

Fallout



CAMPAIGN

MINIWARGAMING'S UNOFFICIAL WARHAMMER 40K NARRATIVE CAMPAIGN

CREATED BY MINIWARGAMER DAVE

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MiniWarGaming's Unofficial Warhammer 40k Fallout Narrative Campaign

These rules are in NO WAY endorsed by Games Workshop, and simply represent a fun way to play Warhammer 40000 with your miniatures.

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The Backstory

You're a vault dweller from Vault 84 and you've awoken from cryosleep. You manage to find a jumpsuit and you put it on. Everyone from the Vault seems to be missing and you're the only one left. After a walkthrough of your vault you conclude that supplies have been picked over. You've got nothing but your fists and your grit to find out what happened to the dwellers of Vault 84 and reconnect with the community you've once considered family. Your mind is fuzzy as you leave the Vault and enter the Wasteland. You don't quite have amnesia in the traditional sense but you are hazy to say the least. Your priority is to your home (Vault 84) and finding out what happened to everyone who lived there.



Starting the campaign

- You'll begin the game with a laminated character sheet and dry erase marker to mark down stats, skills, conditions, items, and gear. To begin, take out your character sheet and start writing!
- Create a Name for your character and write it on Campaign Roster.
- Generate your S.P.E.C.I.A.L. stats (WS, BS, STR etc...). You begin the campaign with 28 character points. Assign these points to your S.P.E.C.I.A.L. stats. NOTE: Each point assigned to the Leadership characteristic costs 2 points instead of 1. Your Movement stat automatically starts at 6" and doesn't cost character points. Your Save characteristic automatically starts at 6+ for the campaign. Any points put into Weapon Skill and Ballistic Skill are subtracted from 7. (i.e. If you put 3 points into Weapon Skill you'll need to roll a 4+ to be successful). Character stat maximums are listed below:

Weapon Skill (6)

Ballistic Skill (6)

Strength (8)

Toughness (8)

Wounds (5)

Attacks (5)

Leadership (10)

Character Sub-traits

The most important stat in the campaign is the Leadership characteristic. This is why each point put into this stat costs 2 per 1 point allocated. The reason why it costs so much is because aside from the Leadership stat itself, 5 additional sub-traits branch from it. **Perception, Charisma, Lock Picking, Luck, and Stealth.** You can choose to put Character Points into a specific sub-trait. Should you do this, for Perception, Charisma, & Perception the cost is 1:1. Adding points to Lock Picking or Luck costs ½ a point. Adding points to sub-traits only affects the specific sub-trait you're putting Character Points into. These points are added on top of whatever points you've allocated into the Leadership stat. All other sub-trait stats are unaffected by this. Conversely, should you opt to put additional points into the general Leadership stat, all the sub-traits are also increased by 1 but the cost is 2:1 as per normal. Through the course of the campaign you'll discover that these sub-traits are what add flavour to the games and come into play both on the tabletop and in real life role playing situations.

Sample Character Builds

Unless specifically stated otherwise, all Sub-traits are assumed to be the same number as the Leadership stat.

Average Build

Weapon Skill (3)
Ballistic Skill (3)
Strength (3)
Toughness (3)
Wounds (2)
Attacks (2)
Leadership (6)

Close Combat Fighter Build

Weapon Skill (4)
Ballistic Skill (1)
Strength (4)
Toughness (4)
Wounds (2)
Attacks (3)
Leadership (5)

Sharp Shooter Build

Weapon Skill (1)
Ballistic Skill (5)
Strength (3)
Toughness (3)
Wounds (2)
Attacks (2)
Leadership (6)

Stealthy Build

Weapon Skill (3)
Ballistic Skill (2)
Strength (3)
Toughness (2)
Wounds (2)
Attacks (3)
Leadership (4)
Stealth (9)

Social Build

Weapon Skill (3)
Ballistic Skill (2)
Strength (3)
Toughness (3)
Wounds (2)
Attacks (2)
Leadership (4)
Charisma (9)

Perceptive Build

Weapon Skill (3)
Ballistic Skill (3)
Strength (3)
Toughness (2)
Wounds (2)
Attacks (1)
Leadership (5)
Perception (9)

Sharp with Gun & Tongue Build

Weapon Skill (2)
Ballistic Skill (5)
Strength (3)
Toughness (3)
Wounds (2)
Attacks (1)
Leadership (3)
Charisma (9)

