

CHARRED AXLE

DESTRUCTION MANUAL



VEHICULAR COMBAT IN AN ALIEN STARSYSTEM

CHARRED AXLE™

Vehicular Combat in an Alien Star System

Destruction Manual

Edition: 1

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A special thank you to the team at gowarhead.com for their patience and willingness to help playtest this game.

To Joel for your brilliant mind. Your in-depth feedback was utterly invaluable.

And to everyone else who offered their time.

Thank you all.

Your efforts were not taken for granted.

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Charred Axle™ is a work of fiction. All characters, their appearances, and personalities, along with events and interactions found in this book, are fictitious; any resemblance to actual persons, living or dead, or real-world events is purely coincidental.

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GALACTIC CENTRE



MESSIER 3
CLUSTER

CYGNUS SPUR

TARAPOR
SYSTEM

ORION SPUR

ORION
NEBULA

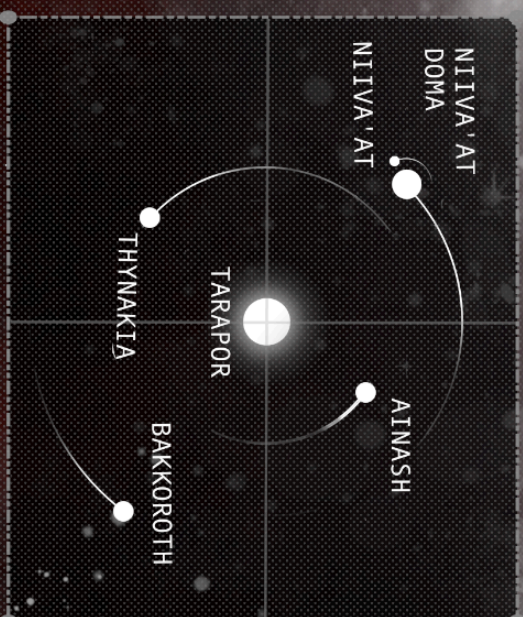
PLEIADES
CLUSTER

SOL SYSTEM

SAGITTARIUS ARM

PERSEUS TRANSIT

ANDROMEDA
GALAXY



OMEGA CENTAURI



KILOLIGHT YEARS

INTRODUCTION TO

This Destruction Manual will explain all the rules needed to play a game of Charred Axle — a turn-based, sci-fi, tabletop game that allows Players to create custom vehicles, known as 'Rigs', to be pitted against each other in a contest of arena combat. It's designed to be played with 2-4 Players who can compete in several unique 'Combat Events'.

Rigs can be armed with a variety of powerful Weapons found in the Armoury of this book, and it's possible to enhance these Weapons and Rigs further with 'Modifications'; even a Rig's crew can be given unique abilities, known as Specialities. Each Player is aiming to score the most Favour with the spectators during the chosen Combat Event to be crowned the victor, while at the same time avoiding getting their Rig Charred in the process.

Players must have their wits about them for various threats, known as 'Phenomena', can occur throughout the game, such as carnivorous creatures and plants, massive lightning storms and even cybernetically enhanced creatures. Whether the Players choose a planet, a moon, or an asteroid, something is bound to happen that will change the pace of the game.

This is a simplified version of the rulebook for digital use. It includes all the rules, ready made Legendary Rigs and a Combat Event. The full rulebook can be purchased from www.charredaxle.com which includes rules on how to design your own rig, more Combat Events, more Locations and Phenomena and lots of lore surrounding the Charred Axle Universe.

CHARRED AXLE

GAME RULES



DICE

Charred Axle is played using 4 sided dice. If the game ever instructs you to roll any dice, you will always roll a 4-sided one. Charred Axle has its own specially designed dice (see image below), though it's fine to play Charred Axle with any 4 sided dice you may have, or even an app.



DISTANCES

All distances are measured using centimetres and will be written as [cm] in this book. Distances are always measured from and to the bases that game models are mounted on.

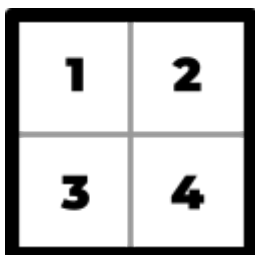
ARENA SIZE & OBSTACLES

Charred Axle can be played on any flat surface big enough to accommodate the game, but it is recommended that an area called an 'Arena' of [50cm x 50cm], or something close to this size, should be used.

If the Players want, small items representing Obstacles can be placed in the Arena with at least [12cm] of space between them. Obstacles should not be placed on Primer Pads but a small Obstacle should be placed between each of them. The Edges of the Arena are considered Obstacles. *Obstacles will make a game more interesting by giving the Players things to hide their Rig behind, but are not compulsory.*

ARENA SETUP

Before a game starts, divide the Arena into 4 equally sized, imaginary sections and number them 1-4; some elements of the game may utilise these sections. *See this image as an example.*



Players should now decide which Combat Event will be played from pages 26-30. Then, if they wish to do so, which World their game will take place on from the 'Worlds and their Phenomena' section on pages 31-39.

Each Player now rolls 2 dice and adds their Rig's Speed to the result. In order, from the highest result to the lowest, Players place their Rig onto the Arena. *This represents the Rigs moving into the Arena.* The distance between each part of the Rig's base and the Arena Entry Point must not exceed

the Rig's Speed value (*See Combat Events on pages 26-30 for Arena Entry points*). A Rig will receive 1 Momentum for every [5cm] of distance between the furthest part of their Rig's base and the closest part of the Arena Entry point (*See Speed & Momentum*).

ACTIONS & TURN ORDER

Assign each Player a unique Activation Number between 1 and 4; they receive 2 Activation Tokens of this number. Shuffle 1 of each of the Players' Activation Tokens together and place them face down in a random order next to one another to form a single line, then repeat this with the remaining Activation tokens. There should be 1 line of Activation tokens; this is called an 'Action Queue'.

To begin the game, turn over the first Activation Token in the Action Queue. When a Player's number is revealed, their turn or 'Action' begins; they can Move their Rig, Attack, activate Crew Specialities and use Rig Modifications in whatever order they like. When a Player has finished their Action, the next token in the line is revealed and so on. Repeat this process until each Player has taken all of their Actions; this will indicate the end of the 'Rig Action Phase'. The game then moves into the 'Phenomena Phase', in which all Phenomena are resolved. After the Phenomena Phase, a new Round will begin. Repeat the steps above for each new Round.

CREATURES

A Non-Player entity in the game capable of attacking and moving is called a Creature.

SPEED & MOMENTUM

Speed values indicate the maximum distance, in centimetres, that a Rig or Creature may Move in each of its own Actions. Each Rig has a default Speed value of 30, which is affected by a Rig's equipped Modifications and Weapons. A Rig may never move more than its Speed value during an Action unless it fails a Handling Test (*See Handling & Turning on page 11*).

For every [5cm] that a Rig moves in its own Action, it immediately gains 1 Momentum; Momentum is consumed by various mechanics in the game, such as attacking with Weapons, evading incoming attacks or turning. When a Rig's own Action begins, before any other effects are resolved, its Momentum is reduced by 1.

MOVING & REPOSITIONING

Before the game starts, all Players must declare which is the front and rear of their Rig.

Rigs and Creatures may Move forwards in increments of [5cm] up to a distance equal to their Speed value during each of their own Actions. When measuring distance, it is measured from the base, and no part of a Rig or Creature's base may move more than its Speed value. A Rig may not move sideways; the front of the Rig must be pointing in the direction it wishes to travel.

A Rig or Creature may not move through or over another Rig, Creature or Obstacle unless stated otherwise.

Once per Action, a Rig may be '*Repositioned*': this allows a Rig to turn freely and/or move backwards up to [5cm]. This distance does not count towards the Rig's total movement for the Action. After Repositioning, a Rig loses all of its Momentum but can continue to Move normally.

HANDLING & TURNING

To turn, a Rig must have at least 1 Momentum. Turning reduces a Rig's Momentum by 1; the Rig can then be rotated on the spot and can continue moving normally. Alternatively, a Player may make a '*Handling Test*'. Roll a number of dice equal to the Rig's Handling value, if at least 1 of the results is a 4+, the Rig succeeds and can be turned without losing any Momentum. If no result is a 4+, the Rig fails to make the turn and must move an additional [5cm] forwards, or as much as is possible if it would come in contact with another model's base or an Obstacle as a result. This does not count towards the Rig's total movement for the Action but rather than gaining Momentum for moving [5cm], the Rig loses 1. Furthermore, a Rig cannot make another Handling Test for this purpose if it has already failed one during the current Action.

If a Collision occurs due to Rig failing a Handling Test, it '*Crashes*' and must reduce its Momentum to 0.

A Rig can only turn in between whole increments of [5cm].

COLLISIONS

If a Rig or Creature's base comes in contact with an Obstacle or another model's base, a Collision occurs and all Rigs/Creatures involved in the Collision lose 1 Momentum. A Collision with the same thing cannot occur again until after the Rig or Creature has moved so that its base is no longer in contact with it.

SHUNTING

Once during a Rig's own Action, as long as it has movement remaining, they may declare a Shunt against 1 other Rig that is within [5cm]. Both Players roll 1 dice, adding their Rig's Handling value to their own result; the highest result wins. If the Shunting Player wins, they can move the target's Rig up to [5cm] in a straight line, in any direction without turning it. If the target wins, it may move its own Rig in the same way. *No Momentum is gained for a Rig being moved due to a Shunt result.* If a tie occurs, simply move the Shunting Rig forwards so that its base touches the target and a Collision occurs. The Shunting Player can move normally after a Shunt has been resolved. *During a Shunt is the only time a Rig can be moved sideways.*

A Familiar automatically loses any Shunt declared against it. A Familiar cannot attempt to Shunt nor can it Collide with its own Rig.

