

Five Parsecs From Home

Reloaded Genesis of Future Resurrection 4: The Final Fight Reborn

This is the set of a set of rules modifications to be play tested in anticipation of future updates.

The best way to do this I feel is to give the community ample time to try things out, which can then be folded into expansions or a future book update.

A few notes before you dive in:

For now these changes only apply to From Home and not Bug Hunt.

These updates are meant to be used as a set. They can be evaluated individually but try to do a few games with the whole enchilada. That doesn't mean they are all going to make it of course.

It is possible these changes will affect the balancing of certain weapons, items or encounters. The purpose of this test is to improve the core combat engine. Any balancing questions can be tackled separately down the road.

This is a test. It is possible some of these changes make the game too long, too short, too deadly, too grindy, too boring, too exciting etc. Figuring that out is the purpose of testing after all.

When something is not specifically addressed in this document, it is assumed to be handled as per the printed rulebook.

All feedback, suggestions and questions can be sent to nordicweaselgames@icloud.com

Removed options

The Aim and Panic Fire options are removed.

Involuntary and bonus movement

Some options result in figures moving when it is not their activation. These additional moves do not prevent the figure from being activated normally and can occur multiple times in one battle round.

Great Shot

Some combat conditions will grant the shooter a Great Shot. This allows all 1's on the initial firing dice to be rerolled.

Option: Apply this benefit to Area weapon dice as well as the attacker can land the shell more accurately.

Bad shot

If conditions dictate a Bad Shot no modifiers are applied to the roll. Only a natural 6 hits.

Note that Bad Shot overrides Great Shot. If both conditions apply, treat the attack as a Bad Shot.

High Ground

If a shooter is at least one full figure height above the target, they have a Great Shot.

Flanking

If a figure is taking cover behind and within 1" of a linear terrain obstacle, a figure that moves to have a clear line of sight from the side or rear of that obstacle has Flanked the target.

This counts as a Great Shot. If the target survives, they must move a standard move towards the nearest feature that would provide cover against the shooter.

Returning fire

When firing at a target that did not have any opponents visible at the start of the shooters activation, the target may return fire. This is treated as a bonus round of shooting and counts as a Bad Shot.

Changes to armor

A figure that passes any kind of Saving Throw does not receive a Stun token from that hit.

Changes to getting hit

A Damage roll that is lower than the Toughness of the target results in a Stun.

A Damage roll that is equal to the Toughness of the target results in a Wound and a Stun.

A Damage roll that is higher than the Toughness of the target results in the loss of 1 Kill Point.

Wounds

When a figure is Wounded, they take a -2" reduction to their Speed, a -1 penalty to Brawling and their shooting is always counted as a Bad Shot.

If they are Wounded again, they lose 1 Kill Point and remain Wounded. The effects not otherwise stacked.

Wounds recover automatically after a battle.

Kill Points (KP)

Most figures have 1 KP.

The crew captain, enemy leaders and unique personalities receives 2 KP.

A figure remains in play until they lose their last KP, at which point they are removed from play.

Events that would automatically produce a casualty cause 1 KP to be lost instead.

Note that KP represent experience and evasive action, not the ability to tank physical hits. As such a figure is not Stunned when taking a hit that costs KP.

Luck

After resolving the attacks of a figure, any target may spend Luck if they have it. 1 point of Luck negates every hit the target sustained from that attacker.

Dramatic combat options

The Dramatic Combat options from Expansion 2 are used. They are summarized below though note that some changes are present here.

You are encouraged to use the Dramatic Weapons table in Expansion 2 as well.

Modified shooting table

There are only two hit scores: 5+ in the open or 6+ in cover. Pistols now grant +1 to hit within 6".

Duck back

If a figure was shot at by enemies more than 6" away and did not get hit, they will test to Duck Back. Figures Duck Back on a 5+ if in cover, 4+ in the open. The figure makes one move to get into better cover or protection or break line of sight.

Robots and figures that moved due to being Flanked do not test for Duck Back.

Duck Back is tested after each figure attacks.

Lunge

Figures with Melee weapons or natural attacks may Lunge if a shooter within 6" misses. The figure immediately moves a full bonus move to enter Brawling combat with the shooter.