

REPLACE THE FOLLOWING TEXT

Page 8:

Large Models: Models with the Large designation are extremely potent on the battlefield. They have a threat range of 2" around the entire model. They have a volume of 1.5" x 2". ~~Large models also inflict 2 Wounds per successful hit in Melee Combat, rather than the 1 Wound that Medium and Small models inflict.~~ ***When Medium sized or smaller models are struck by a Large Model, they cannot drop dice from any Armour Saves they must make from such an Attack.*** Large Models can be mounted on a base no smaller than 40mm or larger than 60mm.

Huge Models: This is the largest designation that a model can have. They have a threat range of 3" around the entire model. They have a volume of 2" x 3". ~~Large models also inflict 2 Wounds per successful hit in Melee Combat, rather than the 1 Wound that Medium and Small models inflict.~~ ***When Large sized or smaller models are struck by a Huge Model, they cannot drop dice from any Armour Saves they must make from such an Attack.*** Huge Models can be mounted on a base no smaller than 75mm.

Page 10:

Critical Success: When rolling a die, you may achieve a Critical Success. A Critical Success occurs when you roll a natural "6" on a d6. For every Critical Success you may roll an additional die. If that die scores a success, you count it towards your total successes for that test. Critical Success die may also further generate Critical Success. ***You cannot roll an additional die if the Target Number is higher than 6, though 6s are always successes.***

Page 15:

Interrupts

If you hold onto actions during your turn, you can spend them during your opponent's turn to interrupt that action. These interrupts are specific, and are the only actions that can be attempted on your opponent's turn. Interrupts must be declared before any models are moved. ~~and only a Model that is targeted can declare an Interrupt.~~

Page 16:

The following has been rewritten to be a LOT more understandable. After receiving some feedback and help, this is how the Melee and Ranged Combat sequence should be read.

Melee Combat

Close combat begins when a model falls within another model's threat range via the result of a Charge! Action, or a Fight! Action. To execute an attack, you must follow the following steps.

1. Check to see if the model you are rolling to attack is within your threat range.
2. If the model you are attacking is within your model's threat range, then you make an Attack Roll. To make an attack roll, you roll your Attack (ATT) attribute. You roll as many dice as you have in your Attack (ATT) attribute, with the Target Number being your opponent's Defense (DEF) attribute. If the Defense (DEF) attribute of your target is higher than 6, rolls of a natural 6 still count as a Success, but not a Critical success.
3. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent, you inflict 1 Wound.
4. Your opponent then has to attempt to negate the Wounds. To do this, they roll as many dice as they have in their Armour (ARM) attribute. The target number is your model's modified Damage (DAM) attribute. If the modified Damage (DAM) attribute is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success.
5. Each die that matches or beats the target number manages to negate 1 Wound inflicted from the attack.
6. Apply the remaining damage to your Endurance (EN) attribute, and record the amount left. If the remaining amount is 0 or less, your model is now incapacitated and can be replaced with an Incapacitation Token. Note that even if a model does not take damage from the attack, he will still suffer the effects of the attack (such as those from a Power Attack or a Finesse Attack).

Ranged Combat

Ranged combat begins when a model falls within another model's Line of Sight and is equipped with a *loaded* Ranged weapon. To make a Ranged Attack, a model must have a *loaded* weapon, and cannot have any models in their Threat range.

1. Check to see if the model you are rolling to attack is within your model's Line of Sight.
2. If the model you are attacking is within the Range of the weapon, then you can make a Marksmanship Roll. To make a Marksmanship roll, you roll your Marksmanship (MRK) attribute. You roll as many dice as you have in your Marksmanship (MRK) attribute, with the Target Number being your opponent's Defense (DEF) attribute. If the Defense (DEF) attribute of your target is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success.