USING WEAPONS & EVASION

A Player can use any of their Rig's Weapons to '*Attack*' other Rigs and Creatures at any time during their own Action. A target's base must be at least partly beyond the front half of the attacker's base and within a Weapon's Range for it to be a valid target. 1 Weapon can be used a single time in a Player's Action. 2 different Weapons can be used if a Rig has a Gunner Modification.

To Attack, a Player first declares all of their targets; those targets then decide if they wish to evade. The attacker then declares which of their Weapons they will Attack with, in what order and at which target(s).

If a target chooses not to evade, all Attacks will automatically '*hit*' them. If the target declares they do want to evade, they must roll at least 1 '*Evasion Attempt*' for each incoming Attack if they are able to do so. An Evasion Attempt is made by rolling 1 dice. Each Evasion Attempt made reduces the evading Rig's Momentum by 1. If a Rig has 0 Momentum it is unable to make Evasion Attempts, unless granted by another game effect. The maximum number of Evasion Attempts a target can make per incoming Attack is equal to their Handling value. All Evasion Attempts made against a single Attack are rolled simultaneously. If one or more of the Evasion Attempt results is a 4+, the target successfully evades the Attack; otherwise, the Attack hits the target and deals Damage (*See Damage & Impact Power*).

LINE OF SIGHT & BEING OBSCURED

A Player must be able to draw an unbroken, imaginary straight line from any one part of their own Rig's base to every part of their target's base for it to be valid and be attacked normally; this line is called a 'line of sight'. If the attacker can only draw a line of sight to part of the target's base, the target is still valid but is considered Obscured. Obscured targets can roll 1 additional Evasion Attempt without it reducing their Momentum, even if they have 0 Momentum. In addition, an Obscured target can reroll 1 failed Evasion Attempt each time they attempt to evade an incoming Attack. Rigs and Creatures cannot Obscure themselves but will Obscure other Rigs and Creatures.

If an attacker cannot draw a line of sight to any part of the target's base, it is an invalid target and cannot be attacked.

AIMED SHOTS

When declaring their targets, a Player can reduce their Momentum by 2 to make Aimed Shots at a single target. The chosen target must re-roll all of their successful Evasion Attempts a single time when they try to Evade an Attack during the current Action. If the target is Obscured, however, this effect only negates the Obscured effect.

DAMAGE & IMPACT POWER

If a Weapon's Attack hits a target, that target receives 1 point of Damage. The attacking Player now rolls that Weapon's Impact Power dice. *A Weapon's Impact Power dice can be found in the corresponding column in the Armoury and indicates how many dice are rolled for that Weapon's Impact Power. For example: A Weapon with an Impact Power of 6 indicates that the attacking player rolls 6 four-sided dice to calculate that Weapon's Impact Power total.*

If the combined total of the Impact Power roll is greater than the target's Armour, the target suffers a 'Critical Impact' and receives 1 additional point of Damage.

Any effects that increase or decrease Damage are applied after Impact Power rolls are resolved.

If a Weapon can be used a second time during the same Action, it is resolved separately and immediately after the first, following the rules for Damage as above.

RESISTANCE FIELDS

A Rig may be equipped with a Resistance Field Modification that provides it with a forcefield. A Resistance Field has 1 Layer by default. Each Layer forces the

attacking Player to reroll 1 of their Impact Power dice after a successful Impact Power roll.

When a Rig is declared as the target of an Attack, the controlling Player may temporarily increase the number of Layers their Resistance Field has by diverting Primer to it. To do this, a Player discards any number of their Primer Tokens; each Primer Token discarded in this way increases a Rig's Resistance Field Layers by 1 for the remainder of the current Action.

Resistance Fields with at least 2 Layers negate any additional Damage that would be caused by a Specialities or Modifications.

PRIMER & PRIMER PADS

Each Rig is fitted with a device that allows it to take on board an energy source called Primer. Primer is used to activate the 'Specialities' of Weapons to increase their effectiveness. Primer Pads will be scattered around the Arena; touching one of these pads while it is charged with a Rig's base will provide 1 Primer Token to that Rig. Remove the Primer Token from the Primer Pad when a Rig collects it. A Rig can hold an unlimited amount of Primer. Familiars, on the other hand, have a limit (*See page 23*). By discarding 1 Primer Token, a Player may activate the Speciality(s) of a single Weapon equipped to their Rig when they declare they are using it to Attack; Specialities that can be activated in this way are written in **BOLD** in the 'Speciality & Effects' column of the Armoury.

Once Primer has been collected from a charged Primer Pad the pad becomes inactive, and will only recharge again at a predefined time. *Combat Events instruct when Primer Pads recharge (See Combat Events on pages 26-30).* During this recharging process, the Essence used to charge the pads is unstable and if any Rig or Creature's base is in contact with a Primer Pad as it attempts to recharge, the pad is not recharged; instead, the Rig or Creature acts as a conduit and is struck with a tendril of unstable energy that causes 1 point of Damage to the Rig or Creature.

ARMOUR & GETTING CHARRED

A Rig's default Armour value is 0. A Player must add Armour Plating Modifications (found in the Modifications table) to their Rig in order to increase its Armour value. The maximum Armour value permitted is 12. If a Rig's Damage total ever exceeds its Armour value, it is 'Charred' and can take no Actions for the rest of the game.

WEAPON SPECIALITIES & EFFECTS

DETONATE	<p>This Weapon is able to target a valid point on the Arena Floor and automatically hit it.</p> <p>The number shown next to the word 'Detonate' indicates an area of effect radius.</p> <p>Unless the Attack is evaded, the attacking Player chooses a point on the target's base (within range) to measure the radius from. Any Rig or Creature within the Detonation radius also takes a hit from the Weapon, unless they can evade it. Targets hit only by the Detonate radius of a Weapon's Attack can only ever receive Damage from the Impact Power result of that Weapon; roll for each target hit separately.</p>
BREACHER	<p>If this Weapon deals 1 or more Damage to a target, roll 1 dice; if the result is equal to or greater than the number found in parentheses next to the 'Breach' Speciality, the target suffers 1 additional Damage. Only 1 source of a Breacher Speciality/Effect can be applied to a Weapon's Attack.</p>
FULL PAYLOAD	<p>Pick a point on the Arena floor that is visible and in range. Draw a straight line from this point to another visible point within [15cm] of the first. The first 3 targets along this line are hit unless they make successful Evasion Attempts. This Speciality can hit the user's own Rig/Familiar.</p> <p><i>If this Speciality is used, this Weapon cannot be used until after your next Action.</i></p>
PARTICLE FOCUS	<p>This Weapon's energy output can be tuned to be more effective against specific target materials. When rolling for Impact Power as a result of this Weapon dealing Damage, roll 1 additional Impact Power Dice.</p>
PRIMER-LINK	<p>2 of the same Weapon with this Speciality can be used against the same target and count as the attacker only using 1 Weapon. If the Attack hits, all Impact Power Dice from both Weapons are rolled simultaneously and their results are combined. After Impact Power has been calculated, the Attack deals 1 additional point of Damage. <i>Only 1 Primer is needed to activate this Speciality.</i></p>
ROCKBURST	<p>This Weapon can draw a line of sight and Attack through 1 Obstacle as if it wasn't in the Arena. If this Speciality is activated and it does not Attack through an Obstacle, it deals 1 additional point of Damage if it hits a target.</p>
SEEKER	<p>All Attacks made by a Weapon with this activated Speciality are considered Aimed Shots without it reducing the attacking Rigs Momentum.</p>
SUPERSONIC MUNITIONS	<p>A target attempting to evade Attacks made by this Weapon cannot activate any effects, Modifications or Specialities that would normally allow them to modify or reroll their own Evasion Attempts.</p>
SUSTAINED TRIGGER	<p>A Weapon with this Speciality can reroll all of its Impact Power dice a single time if the first result fails to exceed the Armour value of the target.</p>

CREW SPECIALITIES

A Player may choose up to 1 Speciality from the Driver Specialities list. If a Rig has a Gunner, it may also choose 1 additional Speciality from the Gunner Specialities list. Specialities can only be used during certain Actions, this sometimes includes an opponent's Actions. Each Speciality will indicate when it can be used.

DRIVER SPECIALITIES

BOOST JUICE

Your driver has equipped your Rig with a high-octane concoction known as Boost Juice. During your own Action, before you move, declare how many Boost Juice Canisters you will activate, up to a maximum of 3, and roll that many dice. Each roll of a 1 indicates that a canister has ruptured and exploded, causing 1 point of Damage to the Rig; these do not provide extra Speed and cannot be used again for the rest of the game. Calculate any Damage before you move. However, for every other result you gain an additional +5 Speed for the duration of this Action. If a Rig fitted with Boost Juice is Charred, all Rigs and Creatures within [5cm] will automatically receive an amount of Damage equal to the number of remaining Boost Juice canisters on the Rig.

CIRCLE WORK

Your Driver purposefully spins the Rig around in a tight circle, whipping up a cloud of dust, Obscuring your Rig. Once per Round, during your own Action, you may reduce your Momentum by 1 to turn your Rig and count it as being Obscured from all non-Combat Weapon Attacks until the start of your next Action. If you move your Rig after activating this Speciality, this effect ends.

CALCULATING OPPORTUNIST

Once per game, you may immediately Move and turn your Rig, or use one of its Weapons as if your Activation Token was Revealed. This Speciality can interrupt another Player's Action. This does not replace any of your Actions for this Round. *If multiple Players wish to do this, they must roll 2 dice and add their Speed value to the result to see who acts first.*

CONCEALED WEAPON

A secret compartment in the Rig conceals an illegal, non-Primer-reliant Weapon. Choose 1 Weapon from the table at the bottom of this page. You may Attack with the Weapon during any of your Actions. This Speciality counts as using a Weapon. *These weapons cannot be modified.*

DRIFTER

Increase your Rig's Handling by +1.