Ninja Fighter Build

Weapon Skill (5)
Ballistic Skill (1)
Strength (4)
Toughness (4)
Wounds (1)
Attacks (3)
Leadership (3)
Stealth (9)

The Immersive Campaign Experience

Campaign Details

- Your maximum carry weight is your Strength characteristic x5. Should you exceed this you'll become overburdened and your Movement characteristic becomes half its' regular distance. You may not advance your character in the Movement Phase when you are overburdened.
- If your character dies after a mission by rolling a Death result on the injury chart, you may continue the campaign with a new character. All items and wargear will be lost with your fallen character.
- You win the campaign by defeating the final boss at the end. Missions won throughout the campaign will give you advantages for the final fight but will not guarantee you overall victory.

NPCs (Non-Player Characters)

You will encounter real life NPCs randomly throughout the Bunker. This could happen at any time of the day, morning or night. They may have quests for you to accomplish. Those quests can take place in the Bunker itself or on the tabletop. Whenever you accomplish a task or complete a quest involving an NPC you will be awarded experience points that'll help upgrade your character. Experience points are always awarded by your gamesmaster (Dave).

The Missions

Throughout the missions you'll come across scenarios to acquire followers until you eventually lead a kill team of warriors.

Suits of power armor will be available to acquire and they'll be heavily sought for and used as valuable objectives and advantages during the campaign. In addition to this, fusion cores will be introduced in limited supply to increase the value and rarity of the power armor. So once one of you acquires a suit, you may not use it all the time depending on your fusion cores.

Mid mission upgrades will be introduced. Meaning, if you earn enough experience to gain a level, your new upgrade(s) will take effect immediately during gameplay. That way they can affect the outcome of missions.

Character upgrade and injury/death charts will be used to level or hinder characters. Keeping in mind, all the base rules for the campaign will be regular Warhammer 40k 8th edition. Aspects of Killteam, Mordheim, Gorkamorka, and some custom rules will be introduced. It won't be complicated.

Perks & Stratagems

All perks (stratagems) are single use per mission unless otherwise stated:

- Iron Fist 1 CP +1 DMG Melee Atk
- Medic 1 CP Heal D3 Wounds
- Gunslinger 1 CP Pistols get +1 DMG
- Commando 1 CP Rapid Fire Weapons get +1 DMG
- Life Giver Permanently +1 Wounds to a Character
- Hacker 1 CP -1 rolls that require INT test
- Toughness Permanently +1 toughness to a character
- Armourer 1 CP +1 Armour save
- Blacksmith 1 CP +1 WS
- Rifleman Permanently +1 BS to a character
- Cap Collector +D3 extra each Cap Collecting roll
- Locksmith Permanently +1 to lock picking rolls
- Gun Nut Switch and use different shooting weapons in the same turn
- Awareness 2 CP get 2 turns in a row (use once per mission)
- Lead Belly Radiation poisoning only happens on a roll of 6+
- V.A.T.S. or Vault-Tech Assisted Targeting System 1 CP auto hits a target (can be used multiple times in a battle)
- Strong Back can generate an additional +D3 command points per mission.
- Psycho 1 CP +D3 DMG to next Melee attack
- Stealthboy 2CP can not be targeted by shooting ATK for 2 turns

Mission Details

- A mission Narrative is read so you know your surroundings and immediate objectives.
- Play through the mission adding any stratagem cards, weapons, or items you may come across to your inventory.
- After the mission is complete (win or lose), if you have been slain in battle, roll on the Character Death/Injury Chart and apply any effects immediately.
- Radiation poisoning - Roll a D6 at the end of each turn, on a 5+ suffer a mortal wound.
- Command points are determined per mission by the level of a hero's LUCK halved rounded down +2

Ballistic Skill Amendment

In a typical game of Warhammer 40000, each character has a unique Ballistic skill. For this campaign I've made 2 very important changes.

1) The roll to hit is now based on the range from the target. Consult the following when shooting at a target. 0-6" roll 2+, 7-12" roll 3+, 13-18" roll 4+, 19-24" roll 5+, 25" and more, roll 6+.