Gangfight FAQ 1.2 (September 2021)

3. If your target is within close combat, you can only roll a maximum of 3 dice to hit, even if your Marksmanship (MRK) attribute is higher than 3.
4. If your target is within Short Range (ie. the weapons range or less), you can add +1 die to your Marksmanship (MRK) attribute for being within Point Blank Range.
5. If your target is within Long Range (ie. 6" or more of your weapon's range) from your model, you must subtract 1 die from your Marksmanship (MRK) attribute, and you lose an additional die for each additional increment of 6".
6. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent, you inflict 1 Wound on your target.
7. Your opponent then has to attempt to negate the wounds. To do this, they roll as many dice as they have in their Armour attribute. The target number is your Ranged Weapons Damage (DAM) attribute. If your modified Damage (DAM) attribute of your weapon is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success.
8. Each die that matches or beats the target number manages to negate 1 Wound inflicted from the attack.
9. Apply the remaining damage to your Endurance (EN) attribute, and record the amount left. If the remaining amount is 0 or less, your model is now incapacitated and can be replaced with an Incapacitation Token. Note that even if a model does not take damage from the attack, he will still suffer the effects of the attack (such as those from a Power Attack or a Finesse Attack).

Page 20:

Cover: Add the following.

...For a model to be considered in cover, the obstacle or piece of terrain must cover at least $\frac{1}{2}$ of the model's volume **and must be blocking Line of Sight (LoS) between the model and the target.**

Page 21:

Sidestep: Sometimes the best offense is a great defense. If an attack against a model with this perk completely misses, the model may make a free IV test (TN 4). **A model may move their full Movement (MOV) value +1" per success, in any direction without provoking a free strike from any opposing enemy models.**

Page 42:

~~**Consummate Hunter:** A model with this ability work best as a team. If a model with this ability is in close combat with a model, and another model attempts to Charge that same model, that model may add +3 to their Movement (MOV) value to complete that Charge.~~

Change to:

Consummate Hunter: A model with this ability works best as a team. If a model is in close combat, and an allied model attempts a charge against the model they are melee with, the model with this ability may add +3 to their Movement (MOV) value to complete that charge.

Page 43:

Stalwart: Models with this ability are stout warriors who are able to survive even the most aggressive assault. A model with this ability scores Critical **Successes** when attempting to negate Wounds with their Armour (**ARM**) attribute on a natural 5, as well as a natural 6. **Only rolls of a natural 6 generate additional dice. Rolls of 5 are only automatic successes.**

Page 45:

~~**Mounted:** A model with this ability becomes a single model with a Beast that is at least one size category larger than the rider. When this ability is applied to a pair of models, their Attribute Profile becomes one. The Beast's Movement (MOV) and Armour (ARM) value replace the Mounted Model's values, and apply -1 Defense (DEF) to the Rider. The Endurance (EN) value of the Model is either the Rider or the Beast's - whichever one is higher. The Rider becomes the same size as the Beast, and acts as though the model is that particular size. The Bestial Traits the model has are combined with the Perks that the Rider has selected. Under no circumstances can a Rider dismount from the Beast, and here on forward, the Rider and the Beast count as a single model.~~

Change to:

Mounted: A model with this ability is mounted on another creature that is at least one size category than the rider. Though technically represented by two models, they share a single profile. Under no circumstances can a Rider dismount from the Beast they are riding.

Page 46:

Shortbow (Entry on the Table): Increase Short Bow Damage from 3 to 4.

Page 53:

Counter-Spell: This spell can be cast as an interrupt. It is the only spell that can be cast

as an interrupt action. When a spell is cast within 24" of a mage, he can spend an ~~order~~ **Action Point (AP)** that is being held in reserve to cast this spell. The caster must have the mana needed to cast the spell. This turns the casting of the spell into an opposed roll, and the mage with the most successes wins the test. If the caster of the Counter-Spell wins the test, then the spell is cancelled and doesn't go off. If the opposing caster wins, he gets the spell off, but must subtract the amount of successes scored by the caster from his own amount of successes.

Page 53:

Mana Blast: Change the description of the spell to the following:

The mage creates a Direct Area of Effect (AOE) that is 8" in length and 1" in width. For each success, the width increases by 1". Any models caught under the Area of Effect (AOE) of the spell immediately take as many wounds as successes scored when casting the spell at Damage (DAM) 3, +1 Damage (DAM) per success scored to a maximum of the caster's Willpower (WP) attribute (thus, one success in casting the spell means the width of the Direct AoE is 2" and inflicts 1 Damage 4 (DAM) hit, where as five successes in casting this spell means the width of the Direct Aoe is 6" wide and inflicts 5 Damage 8 (DAM) hits).

