

NEGATIVE CONDITIONS

v1.08



DISORDERED: If any model in a unit receives the Disordered Condition, it applies to all models in that unit. The unit loses the On Lookout Condition if it has it. Furthermore the unit gains the Tasked Unit Common Rule and its Limit is reduced by 1. A unit will lose the Disordered Condition at the end of their next Activation unless they are out of Coherency in which case the Disordered Condition remains.



HAZARD: Until the end of their next Activation, a model affected by Hazard cannot make Special or Free Actions (including Reactions). The model loses the Hunkered Condition if it has it. The model must take and pass a Grit Check at the end of their Activation or they are Wounded. If they pass the Grit Check, remove the Hazard effect from them. SPIRIT models are unaffected by Hazard Conditions.



STUNNED: A model affected by the Stunned Condition suffers a -1 penalty to all Attributes (excluding Limit) to a minimum of 1. The Condition is removed at the start of the unit's next Activation. A unit with the MACHINE, STRUCTURE or ARTEFACT traits cannot normally be Stunned.



POSITIVE CONDITIONS


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ON LOOKOUT: A unit that is On Lookout (usually from making a Go On Lookout Action) may make a Give 'Em Hell Reaction against an enemy unit targeting them. The On Lookout Condition is removed at the start of a unit's Activation or if they have made a Give 'Em Hell Reaction.



HUNKERED: A unit that is Hunkered (usually from making a Hunker Down Action) gains +1 to their Grit Attribute. However, they suffer -1 to their Fight and Aim Attributes until the start of their next Activation. The Hunkered Condition is removed at the start of a unit's Activation unless they are in a Building in which case it continues without the model needing to make another Hunker Down Action.



YELLER CHECK: Should a Hand unit consisting of a single model (either through casualties or as its starting size) receive one or more Negative Conditions it must immediately take a special kind of unmodified Mind Check known as a Yeller Check. If they fail the Check they withdraw from the battle and are immediately removed as a casualty. If they pass, they receive the negative Condition as per normal rules. This includes units with the CONSTRUCT and AUTOMATA Traits as even unfeeling amalgams of man and machine will lose their effectiveness when isolated during the chaos of battle.