2) The Attacks characteristic now applies to ranged combat. The determine how many dice to roll, add the Attacks to the number following the weapon type. For example, if I have 3 attacks and I'm shooting with a Bolt Pistol I'd get 4 shots. 3 for my Attacks characteristic and 1 for the weapon's *Pistol 1* stat. If I'm shooting with a Bolter and I'm within Rapid Fire range, I'd get 8 shots. 3 for my Attacks characteristic plus 1 from the Rapid Fire 1 stat of the gun which gives me 4. Then I'd double it due to the Rapid Fire rule giving me a total of 8 shots.

Damage Table

When a Character is reduced to 0 wounds then roll on the following table (a natural 1 is always treated as 1 even with modifiers).

D6	Result
1	Vault Dweller shakes off damage
2-3	Minor wounds. Add 1 wound token to the character.
4-5	Stunned. Add 2 wound tokens.
6-7	Stunned & knocked down. Add 3 wound tokens.
8	Out of Action. Lay face down. Cannot perform any actions unless healed. Once healed, the character is knocked down. Add 3 wound tokens to the character.

Modifiers:

Add +1 per wound token.

Character has Toughness -1 to result.

Stunned: -1 to Hit rolls until the end of next turn.

Knocked Down: Pinned (even if it can't be) and must use Movement Phase to stand back up.

If a character receives more wounds than just the one that brought it to 0 wounds, then roll a number of D6s equal to how many wounds it received and choose the highest result.

Gaining Experience

There are many ways to gain experience in the campaign. Listed in the chart below are the ways your character gains experience.

Action	XP Gained
Unsaved wound	1 XP
Heal Ally	1 XP per wound
Defeating Bosses (must cause at least 1 wound if fighting with allies)	D6 XP
Participating in a Mission	2D6 XP
Completing NPC Quests	2D6 XP
GM's Discretion	variable

Experience Levels

Level	XP Required
1	0
2	5
3	10
4	20
5	35
6	55
7	80
8	110
9	145
10	185
11	240

Character Injury Table

2D6	Effect
12	Unscathed. You recover without a scratch. +D6 XP
11	Unconscious but ok. Remove all wound tokens. +D3 XP
10	Bruised. Start the next game with 1 wound token.
9	Scraped & Bruised. Start the next game with 2 wound tokens.
8	Minor Injured. -1 WS for the next game.
7	Injured. -1 BS for the next game.
6	Minor Wound. -1 WS starts with 2 wound tokens for the next game.
5	Wounded. -1 WS, -1 BS, & starts with 2 wound tokens for the next game.
4	Major Injuries. -2" to Movement & -1 Atk (permanent). +D3 XP
3	Multiple Major Wounds. -1 WS, -1 BS, -1 Wound, -1 Leadership (permanent). +D6 XP
2	Dead.

Character Upgrade Charts

2D6	Result
2	Roll on any Upgrade Tree then randomize result
3	+2 Movement or BS <i>randomize</i> (if maxed then 10)
4	+1 Wound or Toughness <i>randomize</i> (if maxed then 10)
5	+1 WS or Atk <i>randomize</i> (if maxed then 10)
6	+2 Movement or BS (if maxed then 10)
7	+1 Wound or Toughness (if maxed then 10)
8	+1 WS or Atk (if maxed then 10)
9	+1 Sub-trait of your choice
10	Roll on any Upgrade Tree (choose result)
11	Choose result of 2D6 including any randomization
12	Roll twice on this chart (re-rolling results of 12)

Upgrade Trees

Reroll duplicate results.

Speed Upgrades

D6	Result
1	Can Fall Back and shoot
2	Reroll Advance roll
3	Can stand up from Knocked Down and still move (but not advance)
4	+1 Advance & Charge
5	Can Advance and fire Assault Weapons with no penalty
6	Reroll failed Charge rolls

Shooting Upgrades

D6	Result
1	Can Move and fire Heavy Weapons with no penalty. Can Advance and fire Heavy Weapons with -1 hit roll
2	Can target Characters even if not the closest
3	Reroll failed wound rolls against Monsters and Vehicles
4	Ignore Cover
5	Can Overwatch at 4+
6	Can shoot twice if doesn't move (including Pistols in Close Combat)

Toughness Upgrades

D6	Result
1	Cannot be Stunned
2	Cannot be Knocked Down
3	FnP (5+)
4	Regain D3 Wounds per game when not in combat
5	+1 Toughness (does not count toward normal maximum)
6	Choose result