Mana Missile: Change the description of the spell to the following:

This is a basic attack spell. The mage chooses a single target, and casts this spell. This spell inflicts as many wounds as successes scored when casting the spell at Damage 3, +1 Damage (DAM) per success scored to a maximum of the caster's Willpower (WP) attribute (thus, one success in casting the spell means the model takes 1 Damage 4 (DAM) hit, while five successes in casting this spell means the model suffers 5 Damage 8 (DAM) hits).

Mana Nova: Change the description of the spell to the following:

This spell allows the mage to create an Indirect Area of Effect (AoE) centered around one particular target. The mage targets a single target within 24". Every model caught within the Indirect Area of Effect (AoE) suffers as many wounds as successes scored when casting the spell at Damage 3, +1 Damage (DAM) per success scored to a maximum of the caster's Willpower (WP) attribute. The Area of Effect grows 1" per every success scored (thus, one success in casting the spell means the Area of Effect (AoE) is 1", and the target model suffers 1 Damage 4 (DAM) hit, while five successes in casting this spell means the Area of Effect (AoE) is 5", and the target model(s) suffers 5 Damage 8 (DAM) hits).

Page 54:

Possession: Change the description of the spell to the following:

This spell allows a mage to take control of another model. To do this, the spell must be cast against a single model. This is an opposed roll - if the caster has more successes than the

targeted model, each success is an action that can be directed on that model. These actions require an Action Point on behalf of the caster of the spell, thus a caster with only 2 action points left after casting the spell, can only have the target of this spell perform 2 actions, regardless of how many successes the caster scored. If the target of this spell has more successes than the caster, then the spell fails. The actions garnered from this spell must be used immediately, and do not carry over after the caster's turn has ended.

Page 54:

Rider: ~~With this perk, you may ride a Beast (either Large, or normal with the Large Perk-purchased separately), and gain the Mounted Perk Ability. Mounted Troops are special models where the rider and the mount activate together.~~

Change to:

Rider: A model with this perk is mounted on a beast that is one category larger than itself. To reflect this, the following adjustments are made to the Model's profile: +2 MOV, -1 DEF, -1 IV, +1 EN, and the Model's size category is increased by one step (small to medium, medium to large, large to huge). The Model then receives the Mounted ability. In addition to this, the model may choose up to 3 Bestial Traits which are traits that are possessed by the creature the model is riding.

Marauder: Your job in the field of battle is to cause as much chaos as possible. A marauder is a certain type of training that specializes in direct aggressive assault. A model with this Perk may Charge! for free during their turn instead of spending an ~~order~~ **Action Point** - if an enemy is within double their Movement (MOV) range. If a model with the Marauder Perk fails a charge, they can no longer charge again for free that Turn.

Page 55:

The following details running a game of Chronicle. The rules for setting up a game can be found on page ~~24~~ **23**, under Setting up the Game.

Page 83:

Size: Size plays a big factor in terms of cost for equipment. Small or Medium sized models pay the regular cost for equipment. Large models pay twice (2x) as much and Huge sized Models pay four times (4x) as much for ~~that equipment. This also includes the price for Gear.~~ **Melee Weapons. Ranged Weapons and Armour all come in standard sizes, and the cost of said equipment is factored into the size of the weapon or piece of armour in question.**

Page 84:

Rate of Fire: This is the rate in which a weapon fires. This takes the form of a bonus, and this bonus is attached to a model's Marksmanship (MRK) attribute, but it also adds +1 to the target's Defense (DEF) Attribute **per +1 bonus to Marksmanship (MRK) taken.** **When a model is Targeted with a weapon that uses ROF, that model must make a Willpower (WP) check, with the Target Number (TN) being the ROF number being used (thus ROF +2 is TN 2, and ROF +5 is TN 5). Each success achieved is one AP that can be used the next turn, to a maximum of the model's maximum Initiative Value (IV). A complete failure indicates the model must go prone. This represents a model's inability to act as they flinch while taking heavy fire.**

Page 95:

...Line of Sight is not a requirement for executing a hacking attempt against a target, though if it is attempted in Close Combat, it provokes a Free Strike. **A Hacker may only have one (1) program running at any given time, or have one (1) Target that they are actively Hacking.**

Page 96:

Counter Hacking: White Hat Hackers are nothing new, and are a boon on the battlefield when it comes to defending the most technologically advanced troops.