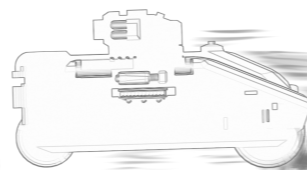
In addition, once per Round, you may turn your Rig after moving it as a result of failing a Handling Test.

EVASIVE MANOEUVRES

Once per Round, you can add +1 to one of your Evasion Attempts made against an incoming Attack. Apply this effect before and after any re-rolls have been made. *The use of this Speciality must be declared immediately after your Rig is declared the target of an Attack.*

PEDAL TO THE METAL

Once per Round, during your own Action, before moving your Rig, add +5 to your Speed value for this Action.



Weapon	Range [cm]	Type	Impact Power	Effects
Boom Stick	10	Shell	4	Point Blank — Add +2 to this Weapon's Impact Power result if the target is no more than [5cm] away.
Bad Ugly	10	Shell	1-12	Punk Buster — This Weapon can only roll a combined total of 12 Impact Power dice during the game. However, the owner chooses how many to roll each time they use this Weapon.
Razor	10	Shell	4	Sticky Trigger — When Rolling for Impact Power, any results of 1 are discarded but for each result of 4, the Player rolls 1 additional Impact Power dice. These additional Impact Power dice do not add nor remove any further Impact Power dice.

GUNNER SPECIALITIES

If a Rig has a Gunner, it may take 1 Speciality from this list.

BRACE OF GRENADES

Once per Round, during your own Action, your Gunner may throw 1 of the following grenades at a target within [10cm] of your Rig and in any direction. Grenades can be evaded as normal. This Speciality counts as Attacking with one Weapon.

- **Nova Grenade:** Impact Power 4.
- **Shatter Grenade:** Impact Power 3, Detonate [5cm].
- **Flash Shock Grenade:** Deals 0 Damage. Targets hit cannot activate Crew Specialties for the duration of the current Action.

EYE OF THE HUNTER

Once per Round, you may reduce one of your target's Evasion Attempt results by -1. Apply this effect before and after any re-rolls have been made. *The use of this Speciality must be declared at the same time the target of the Attack is declared.*

TACTICAL DISTRACTION

Once per Round, your Gunner may activate this Speciality to Attack a valid target that declares an Attack against your Rig before their Attack is made. If your target chooses to evade this Attack, you may add +1 to one of your own Evasion Attempt results when trying to evade their Attack. However, Attacks made with this Speciality may not use Primer to activate their Specialities and the same Weapon cannot be used during your next Action.

THE RIGHT TOOL

Choose 3 items from the table on the next page; the same item can be taken multiple times. The Player must declare they are using the ammunition before they declare their target. A Weapon can only fire 1 type of ammunition each time it is used. This Specialty cannot be used in conjunction with a Mine Launcher or a Weapon from the Driver Speciality 'Concealed Weapon', but the chosen ammunition can be used with a Familiar's Weapons (*The Rig's Gunner has preloaded some of the ammunition into the Familiar before the Event*); although a Familiar cannot use the 'Drastic Payload' ammunition.

ITCHY TINKER FINGERS

Before placing your Rig into the Arena, nominate 1 Weapon on your Rig or Familiar; your Gunner does some last-minute tinkering to this Weapon. Roll 1 dice and consult the table below. The result indicates what the Gunner managed to achieve for this Weapon.

1. *Trick Chamber:* Once per game, this Weapon can be used a second time during your own Actions. This second Attack cannot use Primer to activate the Weapon's Specialities.
2. *Internal Primer Capacitor:* This Weapon starts the Event with 1 Primer.
3. *Honed Projectiles:* +1 to all of this Weapon's Impact Power results.
4. *Adept Tinker:* Choose two of the options above.

TRIGGER HAPPY

Your Gunner is somewhat reckless when it comes to firing Weapons. Once per Round, you may use this Speciality to Attack with a single Weapon a second time during your own Action. The target can roll 1 additional Evasion Attempt when trying to evade the additional Attack made by this Specialty (*this does not reduce their Momentum*). Attacks made this way may not use Primer to activate their Specialities. This Specialty can be used in conjunction with a Weapon equipped to a Familiar, but not from the Driver Speciality 'Concealed Weapon' or a Mine Launcher.

SEVERE PRECISION

An expert in Rig assembly, your Gunner can spot weaknesses in the target's armour with ease and knows exactly how to exploit them. Once per Round, you may reroll up to 2 of your Weapon's Impact Power dice when rolling as a result of that Weapon dealing Damage.

VETERAN DOGFIGHTER

Once per game, all of your Attacks are considered Aimed Shots for the duration of one of your Actions without needing to reduce your Momentum. Additionally, your target cannot be Obscured by any means and modifiers or rules of any kind that would normally be applied to Evasion Attempts by the target are negated.

'THE RIGHT TOOL' AMMUNITION

Item	Effects
Overcharger Cell	An Energy Weapon using this ammo increases the number of Impact Power dice it rolls by 1.
Hammer Shells	A Shell Weapon using this ammo increases the number of Impact Power dice it rolls by 1.
Thermite Warheads	A Missile Weapon using this ammo increases the number of Impact Power dice it rolls by 1.
Nullifiers	If it hits, an Attack made by an Energy Weapon using this ammo deals 0 Damage but the target must discard 1 Primer Token if they have any.
Corrosive Cores	A Shell Weapon using this ammo gains a Breacher (3+) Effect.
Whiplash Missiles	An Attack made by a Missile Weapon using this ammo requires at least 2 successful Evasion Attempts to be evaded.
Tracer Tags	Attacks using this ammo deal 0 damage. If the Attack hits, any further Attacks you make for the remainder of this Action at the same target are considered Aimed Shots without needing to reduce your Momentum.
Decoy Flares	Allows your Decoy Flare Launcher to be used an additional time.
Flash Shock Bombs	<p><i>Requires a Mine Launcher to be used.</i> Instead of placing a Mine on the Arena floor like normal, the Mine Launcher sprays a cluster of spherical devices behind the Rig that are automatically triggered and have the following profile:</p> <p>Flash Shock Bombs — Range [5cm], Impact Power n/a.</p> <p><i>Effects: Deals 0 Damage. Cannot be evaded. A Target that is hit by this ammunition cannot activate Crew Specialties for the duration of the current Action. This Ammunition can only affect targets that are behind the rear half of the attacking Rig's base and does not affect the attacker's own Rig.</i></p>
Drastic Payload	<p>Go out with a bang! During your own Action you can Detonate your Rig to cause an explosion with a Detonate radius of [10cm], which is measured from all parts of your Rig's base. Any Rig or Creature within [5cm] takes 2 Damage; roll for Impact Power normally (this explosion has Impact Power 6). Targets more than [5cm] away only take Damage from the Impact Power of this explosion.</p> <p>Once you have used this, your Rig is considered Charred. In addition to any Favour Points that you received for dealing Damage or Charring Rigs by using this item, you earn 2 additional Favour points for doing whatever it takes to get the win.</p> <p>Self damage <u>does not</u> award Favour Points.</p>

FAMILIAR

Your Gunner is an adept robotics enthusiast and has created a personal, remote control, cybernetic assistant to use in the Arena.

Familiar models should be mounted on a 32mm diameter base.

When a Player first places their Rig into the Arena, they must place their Familiar in the Arena in the same way. Familiars Move and Attack in the same way as a Rig does and do so in their controlling Rig's Actions; they also gain Momentum in the normal way.

A Rig's Gunner cannot use an additional Weapon on the Rig if the Familiar Moves or uses one of its Weapons. *The Gunner is too busy controlling the Familiar to be able to fire the Rig's Weapons.*

A Familiar and its controlling Rig can transfer any number of Primer between each other if they have the Modification to do so. To do this their bases must be touching. A Rig and its own Familiar can never Collide with each other.

Any Damage caused by a Familiar counts as the controlling Rig dealing the Damage, and any Weapon equipped to the Familiar Counts as a Weapon being used by the controlling Rig.

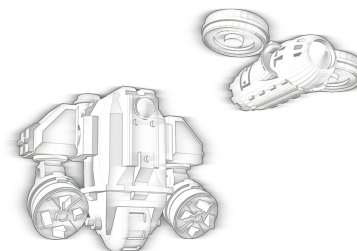
The Familiar is classed as a Rig for all rule clarifications and has the following profile as default:

[Speed: 10] [Armour: 2] [Empty Mod Slots: 3]

A Familiar can be equipped with Weapons and Modifications from the Familiar Weapon and Modification tables. Only 1 Weapon equipped to a Familiar may be used per Action.

Familiars gain Momentum and make Evasion Attempts in the same way as a Rig, but they cannot make Handling Tests and must reduce their momentum to turn.

Familiars are very nimble; to represent this, the maximum number of Evasion Attempts a Familiar can make per Attack is 5 (plus extras from being Obscured).