Strength Upgrades

D6	Result
1	Double Max Carry Weight
2	X2 Strength on the charge
3	+1 BS for Heavy Weapons & can move and fire without penalty
4	All Melee weapons gain -1 AP
5	+1 Strength (does not count toward normal maximum)
6	Choose result

Fighting Upgrades

D6	Result
1	+1 to Hit & Wound rolls in Close Combat
2	Hit rolls of 5+ generate further attacks in Close Combat (These do NOT generate further attacks)
3	Gain +2 Attacks when equipped with two Close Combat weapons
4	Gain x2 XP for wounds caused in Close Combat
5	+3 to charge rolls
6	Choose result

Charisma Upgrades

D6	Result
1	+2 Charisma when lying
2	Prices of all items are 50% less
3	+2 Charisma when persuading
4	Causes fear: enemies must pass Leadership test before charging
5	Can subdue an enemy into submission which causes them to cease their attacks (works only on common folk and common enemies)
6	Choose result

Perception Upgrades

D6	Result
1	+1 Perception checks
2	Fog of War sight is increased by 6"
3	+2 WS, +2 Atks & Str is doubled when making a surprise attack
4	Draw twice from Loot Deck when 6's are rolled.
5	Gain a free Move before Combat is initiated
6	Choose result

Luck Upgrades

D6	Result
1	Find 2D6 Bottle cap from Loot Deck when 6's are rolled
2	Reroll a single Hit, Wound or Damage dice per Phase"
3	Cause Mortal wounds on 6's for Ranged Weapons
4	Add D6 XP to any result on the Character Injury Table
5	Ignore the Death result on the Character Injury Table
6	Choose result

M



WS



BS



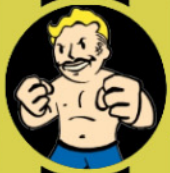
S



T



A



W



Ld



Sv



Fallout

WARHAMMER 40,000

CHARACTER SHEET

CHARACTER NAME:

EXPERIENCE:

LEVEL:

MAX. CARRY WEIGHT:

TEMPORARY EFFECTS

WEIGHT

ITEM

ITEMS

Fallout WARHAMMER 40,000



ITEM

BUFFOUT

+2 STR +2 Toughness +2 Movement for 1 turn.



1 ITEM SLOTS

ITEM

DADDYO

+2 WS +2 BS +2 Luck for 1 turn.



1 ITEM SLOTS

ITEM

Unfortunately no items were found.



-

ITEM

JET

Double your movement for a turn.



1 ITEM SLOTS

ITEM

MED-X

Reduce DMG of next shooting or melee attack down to 1.



1 ITEM SLOTS

ITEM

MENTATS

Re-roll a single roll.



1 ITEM SLOTS

ITEM

MYSTERIOUS SERUM

Roll a D3 and consult the following results:

1 = STR

2 = Toughness

3 = Wounds

Now Roll a D6 and add the result to the rolled characteristic for the rest of the mission.



1 ITEM SLOTS

ITEM

NUKACOLA

Heal D3 wounds.



1 ITEM SLOTS

ITEM

RADAWAY

Eliminate radiation rolls for the rest of the battle.



1 ITEM SLOTS

ITEM

STIMPACK

Heal D3 Wounds.



1 ITEM SLOTS

STRATAGEMS

Fallout WARHAMMER 40,000



*Stratagems with a "-" for Command Points means your character now has that ability attached to them. So rather than spend command points on it they automatically get it. Treat these cards like upgrades.

STRATAGEM

ARMOURER

+1 Armour save.



1 COMMAND POINTS

STRATAGEM

AWARENESS

Get 2 turns in a row (use once per mission).



1 COMMAND POINTS

STRATAGEM

ARMOURER

+1 Weapon Skill.



1 COMMAND POINTS

STRATAGEM

COMMANDO

Rapid Fire weapons get +1 DMG.



1 COMMAND POINTS

STRATAGEM

GUN NUT

Switch and use different shooting weapons in the same turn.



- COMMAND POINTS

STRATAGEM

GUNSLINGER

Pistols get +1 damage.



1 COMMAND POINTS

STRATAGEM

HACKER

-1 rolls that require INT test.