A model within 12" of a model being affected by an enemy hacker can attempt to Counter Hack **as an Interrupt Action.** To Counter Hack, a model must spend an Action Point, choose a System that has been affected by an enemy hacker, and make a Willpower (WP) test (TN 4). For each success, one point is restored to the affected Attributes.

It is of importance to note that attributes cannot be increased past their original values in this fashion - only to their original value.

A Hacker that is actively Hacking a Target or Running a Program must immediately stop doing so if they are going to attempt to Counter Hack an enemy Hacker's efforts.

Page 100:

The following tables detail running a game of Aeon. The rules for setting up a game can be found on page 24-23, under Setting up the Game.

Page 114:

Rate of Fire: This is the rate in which a weapon fires. This takes the form of a bonus, and this bonus is attached to a model's Marksmanship (MRK) attribute, but it also adds +1 to the target's Defense (DEF) Attribute **per +1 bonus to Marksmanship (MRK) taken.** **When a model is Targeted with a weapon that uses ROF, that model must make a Willpower (WP) check, with the Target Number (TN) being the ROF number being used (thus ROF +2 is TN 2, and ROF +5 is TN 5). Each success achieved is one AP that can be used the next turn, to a**

maximum of the model's maximum Initiative Value (IV). A complete failure indicates the model must go prone. This represents a model's inability to act as they flinch while taking heavy fire.

Page 124:

The following tables detail running a game of First Strike. The rules for setting up a game can be found on page 24 23, under Setting up the Game.

NEW CHRONICLE PERK

Mounted Hero: A model with this perk has managed to tame a particularly large creature of dangerous disposition, in which the model rides into battle. To reflect this, the following adjustments are made to the Model's profile: +2 MOV, -2 DEF, -1 IV, +3 EN, +1 DAM, and the model's size is automatically increased to Huge. The Model then receives the Mounted ability. In addition to this, the model may choose up to 3 Bestial Traits that are possessed by the creature the Model is riding.

Warden: Through years of training, you have dedicated using your body to defending others. When a model is being Targeted by an Attack (either Melee or Ranged) in your Threat Range, you may spend an Action Point to Interrupt that Attack, and be the Target instead. To represent this, you exchange places with that model. If you are engaged in Close Combat, you may not use this ability nor can you exchange places with a model.

FREQUENTLY ASKED QUESTIONS

Q: When building a hero riding a dragon (as a large or huge beast), and the Rider perk combines the two profiles, who's Marksmanship Attribute (MRK) do I use when making an attack using that model's Breath Weapon from the corresponding perk?

A: *See changes to the Rider perk above.*

Q: As Beasts have the Tooth and Claw rule, can they have armour if they are mounted by a model with the Rider Perk?

A: *As indicated in the Rider perk above, the model is now considered "Mounted" and may purchase additional weapons and armour, but at the appropriate size category.*

Q: Do Finesse Attacks and Power attacks stack damage with their movement effects?

A: *No. Unless another rule supersedes the ability (such as a perk, or a special ability), a Finesse or Power Attack can only inflict 1 Wound. Any additional successes are applied to the movement effect.*

Gangfight FAQ 1.2 (September 2021)

Q: Can the Magic Weapon perk be applied to a Ranged Weapon?

A: Yes. *It adds +1 MRK instead of ATT.*

Q: Can I upgrade the size of ranged weapons in Aeon?

A: No. *Larger weapons are already in the list - indicated in the description. Their cost and damage is already put into consideration (ie. Heavy Machine Gun, Autocannon, etc). You do, however, adjust the price of Melee Weapons (including the Vibro, Monofilament, or Kinetic Energy, etc). Remember that Large Weapons and Huge Weapons benefit from their size category.*

Q: How do I include drones in my Aeon force? I've noticed they are in First Strike but not Aeon.

A: *In the far future of 2218, it is expected that drones operate far differently than in the near future setting of First Strike. Most remote vehicles are equipped with a fairly competent AI that allows them to operate independently of a pilot. It would be advisable to use the "Artificial" Stateline to represent your remote with the most appropriate perks. If you want to take a remote from First Strike, you can do so, but you will need to give it the Neural Sync upgrade and assign it a pilot.*

Q: In regards to the Tactics ability possessed by Humans in Chronicle, it appears that only Heroes can issue a +1 to any one Veteran or Regular model within 12".