FAMILIAR WEAPONS

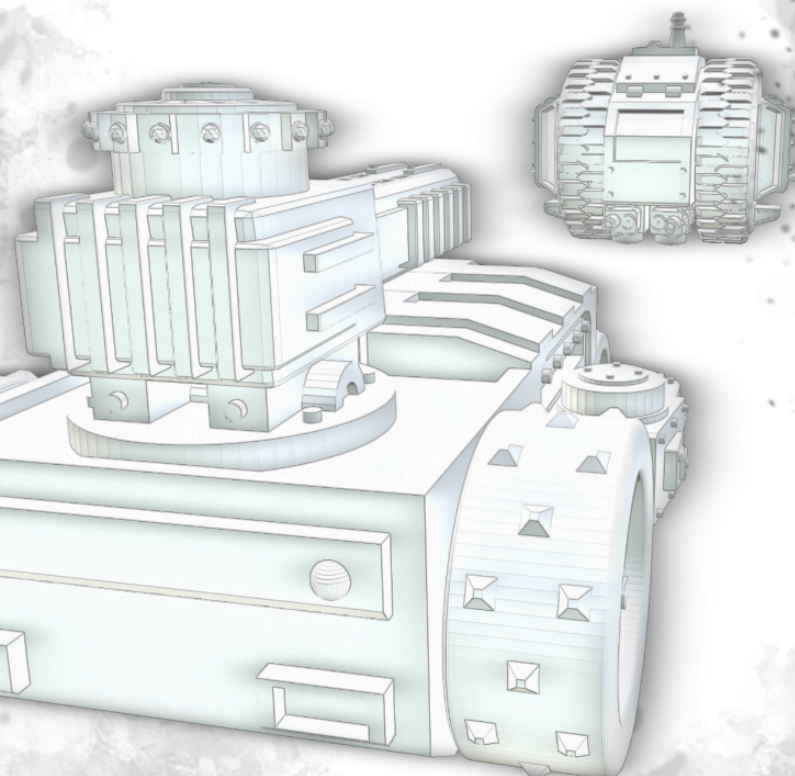
Weapon	Range [cm]	Type	Impact Power	Cost	Speciality & Effects
Asteroid Cutter	10	Energy	5	-1 Mod	PARTICLE FOCUS
Mawler Appendages	-	Combat	6	-1 Mod	BLAST-FORCE PISTONS: When rolling for this Weapon's Impact Power, you may roll 2 additional Impact Power dice and choose the 6 highest results.
Pin-rod Spitter	15	Shell	4	-1 Mod	BREACHER (3+)
Scorch Tongue	15	Energy	4	-1 Mod	SUSTAINED TRIGGER
Shatter Pod Missiles	20	Missile	4	-1 Mod	Detonate [5cm]
Starfall Missiles	20	Missile	4	-1 Mod	Can only be equipped to a Familiar with a Comet Fire Combat Module. FULL PAYLOAD
Thorax Mortar	30	Shell	4	-1 Mod	Aggressive Conversion — The Familiar may not move during the Action in which this Weapon is used. Descending Destruction — Attacks with this Weapon ignore the Obscured rule.
Shocking Barbs	5	-	-	-1 Mod	Deals 0 Damage. If this attack hits, the target's Resistance Field Layers are reduced by 1 until the end of the current Action.
Vibro Drivers	-	Combat	4	-1 Mod	Oscillating Drills designed to cut through the toughest of minerals and rock. If a Familiar is equipped with 2 Vibro Drivers, change this Weapon's Breacher Speciality to read 'Breach (2+)'. BREACHER (3+)

FAMILIAR MODIFICATIONS

Modification	Effect	Cost
Familiar Armour Plating	+2 Armour	-1 Mod
MK. 1 Primer Capacitor & Transfer Protocols*	Can hold a maximum of 1 Primer. Allows Primer to be transferred between the Rig and Familiar when their bases are touching.	-
MK.2 Primer Capacitor & Transfer Protocols*	Can hold a maximum of 3 Primer. Allows Primer to be transferred between the Rig and Familiar when their bases are touching. Replaces MK.1 Capacitor.	-1 Mod
Agility Combat Module**	<i>The Familiar is built for Speed.</i> +10 to the Familiar's Speed and it may reroll 1 failed Evasion Attempt when evading an Attack.	-1 Mod
Destroyer Combat Module**	<i>Seek out and take down targets with greater efficiency.</i> +5 to Speed. +2 Armour. +3 to Impact Power roll totals of all Weapons fitted to the Familiar.	-1 Mod
Warden Combat Module**	<i>Designed to protect.</i> + 5 Speed. +5 Armour. When within [5cm] of its Rig, if an Attack would hit its controlling Rig, the Familiar may immediately move so that its base is touching the closest part of its Rig's base, and take the Damage instead. Roll for Impact Power against the Familiar.	-1 Mod
Comet Fire Combat Module**	<i>Familiar with low altitude flight capability.</i> +15 Speed. Armour +3. <i>Flight — This Familiar can move over Obstacles, Rigs and Creatures as if they were not in the Arena but it can never be Obscured.</i> This Familiar cannot be equipped with any additional Armour Modifications and the only Weapon it can take is Starfall Missiles. It cannot collect Primer from Primer Pads nor can it be Shunted or targeted by any Mines or Combat type Weapons.	-1 Mod
Shreik Amp*	Once per Round, by discarding 1 Primer Token, the Familiar can let out a deafening sound that causes the Crew of one Rig within [5cm] to become 'Confused'. When a Confused Rig's next Activation Token is drawn, delay that Action until after the following Action in the queue has been revealed and resolved. A Confused Target cannot be Confused again until after its delayed Action has been resolved.	-1 Mod
Second Eye Module*	The Familiar's targeting optics are linked with the Rig's and offer a slight increase in accuracy. As long as the Familiar can draw a line of sight to the target of its controlling Rig's Attack, reduce the result of one of the target's Evasion Attempt results by -1; also, apply this effect to one rerolled Evasion Attempt.	-1 Mod
Static Haze Projector*	At the end of your Action, as long the Familiar has at least 1 Primer, you may declare that the Familiar is projecting a holographic image of static and electrical disturbance around itself. Any Rig or Creature that is targeted by an Attack whilst within [5cm] of the Familiar while it is projecting is considered Obscured. This cannot be used in the same Action that the Familiar Attacks with its Weapons.	-1 Mod

*Only 1 instance of these Mods can be equipped to a Familiar. ** Only 1 type of Combat Module can be equipped to a Familiar

COMBAT EVENTS



- CHARRED AXLE -

Today's spectators tuned in for an exciting show and they won't take kindly to being left wanting. Explosives have been fitted to each of the Rigs which will be triggered if they fail to please. The last Rig standing with the most Favour at the end of the Event will be crowned the victor and be remembered for a lifetime... or at least until the next Charred Axle event.

This Event ends when only 1 Rig remains or at the end of the 3rd Round, whichever occurs first.

SETUP

This event is for 2-4 Rigs.

Rigs are placed in the Arena measuring from the Arena Entry Point as shown. 3 Primer Pads are positioned and numbered as shown. One random Primer Pad will attempt to recharge at the start of the Action in which there are no more charged Pads remaining. Roll 1 dice to determine which Pad recharges; on the result of a 4, all Primer Pads recharge.

EVENT MECHANICS

During this Combat Event, a Rig will receive 1 Favour Point for:

- Using 1 or more Weapons during its own Action.
- Successfully Evading an Attack.
- Each point of Damage dealt to a Rig or Creature.

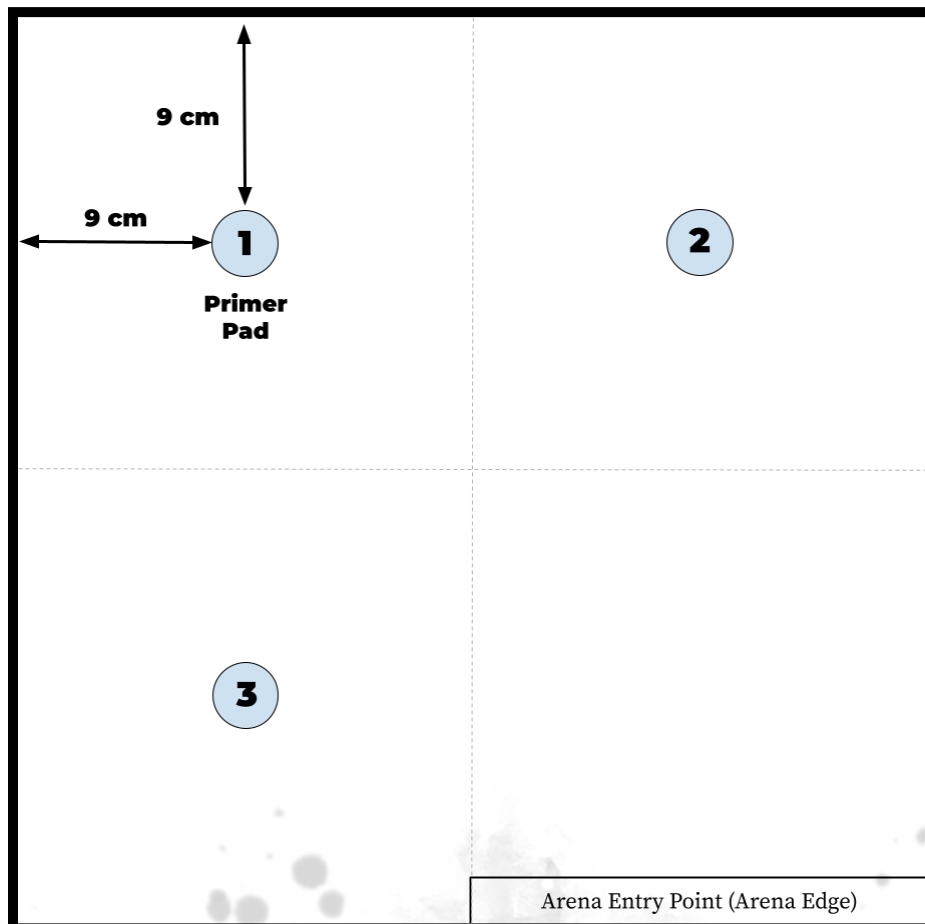
2 additional Favour Points will be awarded to the Rig that deals the final point(s) of Damage to a Rig, causing it to become Charred.

