (X+) If hit roll is X+ → wound roll is natural 6.

SHRED (X+) If wound roll is X+ → +1 Lethality.

TEMPLATE Any model under Template is hit. Light + Template → autohit in close combat. Rapid Fire (X) + Template → closest hit X, other once.

TOXIN (X+) Target wounded on X+ instead of wound roll.

TWIN-LINKED May reroll all Firepower dice.

UNSTABLE If the hit roll is natural 1 → firing model suffers autohit instead.

UNWIELDY Set owners initiative to 1 in close combat.

WEB No armour saves (invs may be taken). If wounded → *Webbed Condition*.

GAINING EXPERIENCE

- 1 XP per enemy fighter *Seriously Injured*.
- 2 XP per enemy *Out of Action*, +1 if Champ or Leader. If enemy *Seriously Injured* and then *Out of Action*, only gain XP for *Out of Action*.
- 1 XP if they took part in a battle.
- 1 XP for successful Assistance during Recovery.
- 1 XP for controlling Objective.

LASTING INJURIES

D66	Result
11	Lesson Learned: + D3 Exp.
12	Eternal Enmity: Hatred (X) vs gang type.*
13	Bitter Enmity: Hatred (X) vs gang.*
14	Personal Enmity: Hatred (X) vs model.*
15	Horrid Scars: Gain Fearsome.
16	Impressive Scars: Leadership +1.
21-26	Out Cold: no long term effects.
31-46	Grievous Wound: Recovery.
51	Eye Injury: -1 Ballistic Skill + Recovery.
52	Hand Injury: -1 Weapon Skill + Recovery.
53	Hobbled: -1" Movement + Recovery.
54	Spinal Injury: -1 Strength + Recovery.
55	Enfeebled: -1 Toughness + Recovery.
56	Head Injury: -1 Leadership + Recovery.
61-62	Captured: the fighter is Captured.*
63-65	Critical Injury: Dead if not treated by the Doc.
66	Memorable Death: Killed. Enemy +1XP.

NERVE TESTS

Take **Cool test** when a friendly fighter within 3" is OOA. If failed → *Suppressed*.

CHARACTERISTIC TESTS/CHECKS

- WS & BS ≥ on D6
- S & T ≤ on D6
- Leadership, Cool, Willpower & Intelligence ≤ on 2D6
- Agility test 4+ on D6

POST-BATTLE SEQUENCE

1. WRAP-UP

- **Succumbing to injuries** - *Seriously Injured* fighters (that fled during the battle or remained at the end of the battle) survive without Lasting Injuries on a 3+.

2. BEING CAPTURED

Captured models roll D6:

1 Executed. Model dies.

2-5 Pay D6x10 during Update Roster Post-Cycle or die, all items into owning gang's stash. If paid → Recovery. 6 Escaped → Recovery.

3. REASSIGN TERRITORY

4. RECEIVE REWARDS Gain/lose Rep, XP and rewards.

5. CLEAN HOUSE Dead fighter's equipment added to gang's stash.

6. REPORT RESULTS

POST-CYCLE SEQUENCE

1. POST-CYCLE ACTIONS

Each fighter can make one post-cycle action:

- **MEDICAL ESCORT (Leader & Champion only)**

Pay 30 credits. If the doc is not paid, the fighter dies. If the doc is paid, roll a D6 (+50 credits for each +1 to roll):
1: **Complications:** The fighter dies.

2-5: **Stabilised:** roll D6 → 2nd number in D66 Lasting Injury, the first is automatically 5.

6: **Full Recovery:** The fighter goes Into Recovery.

- **FIT BIONICS (Leader & Champion only)**

The fighter takes another fighter to remove Lasting Injury for 50 credits.

- **DEVELOP TACTICS (Leader & Champion only)**

Generate a new Gang Tactic and add to the Roster.

- **WORK TERRITORY (Leader, Champion, Ganger or Prospect only - MAX FIVE FIGHTERS)**

Add 15 Credits per fighter that works territory.

- **VISIT TRADING POST (Leader & Champion only)**

Leader +2 TP, Champions +1 TP.

- **TRAIN (any)** add +2 XP

2. COLLECT INCOME

Receive boons from each Territory.

3. UPDATE ROSTER

ADVANCE MODELS Gain advancements.

VISIT TRADING POST Recruit models, purchase equipment, sell unwanted items.

REDISTRIBUTE EQUIPMENT

CLEAN HOUSE Recover fighters, delete dead.