- COMMAND POINTS

STRATAGEM

HEAVY GUNNER

Move and fire Heavy weapons without penalty to Ballistic Skill.



- COMMAND POINTS

STRATAGEM

INTIMIDATION

Enemy units must pass a LUCK test before making a successful charge.



1 COMMAND POINTS

STRATAGEM

IRON FIST

+1 Damage to melee attacks for 1 round.



1 COMMAND POINTS

STRATAGEM

LEAD BELLY

Radiation poisoning only happens on a roll of 6+



- COMMAND POINTS

STRATAGEM

LIFE GIVER

Permanently +D3 Wounds to a Character (one time use).



2 COMMAND POINTS

STRATAGEMS

Fallout WARHAMMER 40,000



*Stratagems with a "-" for Command Points means your character now has that ability attached to them. So rather than spend command points on it they automatically get it. Treat these cards like upgrades.

STRATAGEM

LOCKSMITH

Permanently +1 to lock picking rolls.



- COMMAND POINTS

STRATAGEM

MEDIC

Heal D3 wounds.



1 COMMAND POINTS

STRATAGEM

MYSTERIOUS STRANGER

A mysterious stranger appears and helps you make an attack in battle. Chose an enemy unit. That chosen unit suffers D3 Mortal wounds. (use once per mission)



1 COMMAND POINTS

STRATAGEM

NERD RAGE

When your character is reduced to 1 Wound, all DMG received from shooting and melee weapons is reduced to 1 for the remainder of the mission.



- COMMAND POINTS

STRATAGEM

PENETRATOR

Increase any shooting attack to -2.



1 COMMAND POINTS

STRATAGEM

PSYCHO

+D3 DMG to next melee attack.



1 COMMAND POINTS

STRATAGEM

RIFLEMAN

Permanently +D3 BS to a character (one time use).



2 COMMAND POINTS

STRATAGEM

SCRAPPER

When drawing for scrap, draw 2 Stratagem cards and choose one.



1 COMMAND POINTS

STRATAGEM

V.A.T.S.

Vault-Tech Assisted Targeting System
1 CP auto hits a target
(can be used multiple times in a battle)



1 COMMAND POINTS

STRATAGEM

STEALTH BOY

Cannot be targeted by shooting and or mele attacks for 2 turns.



2 COMMAND POINTS

STRATAGEM

STRONG BACK

can generate an additional +D3 command points per mission.



- COMMAND POINTS

STRATAGEM

TOUGHNESS

Permanently +D3 toughness to a character. (one time use).



2 COMMAND POINTS

WEAPONS

Fallout WARHAMMER 40,000



WEAPON

ASSAULT RIFLE

Range	S	AP	DMG	Type
24"	4	-	1	Rapid Fire 1



2 ITEM SLOTS

WEAPON

BOARD

Range	S	AP	DMG	Type
-	user	-	1	Melee

Abilities: Roll a die after each round of combat. On the roll of a 1 the board breaks and is no longer usable.



1 ITEM SLOTS

WEAPON

BROADSIDER

Range	S	AP	DMG	Type
48"	9	-3	D6	Heavy 1

Abilities: Units within 6" of a unit hit by this weapon suffers D6 Str 4 AP - hits.



4 ITEM SLOTS

WEAPON

CHINESE OFFICER'S SWORD

Range	S	AP	DMG	Type
-	user	-3	2	Melee



2 ITEM SLOTS

WEAPON

CLASSIC 10MM

Range	S	AP	DMG	Type
12"	4	-	1	Pistol 1



1 ITEM SLOTS

WEAPON

COMBAT KNIFE

Range	S	AP	DMG	Type
-	user	-2	1	Melee



1 ITEM SLOTS

WEAPON

COMBAT SHOTGUN

Range	S	AP	DMG	Type
12"	3	-	1	Assault 2

Abilities: If the target is within half range, add 1 to this weapon's Strength.



2 ITEM SLOTS

WEAPON

FAT MAN

Range	S	AP	DMG	Type
48"	10	-4	6	Heavy 1



4 ITEM SLOTS

WEAPON

FLAMER

Range	S	AP	DMG	Type
8"	4	-	1	Assault D6



2 ITEM SLOTS

WEAPON

FRAG GRENADE

Range	S	AP	DMG	Type
8"	4	-	1	Assault D6

Abilities: Roll a die when you go to use this item. On the roll of a 1 it's a dud and doesn't explode.