A Need to Please

At the end of each Round, small explosives on all Rigs that scored the fewest Favour Points during that Round will be detonated, dealing 1 automatic Damage; this Damage cannot be modified or negated in any way.

Underdog's Favour

At the end of each Round, the Rig(s) with the fewest total Favour Points gain the Underdog's Favour bonus. The first time that they score at least 1 Favour Point in each of their own Actions during the next Round, they will receive 1 additional Favour Point.



WORLDS AND

This section of the book introduces environmental threats and events that can occur throughout a game of Charred Axle. Players can choose from one of four worlds on which their Charred Axle Event will take place. The location chosen comes with several unique Phenomena that will affect gameplay. Things like, for example, fierce sandstorms on Ainash that will make it difficult to see, raging tempests and storms on the moon of Niiva'at that can lift Rigs into the air and toss them about as if they were no more than twigs, or maybe the Players will be unfortunate enough to encounter a Terror Worm.

Players first decide where their game is to take place; then, at the start of each Phenomena Phase, roll 1 dice and

consult the world's Phenomena Table to see which Phenomenon occurs and resolve its effects and behaviour, such as Moving and Attacking if applicable. During the Phenomena Phase, resolve all current Phenomena in the Arena before rolling on the table. Each Phenomenon will only last until the next time you roll on the table unless stated otherwise. Any Phenomena that persists for multiple rounds will be affected by any additional Phenomena effects that occur, if applicable. Once all of the Phenomena have been resolved, the Round ends and the next one begins. If the Players are lucky their game will be an relatively uneventful one; If they are unlucky, they will have to think fast and adapt to the ever-changing environments of the Tarapor worlds.

THEIR PHENOMENA

FORNAX THETA

Millions of Solar years ago, a massive asteroid formed from volcanic material ejected into space by a giant volcano on an unknown world. The life of 'Fornax' — the star at the heart of this asteroid's system — would be destined to come to an abrupt end. And when it did, it did so in spectacular fashion; it exploded in a supernova that would have been visible to any lifeform that looked into the skies from wherever they were in the galaxy. As it exploded, it vaporised its closest satellite worlds and flung out those farthest away, along with vast amounts of matter, into the darkness of space, including the asteroid that would soon be known as 'Fornax Theta' — the word 'Theta', when translated into Human, roughly means 'treasure'.

On the asteroid's surface and just below it lay an abundance of rare ores used in the construction of spacecraft, defensive equipment and munitions. Thus, as soon as it was discovered in the Tarapor system, the Biomechanical research firm 'Purion', which developed highly advanced, cybernetic augmentations, set out to mine Fornax for its valuable resources and quickly stripped it bare. Soon

after, Purion was dismantled and its assets were absorbed by Hukk Industries as a result of Purion's Chief Scientist, Scorin, being imprisoned for heinous experimentation on the fauna of Tarapor.

So Fornax Theta would drift through space completely abandoned until it became a testing ground for the technological developments of Hukk Industries; then it would become one of the most exciting Charred Axle arenas in the Tarapor system.

Hukk Industries, in partnership with the Tarapor Defence Organisation, conducted almost constant tests of its new defensive and offensive technologies on Fornax Theta. The Sprite invasion of Tarapor left no time to waste in supplying the T.D.O. with the weapons it needed to fight back against them.

Clusters of permanent atmos-orbs were established on the asteroid and communities of development teams were based there on constant, rotating schedules so that Hukk Industries could conduct its testing with maximum efficiency. One of these atmos-orbs is much larger than the

rest; this is Charred Axle's arena. At each end of the arena are towering hangers that house several unknown experiments. These experiments are unleashed on the competitors for the amusement of the spectators, and to test out their capabilities. Though the arena on Fornax is far too dangerous to allow spectators to attend the events, so a flotilla of Broadcast Drones swarm around the arena capturing every moment of the action that can be watched across the system.

The resources from Fornax Theta, acquired when Hukk Industries absorbed the assets of Purion, and the revenue brought in from the Charred Axle events have boosted the production of new advancements in defensive and offensive technologies. This has seen an increase in the success rate of operations carried out by Reclaimers — small teams of mercenaries who carry out covert assaults on overrun Essence Farms in an attempt to retake control of them from the Sprites.

*"Without Essence we are nothing,
so we give everything
to remain what we are."
- Mantra of the Reclaimers.*

FORNAX THETA PHENOMENA TABLE

Roll 1 dice and resolve the Phenomenon that is described beside the corresponding result below.

[1] FORNAX CANNON BARRAGE — RANGE N/A | IMPACT POWER 5 | SHELL

Roll 3 dice. For each number shown, all Rigs in the corresponding Arena Sections are hit by an Attack from the cannon barrage unless they can make at least 1 successful Evasion Attempt for each Attack that targets the Arena Section they are in.

[2] WEAPONS FREE —

All Rigs may immediately Attack with 1 Weapon on their Rig with its Specialities activated without the need for Primer. All Attacks made this way are considered to happen simultaneously, so even if a Rig becomes Charred before attacking, it may still make its Attack as though it wasn't. *Players may wish to roll off to see in which order they attack.*

[3] FURY OF THE STARS — *Six ominous black orbs, experimental perimeter defences, hang above the Arena.*

Roll 1 dice for each Rig and/or Creature in the Arena. Results of 2+ indicate the Rig or Creature receives 1 Damage. This Phenomena can be evaded as normal but ignores the Obscured rule.

Unbound Power — RANGE 15CM | IMPACT POWER 5 | ENERGY — After taking Damage from this Phenomenon, energy arcs to all other Rigs & Creatures within [15cm] of the damaged Rig, dealing an automatic hit to all in range. Hits from Unbound Power only deals Damage via its Impact Power rolls and cannot be evaded.

Note: Each Rig and Creature can be hit by no more than 1 Unbound Power arc each time this Phenomenon occurs.

[4] MECHADON — *An enormous, remote-operated, walker-type Rig stomps into the Arena. Designed to be the tip of the spear during assaults on Sprite-infested Essence Farms across Tarapor, the Mechadon boasts formidable firepower and an almost unmatched resilience to damage.*

Place a model mounted on a 50mm base to represent the Mechadon against the Arena edge in between Arena Sections 1 and 2. The Mechadon can Move and Attack in any direction. The Mechadon will not move if it can Attack a Rig and will always attempt to attack the closest visible Rig. If there are no valid targets, the Mechadon will move directly towards the centre of the Arena, removing any Obstacle it touches from the Arena. It will stop moving as soon as any Rig is visible and within range of its Meteor Cannon, or its Pulverising Stomp.

A Mechadon remains in the Arena until it has been Charred. Other Phenomena may occur while the Mechadon is Active but only 1 Mechadon can be present at a time as a result of rolling on this table.

Mechadon — SPEED 10, ARMOUR 12(4),

Meteor Cannon — RANGE 40CM | IMPACT POWER 6 | MISSILE — *Heavy Variant (deals +1 additional Damage).*

Pulverising Stomp — RANGE 5CM | IMPACT POWER 4 — *Point Blank (add +2 to this Attack's Impact Power results).*

If a Rig or Creature is within [5cm] of the Mechadon, it will use this Attack instead of its Meteor Cannon against that target.

Unyielding — The Mechadon cannot be moved by any effect other than it moving by itself and has 4 points of Reinforced Armour (*See entry in the Modifications table on page 17*). Though this level of resilience comes at a cost — the Mechadon cannot evade incoming attacks.

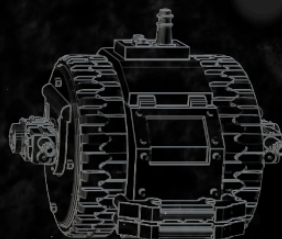
Primer Field — Any Rig or Creature that is within [5cm] of a Mechadon at the start of their own Action will be dealt 1 Damage by a special field designed to protect the Mechadon from fast-moving Sprites that would swarm over it during missions to reclaim Essence Farms.

LEGENDARY RIGS

Over the next few pages, you will find five ready-made Rigs that you can play with instead of designing your own. This will allow you to get into the action faster and will help you get to grips with the rules of the game. Each Rig is different from the next, designed with a different playstyle in mind. You will find a small graphic depicting each Rig below its blueprint.

These Rigs all belong to characters in the Charred Axle universe, all of which fought to be crowned champion at

the Final of the Grand Tournament hosted in the isolated deserts of Ainash. Each finalist had to overcome numerous competitors over the course of multiple qualifying events. Every spot in the Finals, then, was filled by the absolute best Rig crews in the Tarapor system. The only exception is the Rig named Aurelia's Wish; this Rig belongs to the founders of Charred Axle — Valoras and Lilapol. Aurelia's Wish was the first Rig of its kind in Tarapor and all that followed would build upon its concept.



ORCHID FIRE

In the Sol star system, on the Human's homeworld of Earth, a delicate and mysterious flower called an Orchid blooms in the shades of the tropical forests.

Like their floral namesake, Orchid Fire was shrouded in mystery, no one ever had the opportunity to speak with them, nor did anyone ever see them not wearing their arena attire — a pearlescent and mirrored visor set into a stone grey helmet, and donning a set of Human military strike gear. Their identity remained a mystery until the final event in the Charred Axle Grand Tournament where it would be revealed in an unbelievable turn of events.

Orchid Fire's crew consisted of a Human driver, assumed by most to be female, due to their slight build, and a self-made junk-bot gunner whose optics were hardwired into the Rig's targeting systems, leaving the driver to get on with their craft — driving circles around the opposition. The Orchid, as the driver was known, was considered to be the most skilled driver ever to grace the Charred Axle arenas.

