5 PARSECS OPTIONS AND TOOLS

Nordic Weasel Games have always been about customizing your experience and tweaking it to your liking.

This collection of options is intended for folks who enjoy tinkering or want to try something a bit different. None of these rules are currently intended for replacement of rulebook components.
The **Blast weapons** rule is recommended for usage, the others are up to you.

Note that these options have not been specifically tested with Expansion 1 options. I don't think anything should break but you never know!

If you have suggestions / tweaks / improvements or if you really like / dislike these **after testing them** I would love to hear from you at nordicweaselgames@icloud.com

Blast weapons

Standard rule:
Area weapons require a separate hit roll within the blast effect.

Modified rule:
When shooting an Area weapon, select a target point. This may be a visible character or a point on the ground.

Roll to hit normally, using all modifiers that would normally apply.

If the shot misses, the target character (if any) and all characters within 2" of the target point are hit on a D6 roll of a 6. No modifiers or skill bonuses apply.

If the shot hits, the target character (if any) suffers a weapons hit. All characters within 2" of the target point are hit on a D6 roll of 5+. No modifiers or skill bonuses apply.

Purpose:
This rule makes Area weapons a bit less fiddly to use.

Less shocking

Standard rule:
A hit always results in the character being Stunned.

Modified rule:
A natural 1 on the damage roll does not result in the target being Stunned.

Purpose:
Slightly reduce the number of characters being removed due to the "3 Stun" rule.

More resilient characters

Standard rule:
A damage roll equal to Toughness results in a casualty.

Modified rule:
When a character is struck by damage, a modified roll equal to the Toughness causes the target to be Knocked Down, while a roll exceeding Toughness causes the target to become a casualty. A Stun marker is placed normally.
A successful saving throw (if available) negates either effect.

While Knocked Down, all ranged attacks targeting the character is at -1 to hit, while all damage rolls (from any source) are at +1.
If engaged in Brawling combat, a Knocked Down character grants the attacker +1 per Stun marker and they may also claim the +1 damage roll bonus above. The character remains Knocked Down after the Brawl.

When a Knocked Down character is activated, remove the status (and 1 Stun marker as normal). They can take no actions.

While Knocked Down, any further hit that would Knock Down the character are ignored though Stun markers are placed normally.

Purpose:
Reduce lethality of the game somewhat and make it more dramatic.

Limited deployment

Standard rule: Enemies can be set up wherever you feel makes sense, then crew members are set up 18" away.

Modified rule:
All characters must be set up within one base move (24" deep table) or one rush move (larger tables) of their own table edge. All other deployment rules (as per AI) apply normally.
An Enemy that can be placed within 1" of a terrain feature using this rule should be moved into contact.
If using this method, make sure there is some terrain near the table edges.

Purpose:
A more standardized and "war game like" deployment method.

Spotting

Standard rule:
Any visible target may be fired upon.

Modified rule:
All characters begin the game Suspected.
A Suspected character is known to the opposing side: The AI will take them into account while moving and acting and a player does not have to "play dumb" in regards to Suspected foes.

At the start of each phase, all characters able to act in that phase will attempt to Spot. You can roll once and apply the die roll to every eligible character (each using their own modifiers) or roll for each character when they are activated, but be consistent.

The roll is modified as follows:
Crew members add their Savvy score.
Tactical AI adds +1.
Cautious and Defensive AI adds +2.
Unique Individuals adds +1.

The modified roll is the spotting distance. Measure from the character in question to each Suspected foe within line of sight. Subtract 1 for every terrain feature the line of sight passes over (such as barricades, rocks etc.).
If the score is higher than the table distance (measured in inches) to the character in question they are Spotted.

Once Spotted, a character remains that way for the rest of the battle and can be targeted normally by ALL foes.
Until Spotted, the character cannot be fired upon. They can be caught by Area weapon blast effects, attacked by Brawling and so forth.

Purpose:
Allow more skulking around and give some assault oriented enemies a bit more of a chance to move up.

Better armor

Standard rule:
A successful saving throw results in the character being Stunned.

Modified rule:
A successful saving throw, whether due to armor or screens, does not result in the character being Stunned.

Purpose:
Suitable if you find armor to be a bit too weak.