1 ITEM SLOTS

WEAPON

HUNTING RIFLE

Range	S	AP	DMG	Type
24"	3	-1	1	Assault 1

Abilities: Add +1 to Hit if the firer didn't move in the previous movement phase.



2 ITEM SLOTS

WEAPON

JUNK JET

Range	S	AP	DMG	Type
24"	4	-	D3	Rapid Fire 3



4 ITEM SLOTS

WEAPONS

Fallout WARHAMMER 40,000



WEAPON

LASER PISTOL

Range	S	AP	DMG	Type
12"	7	-3	1	Pistol 1



1 ITEM SLOTS

WEAPON

LASER RIFLE

Range	S	AP	DMG	Type
24"	7	-3	1	Assault 1



2 ITEM SLOTS

WEAPON

LEAD PIPE

Range	S	AP	DMG	Type
user	-	-	1	Melee



1 ITEM SLOTS

WEAPON

MACHETE

Range	S	AP	DMG	Type
user	-	-1	1	Melee



1 ITEM SLOTS

WEAPON

MINIGUN

Range	S	AP	DMG	Type
48"	7	-2	1	Heavy 4



4 ITEM SLOTS

WEAPON

MISSILE LAUNCHER

Range	S	AP	DMG	Type
48"	8	-2	D6	Heavy 1
48"	4	-	1	Assault D6



4 ITEM SLOTS

WEAPON

MOLOTOV COCKTAIL

Range	S	AP	DMG	Type
8"	4	-1	1	Assault D6

Abilities: Burn damage. After successfully hitting an enemy unit, roll a die after each subsequent player turn. On the roll of a 6 the unit takes an additional D3 hits of damage.



1 ITEM SLOTS

WEAPON

PIPE PISTOL

Range	S	AP	DMG	Type
12"	3	-	1	Pistol 1



1 ITEM SLOTS

WEAPON

PIPE REVOLVER

Range	S	AP	DMG	Type
12"	3	-	1	Pistol 1



1 ITEM SLOTS

WEAPON

PIPE WRENCH

Range	S	AP	DMG	Type
user	-	-	2	Melee



1 ITEM SLOTS

WEAPON

PLASMA GRENADE

Range	S	AP	DMG	Type
8"	6	-1	1	Assault D6

Abilities: Roll a die when you go to use this item. On the roll of a 1 it blows up in your hand and you take the damage instead.



1 ITEM SLOTS

WEAPON

PLASMA GUN

Range	S	AP	DMG	Type
24"	7	-3	1	Rapid Fire 1
24"	8	-3	2	Rapid Fire 1

Abilities: Supercharged - If the 2nd profile is used for this weapon roll a D6. On the result of a 1 your character is removed from play.



2 ITEM SLOTS

WEAPONS



WEAPON

PLASMA PISTOL

Range	S	AP	DMG	Type
24"	7	-3	1	Assault1
24"	8	-3	2	Assault1

Abilities: Supercharged - If the 2nd profile is used for this weapon roll a D6. On the result of a 1 your character is removed from play.



1 ITEM SLOTS

WEAPON

POWER FIST

Range	S	AP	DMG	Type
-	x2	-3	1+D3	Melee

Abilities: Successful wounds on enemy units permanently subtract their Attacks by 1.



2 ITEM SLOTS

WEAPON

RIPPER

Range	S	AP	DMG	Type
-	+1	-2	1	Melee

Abilities: Add D3 to the Attacks characteristic of the player using this weapon each time they make an attack.



1 ITEM SLOTS

WEAPON

SHISHKEBOB

Range	S	AP	DMG	Type
-	user	-3	1	Melee



1 ITEM SLOTS

WEAPON

SPIKED BAT

Range	S	AP	DMG	Type
-	user	-1	1	Melee

Abilities: Bleed Damage. After making a successful wound on an enemy unit, roll a die at the end of each combat. On the roll of a 6 they suffer an additional wound.



1 ITEM SLOTS

WEAPON

SUPER SLEDGE

Range	S	AP	DMG	Type
-	x2	-3	3	Melee

Abilities: Successful hits on enemy units cause a -1 penalty to WS on their next round of combat and cuts their attacks in half rounding down.



2 ITEM SLOTS