Following an incident during an early Charred Axle event, a crew tried to gain an advantage by

installing a concealed mini Essence chamber inside their Rig. This would provide their weapon systems with a constant supply of Primer, eliminating the need to reach a Primer Pad during the events. Their plan worked for a while, resulting in them climbing the Charred Axle rankings with ease. However, during one event, they suffered a heavy shunt from a much larger Rig which short-circuited their coolant tank, causing it to stop pumping fresh coolant around the chamber, ultimately triggering a runaway thermal reaction. The gunner managed to get the coolant pump working again but it was too late: the massive heat radiating from the chamber had melted the cooling pipes, and as the fluid spurt out of its reservoir it was vaporised as most of it hit the external walls of the Essence chamber, releasing a cloud of noxious vapour which choked the Rig's crew, causing them to lose consciousness. The Rig slowly crawled to a halt amid a cloud of coolant fumes. Now a sitting duck, they were immediately targeted by the other Rigs in the Arena. They were hit time and time again by weapon fire until, finally, a Primed shot fired from a powerful beam

weapon sliced through the chamber wall. There was an ear-piercing wail as the superheated Essence gas inside the reactor exploded outwards.

The dust cloud caused by the explosion pulsated in an all too familiar purple hue, and the air reeked with a sour stench. Once the dust settled, the ground was scorched with a purple stain and a Pathway — a jagged-edged tear linking two very different worlds — hung in the air amid a tangle of pale blue, ethereal tendrils.

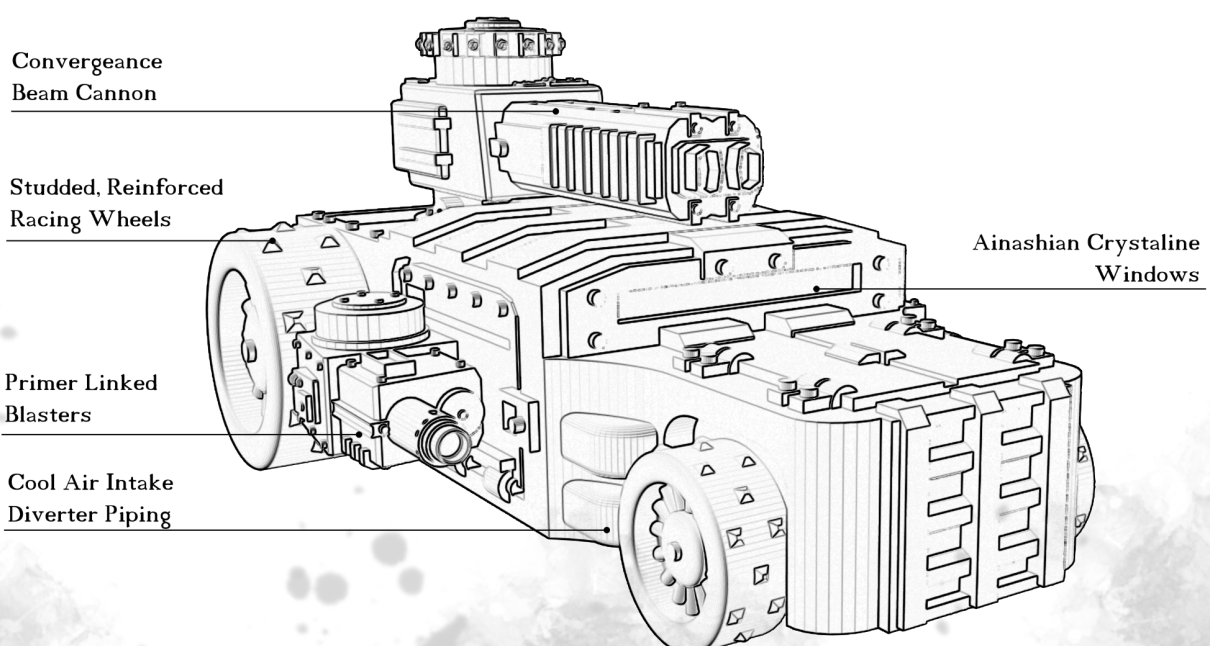
The remaining Rigs fought back the Sprites until the forces of the T.D.O. arrived. Luckily it was only a minor breach and the Pathway was quickly sealed. From that day on, strict inspections were done on each Rig to prevent this from happening again.

However, history has a tendency to repeat itself, and the next time this happened, it resulted in the worst invasion event since the first days of the Rupture. It was then, at the Charred Axle Grand Final, that the Orchid revealed her identity as she dragged the unconscious body of Lilapol from the crumbled remains of the Overseer's tower and attempted to resuscitate her.

ORCHID FIRE

BLUEPRINT

SPEED 20	HANDLING 4	ARMOUR 9	RES. FIELD 0	COST
<ul style="list-style-type: none"> 3 x Armour Plating — Provides 9 Armour 				-3 Mod -6 Speed
<ul style="list-style-type: none"> Carbon Alloy Lattice — The Impact Power of all Shell type Weapon Attacks that target you are reduced by -3. 				-2 Speed
<ul style="list-style-type: none"> Decoy Flare Launcher — Activate when you are declared as the target of an Attack. Your Rig is considered Obscured for the duration of the current Action (1 use only). 				-
<ul style="list-style-type: none"> Driver Speciality — EVASIVE MANOEUVRES: <u>Once per Round</u>, you can add +1 to one of your Evasion Attempts made against an incoming Attack. Apply this effect before and after any re-rolled Evasion Attempts. <i>This Speciality must be declared at the same time your Rig is declared the target of an Attack.</i> 				-
<ul style="list-style-type: none"> ❖ Convergence Beamer — Choose one of the firing modes below each time this Weapon is used. <ul style="list-style-type: none"> ➤ Converge — RANGE 30CM IMPACT POWER 6 ENERGY — SUPERSONIC MUNITIONS. ➤ Fractal Bloom — RANGE 5CM IMPACT POWER 4 ENERGY — <i>Target's all other Rigs & Creatures within range and in all directions. Roll for Impact Power against each target separately.</i> <i>Light — This Weapon <u>only deals Damage</u> as a result of its Impact Power rolls.</i> ➤ Destructor Module — Add +1 to this Weapon's Impact Power total. ➤ Omni-directional Mount — This Weapon can attack targets in any direction, not only those in front of the Rig. 				-2 Mod -1 Speed -1 Speed
<ul style="list-style-type: none"> ❖ Blasters x 2 — RANGE 20CM IMPACT POWER 3 SHELL — PRIMER-LINK. <i>Light — This Weapon <u>only deals Damage</u> as a result of its Impact Power rolls.</i> 				-
<ul style="list-style-type: none"> Gunner — A Gunner gives access to Gunner Specialities. You can use 1 additional Weapon during your Actions. Gunner Speciality — SEVERE PRECISION — <u>Once per Round</u>, you may reroll up to 2 of your Weapon's Impact Power dice when rolling as a result of that Weapon dealing Damage 				-1 Mod



ULTIO

When the spacecraft '*Outreach*' set off from Earth, General Tolgor Volkov was one of its crew, chosen by long-time friend and Naval Captain Alexander Ripon. Tolgor had always been headstrong; this made him a great military leader and was the main reason he was chosen to command the Outreach's military division during the Human's journey to a new star system.

Outreach was the second ship of its kind. Its predecessor, '*New Fate*', set out without any form of military force. It too was an explorer class ship on a peaceful mission to find new homes for Human life; what need of a military did it have? After all, the Humans believed they were alone in the galaxy. Though *New Fate* fell silent, and was never heard from again.

The military force on the Outreach would only become active when an existential threat presented itself. Seventeen years after settling on planet Thynakia, Tolgor was convinced that military action was needed after the Thynaks sabotaged numerous Nutrient Orbs in which the Human food crops were cultivated; Captain Ripon on the other hand, believed there was more to the story and strongly resisted military intervention. It was only when the Outreach was rocked by an explosion during a diplomatic

meeting between the Humans and two Ainashian Elders, that Tolgor was able to activate his powers and mobilise the armed forces under his command.

Unfortunately, Aurelia Ripon, daughter of the Captain, had brought her friend and colleague Lilapol — a Thynak — onboard the Outreach at the time of the meeting; Aurelia had hoped that together they could explain to her father that the attacks were the work of a small few and the majority of the Thynaks condemned their actions.

Tolgor was adamant that Lilapol had somehow caused the explosions onboard. Furious, he made for Aurelia's quarters where Aurelia's father had sent Lilapol to wait, though Aurelia beat Tolgor there. She and Lilapol rushed towards the Outreach's escape pods as the entire ship began to fall apart. Lilapol made it inside a pod but Aurelia was grabbed from behind by Tolgor. As he fought to get at Lilapol, Aurelia pulled the emergency pod-seal lever, slamming the pressurised door closed and firing Lilapol's pod into space.

Aurelia tried to escape in another pod but Tolgor got in with her and they too were launched into the darkness of space. Sensing distress in its occupants, their pod's life preserve system filled the pod with a

gaseous sedative, rendering the pair unconscious.

Tolgor and Aurelia spent the next seventy-two Earth hours stuck with one another, until the pod finally crash-landed on Ainash. When Tolgor regained consciousness after the crash, the door to the pod was open and Aurelia had gone. He followed her footsteps and drops of blood in the sand but they were soon lost to the wind.

Even after Tolgor learned the true cause of the loss of his ship was the Rupture on Bakkoroth, he was unable to let go of his animosity towards the Thynaks, for it was they who forced many of the humans to flee their new homes on the surface of Thynakia and take refuge onboard the Outreach. If it wasn't for the Thynaks, the loss of thousands of human lives could have been prevented, he told himself time and time again, as a seed of hatred grew in his mind. Blinded by his animosity, Tolgor still believed that somehow Lilapol was involved in the destruction of the Outreach and would eventually catch up with her at the Charred Axle Grand Finals as a competitor in his fearsome Rig '*Ultio*', built upon the chassis of a human military-class transport vehicle equipped with a modified energy drill capable of formidable devastation.