A: *That is correct. Once per activation, any Human Hero can issue a blanket +1 bonus to any Veteran or Regular model. This ability lasts for One Round.*

Q: I'm unclear how the Lykoi Ability "Consummate Hunter" actually works. Can you help me?

A: *The wording is wrong. It should read "If a model is in close combat, and an allied model attempts a charge against the model they are melee with, the model with this ability may add +3 to their Movement (MOV) value to complete that charge." - which means that if they are Charging into a melee combat that is already in progress, when they do so, they get an additional +3 to their roll to get into the combat. This means that an un-armoured Lykoi gets to roll 9 dice (and move a potential 15"!!!) into a combat that is already ensuing.*

Q: I'm playing a Gangfight Legacy game, and I can't find the "At Death's Door" Table for models that were killed during the game. Where can I find it?

A: *Roll 1d6 on the "Aftermath" table - treating the result of "2" as 1, and "7" as 6.*

Q: In the Ambush scenario, it says the Attacker gains 1 additional Victory Point if they manage to completely surround the enemy. What determines if an enemy is completely surrounded?

A: *Ignore that. The most VP the Attacker can get in this scenario is 1 - being able to redeploy all of your models within 12" of the enemy is a big enough advantage. No need to add insult to injury.*

Q: My Party Leader was killed in a previous round, but the End Game Scenario mentions the game ends when my Party Leader is killed. Does the game immediately end?

Gangfight FAQ 1.2 (September 2021)

A: No. If your Party Leader is killed, Party Leadership is transferred to another Hero model of your choice in the following turn. This continues to happen until you run out of Heroes. If all of your Heroes have been removed from the board - then you are treated as though you do NOT have a Party Leader and the game immediately ends. Remember that a model with the "Fighter" Perk can never be the Party Leader.

Q: Where can I find rules for terrain?

A: In regards to Terrain - there are a few things to note. On page 20, there is a section on Cover (Soft Cover and Hard Cover). On page 23, it talks about setup for Terrain in the second Paragraph. On page 13, it talks about Charging, mainly through Flat (normal terrain), Light (Soft) Terrain, and Dense (Hard) Terrain. You are free to designate whatever you and your opponent want to declare as Light Terrain and Dense Terrain. Light Terrain counts as Soft Cover when you are in it, and Dense Terrain counts as Hard Cover when you are in it. As for Line of Sight, use your good judgement on whether or not a model can be seen through a piece of terrain or not - that's why I included volumes in the size descriptions. It is a standard template of how tall a model should be of that size.

Q: On page 46 under Hand weapon it states: "If you want to equip a model with a second one to use in their off hand, the second point of value is applied." I guess the second point of value refers to the table? But what's the advantage? It seems that you are spending 5 to not be able to use a shield? Or am I missing something?

*A: A model comes equipped with a Hand Weapon and Light Armour. An additional hand weapon adds +1 ATT and costs 5 pts. A shield adds +1 DEF and costs 10 pts. The appropriate rule can be found on page 19 under **Attacking with Two Weapons**.*

Q: On page 43 under Tactics it states "...can issue +1 die" to a pool? To any pool? Once per activation?

A: Yes. Any Human Hero can issue +1 die to any dice pool of another Human Veteran or Regular. This is a free action that takes place any time during that model's activation.

Q: Under Fight! on page 13 it states "they must move" quite confusing.

A: When executing a Fight! action (even after executing a Charge!), you MUST move your model's Threat Range directly towards your target. Once you are in base to base, if you can't move any further, then you do not move towards your target any longer (as there is no closer you can get to your opponent). The reason for this ruling is to prevent "Threat Camping" an opponent.

Q: Under Charge! on page 13 it states "Charging models that have an enemy model in their threat range may immediately make a Fight! Action for free." So following the example on the page, I can charge 4" (my model's MOV value), and if I achieve 2 successes, I move 6". Now if

Gangfight FAQ 1.2 (September 2021)

my model is equipped with a spear, I can immediately make a Fight! action to reach an enemy up to 2" of distance, moving a total of 8"?

A: Exactly. Once you have completed your charge, if you are within reach of the model - you MUST advance your Threat Range towards your target - meaning that by the end of that action, you would have moved a total of 8".