ULTIO

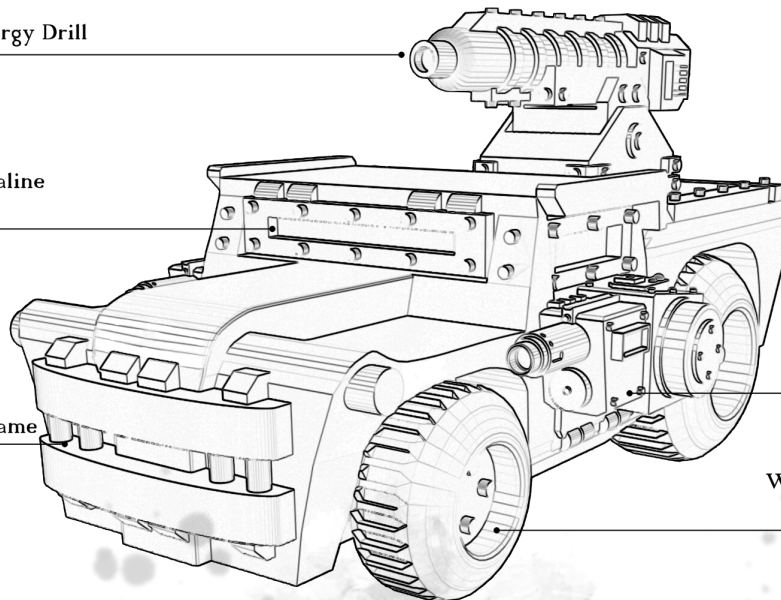
BLUEPRINT

SPEED 20	HANDLING 4	ARMOUR 9	RES. FIELD 0	COST
<ul style="list-style-type: none"> Armour Plating x 3 — Provides 9 Armour 				-3 Mod -6 Speed
<ul style="list-style-type: none"> Polarised Matter Webbing — The Impact Power of all Energy type Weapon Attacks that target you are reduced by -3. 				-2 Speed
<ul style="list-style-type: none"> Carbon-alloy Lattice — The Impact Power of all Shell type weapon Attacks that target you are reduced by -3. 				-2 Speed
<ul style="list-style-type: none"> Decoy Flare Launcher — Activate when you are declared as the target of an Attack. Your Rig is considered Obscured for the duration of the current Action (1 use only). 				-
<ul style="list-style-type: none"> Driver Speciality — CALCULATING OPPORTUNIST — <u>Once per game</u>, you may immediately Move and/or turn your Rig, or use one of its Weapons as if your Activation Token was Revealed. This Speciality <u>can</u> interrupt another Player's Action. This does not replace any of your Actions for this Round. <i>If multiple Players wish to do this, they must roll 2 dice and add their Speed value to the result to see who acts first.</i> 				-
❖ Astro Driver — RANGE 20CM IMPACT POWER 6 ENERGY — ROCKBURST.				-2 Mod
❖ Blasters x 2 — RANGE 20CM IMPACT POWER 3 SHELL — PRIMER-LINK. <i>Light — This Weapon <u>only deals Damage</u> as a result of its Impact Power rolls.</i>				-
❖ Target Acquisition System — A Rig equipped with this Modification can make Aimed Shots by reducing its Momentum by only 1, rather than the normal 2.				-1 Mod

Astro Driver Energy Drill

Ainashian Crystalline Windows

Propulsion Bay Protective ExoFrame



Primer Linked Blasters

Woven Steel Fibre Airless Wheels

NEVERFALL

Over the years, Iras and Tirhali, partners and leaders of a team of Harah D'thil on Ainash, witnessed plenty of resistance and rejection from those who support the '*Hayir*' — the Unbound — a self-given name to those who collectively reject the Union. It was difficult work but having a trusted team at their backs helped them stay motivated, and seeing the gratitude of the Ainashians who wholeheartedly believed in the Union made the hardship worthwhile.

Though for Iras and Tirhali, life would change drastically after an operation to bring down a syndicate known for smuggling illegal weapons and toxins between the settlements on Ainash took an unexpected turn. The initial assault was textbook: they entered the compound, and though they faced resistance, it was far less than expected. Their team managed to subdue and restrain all syndicate members that didn't flee. But as they were loading them into the transporter, a second and third team of Harah D'thil entered the compound but rather than lowering their weapons at seeing the situation was under control, they pointed them at Iras and Tirhali, ordering them to drop their own weapons, stating that they were accused of being in cooperation with the syndicate. Claiming this was an

absurd accusation, Iras demanded proof. The leader of the second team held up their wrist-mounted image slate and began to swipe it with a finger; one after another numerous images of Iras and Tirhali consorting with members of the syndicate were displayed. Tirhali calmly explained this was part of the operation and that all meetings were logged in the data archives pertaining to the operation. The accuser took a moment to investigate this claim but returned declaring that no such records existed. Iras and Tirhali immediately knew that someone with access to the records had deleted them, someone on the inside of the Harah D'thil, and that if they allowed themselves to be loaded into the transporters, they would be imprisoned and held as criminals. This had been planned carefully by someone with an agenda that would see them locked away for a long time.

It only took a look, a silent understanding forged by years of working side by side, for Iras and Tirhali to start running. Managing to avoid the stunning barbs from the Enforcers' weapons, they ducked inside a garage where they managed to power up an all-terrain vehicle and make an escape.

For two Ainashian years they remained in the shadows avoiding

capture, until the day they heard that Valoras was organising a Grand Tournament for Charred Axle. If they were lucky, Valoras may know who was behind their framing.

So, under the name '*Neverfall*', Iras and Tirhali battled their way through the lower leagues of the Charred Axle qualifying rounds, using the vehicle they had commandeered to make their escape. Their resources were scarce in the beginning but their tactical experience was the key to their success, and the more they won, the more Trade Reputation they earned to upgrade Neverfall and even purchase an experimental, drone-type weapon.

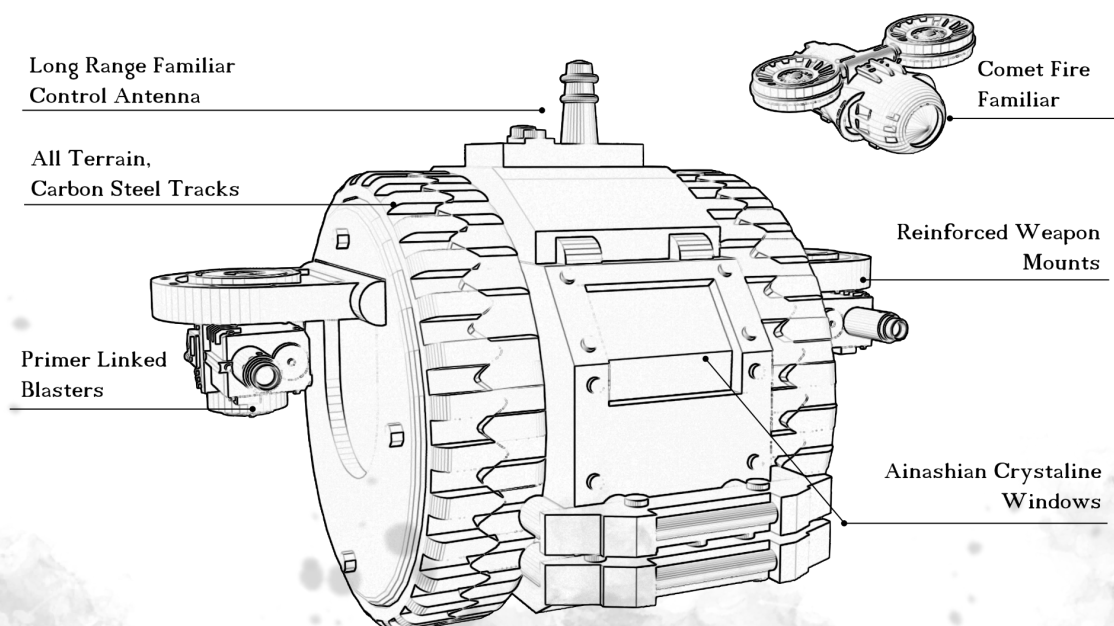
After winning their last qualifying event, they were greeted by Valoras and Lilapol, congratulating them on making the finals. It was here that they explained to Valoras about their situation, hoping to shed light on the matter. It just so happened that Valoras did know who the corrupt parties were in the Harah D'thil ranks, for it was those who pinned the blame on Valoras for the dismantling of their own syndicate.

At the Grand Final, Iras and Tirhali, along with some trusted ex-colleagues, would put in motion a plan to bring an end to the corruption within the Harah D'thil.

NEVERFALL

BLUEPRINT

SPEED 20	HANDLING 5	ARMOUR 12	RES. FIELD 0	COST
<ul style="list-style-type: none"> Armour Plating x 4 — Provides 12 Armour. 				-4 Mod -8 Speed
<ul style="list-style-type: none"> Decoy Flare Launcher — Activate when you are declared as the target of an Attack. Your Rig is considered Obscured for the duration of the current Action (<i>1 use only</i>). 				-
<ul style="list-style-type: none"> Driver Speciality — PEDAL TO THE METAL — <u>Once per Round</u>, during your own Action, before moving your Rig, add +5 to your Speed value for this Action. 				-
<ul style="list-style-type: none"> Computer Assisted Steering — Increase your Rig's Handling by +1. In addition, once per each of your own Actions, you may reroll a failed Handling Test. 				-1 Mod
<ul style="list-style-type: none"> ❖ Blaster x 2 — RANGE 20CM IMPACT POWER 3 SHELL — PRIMER-LINK. <i>Light — This Weapon <u>only deals Damage</u> as a result of its Impact Power rolls.</i> ➤ Destructor Module x 2 (<i>1 per Blaster</i>) — Add +1 to this Weapon's Impact Power total. 				-2 Speed
<ul style="list-style-type: none"> Gunner — A Gunner gives access to Gunner Specialities. You can use 1 additional Weapon during your Actions. Gunner Speciality — FAMILIAR. 				-1 Mod
<ul style="list-style-type: none"> Familiar — SPEED 25, ARMOUR 5. Mod Slots used 3/3. ❖ Starfall Missiles — RANGE 30CM IMPACT POWER 4 MISSILE — FULL PAYLOAD. Comet Fire Module — +15 Speed, +3 Armour. <i>Flight — This Familiar can move over Obstacles, Rigs and Creatures as if they were not in the Arena but it may not end its Movement with its base in contact with them. Cannot collect Primer from Primer Pads.</i> Shreik Amp — Once per Round, by discarding 1 Primer Token, the Familiar can let out a deafening sound that causes the Crew of one Rig within [5cm] to become 'Confused'. When the target Rig's next Activation Token is drawn, delay that Action until after the following Action in the queue has been revealed and resolved. MK. 1 Primer Capacitor & Transfer Protocols — Can hold a maximum of 1 Primer. Allows Primer to be transferred between the Rig and Familiar when their bases are touching. 				-1 Mod -1 Mod -1 Mod



IMPAKT

In the otherwise featureless and frozen permafrost of a large planar region located in the southern hemisphere of Bakkoroth, a gaping tunnel is cut into the planet's crust. Almost one thousand metres below the surface, a cavernous, amphitheatre-like space sits at the centre of a spider web of mine shafts that extend outwards and down, descending ever deeper towards the centre of the planet. The amphitheatre is the temporary home to hundreds of Bakkor who work the mine, harvesting valuable ores and minerals around the clock. Conditions in the mine, not unlike the mines of Earth, are hot, dusty, loud and altogether unpleasant. But the Bakkor are a resilient and determined species of life, capable of enduring the toughest of environments.

At the deepest point of one of the tunnels, a low-slung vehicle called a 'Leader' was forcing itself through solid bedrock with ease thanks to its enormous drill-tipped nose; these heavily armoured and powerful machines were named as such for they were designed to extend the mines, leading the way to new ore and mineral deposits. Tula, pilot of the Leader drill, brought it to a halt while he read the instruments and data screen flashing up at him. One of the lights indicated a sudden rise in temperature inside the shaft; nothing to worry about, he thought

to himself, but he would keep an eye on it. The elevated seismic readings on the data panel, however, had caused Tula to switch off his machine. He could still feel the Leader trembling after the propulsion system had powered down. He tried contacting the mine's control room but there was no response. He kept trying while flicking between various screens on the data panel until he saw the atmosphere content; a single-lined graph showed methane levels in the air were elevated and rising. Instincts urged him to back out of the tunnel as fast as he could, but restarting the Leader could cause the Methane in the tunnel outside to ignite. Suddenly, a loud, roaring sound made Tula look out of the rear of the cockpit; debris and dust were being ejected from a crack in the tunnel wall, and then a flash of yellow filled the tunnel. Tula could only watch as flames washed over his cockpit, quickly followed by the tunnel ceiling collapsing down on top of it.

When Tula managed to drill his way to the surface of Bakkoroth in his Leader, almost two days after the collapse, he was met with an unfamiliar sight: the permafrost had completely melted and massive fissures scarred the ground, stretching out as far as he could see. Driving towards the northern staging area, where the miners congregated

before and after their work cycles, Tula saw that it had been reduced to a pile of rubble, as had many of the buildings of the nearby Essence Farm complex. Around the ruins of the Essence Farm, the air was glowing purple and long tendrils of pale blue energy swayed in the air like frayed ribbons on a soft wind; Tula didn't know it, but he was staring right into the origin of the Rupture.

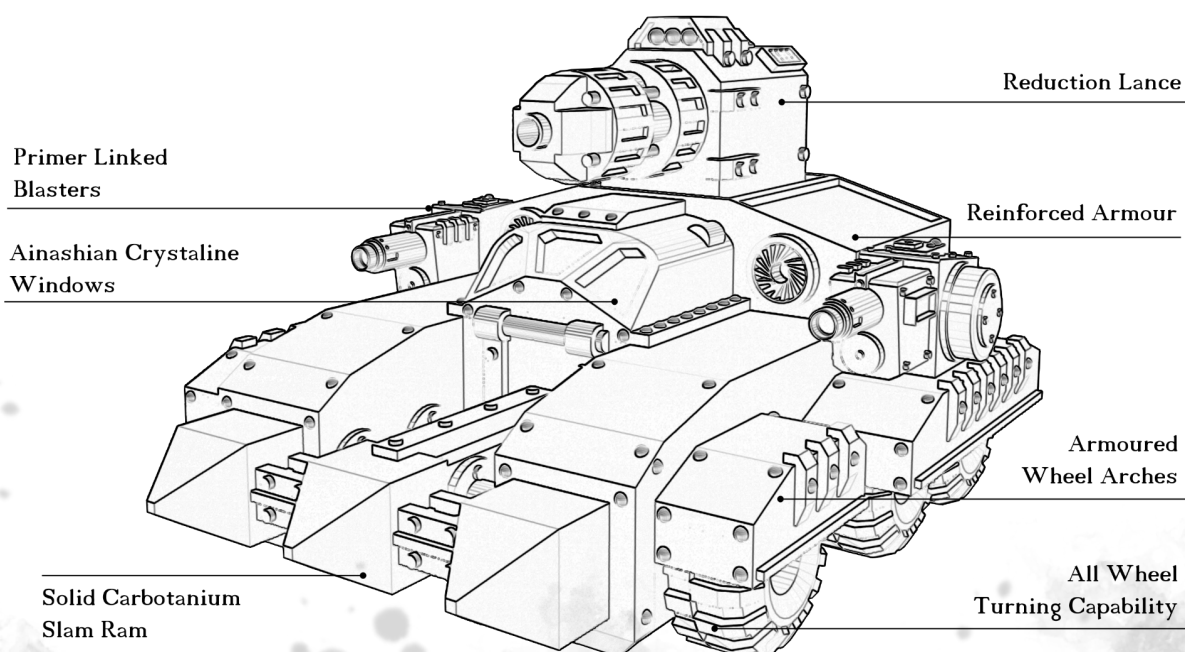
He believed that he survived that day thanks to his Leader drill. So during the evacuation of Bakkoroth, he had hired a cargo frigate crew to transport him and it off-world, as the Ainashian rescue vessels refused to take it and he stubbornly refused to leave it behind. He would never part from it again and for a while, it had even been his home when he had nowhere else to go. Eventually, it would become the Rig that would see him to the Charred Axle finals.

The machine had been such an important part of Tula's life for so long; it had provided a life for his family, it had protected him from the devastation of the Rupture and it had been his home. He had chosen a name, a word he loosely recalled from the Human language, that suited the unmatched strength of the machine, though he had never been good at spelling, so the name he submitted to the Charred Axle Rig register was 'Impakt'.

IMPAKT

BLUEPRINT

SPEED 20	HANDLING 3	ARMOUR 12 (1)	RES. FIELD 0	COST
<ul style="list-style-type: none"> Armour Plating x 4 — Provides 12 Armour. 				-4 Mod -8 Speed
<ul style="list-style-type: none"> Polarised Matter Webbing — The Impact Power of all Energy type Weapon Attacks that target you are reduced by -3. 				-2 Speed
<ul style="list-style-type: none"> Reinforced Armour x 1 — Reduces the Impact Power of all incoming Attacks by -1 for each instance of this Modification equipped to a Rig. 				-2 Speed
<ul style="list-style-type: none"> Decoy Flare Launcher — Activate when you are declared as the target of an Attack. Your Rig is considered Obscured for the duration of the current Action (1 use only). 				-
<ul style="list-style-type: none"> Decoy Flares x 2 — Increase the number of uses of your Decoy Flare Launcher by 2. 				-2 Speed
❖ Slam Ram — See Page 14 for rules.				-1 Mod
❖ Reduction Lance — RANGE 15CM IMPACT POWER 4 ENERGY — PARTICLE FOCUS.				-1 Mod
➤ Omni-directional Mount — This Weapon can attack targets in any direction, not only those in front of the Rig.				-1 Speed
❖ Blaster x 2 — RANGE 20CM IMPACT POWER 3 SHELL — PRIMER-LINK. <i>Light — This Weapon <u>only deals Damage</u> as a result of its Impact Power rolls.</i>				-
<ul style="list-style-type: none"> Driver Speciality — DRIFTER — Increase your Rig's Handling by +1. In addition, <u>once per Round</u>, you may turn your Rig after moving it as a result of failing a Handling Test. 				-
<ul style="list-style-type: none"> Turbo Charger — A Rig with this Modification rounds its final Speed value <u>up to the nearest 5</u> instead of down. 				-2 Handling



SHIMMER

The Three Crescents, or 'D'Hula Lahi' as it's known in the Ainashian language, is a settlement that straddles the boundary where the desert planes of Ainash meet the rocky landscape of a dried-up, land-locked seabed called the Raal. It's believed that this area was struck by no less than three relatively small meteor impacts, which created the overlapping crater formation that makes up the Three Crescents. Some believe the Raal sea bed basin was itself created by a massive comet that deposited a huge volume of ice, water and iron on Ainash. A hundred thousand years of desert wind eroded the soft sandstone material of the crater walls, eating away at them like a swarm of insatiable insects, until all that remained were the sections of crater walls made up of the harder, iron infused, seabed rock. This left the formation of three distinct cliff-like, crescent-shaped structures on the landscape.

Life on Ainash can be quite taxing for those who enjoy the protection of the craters that dip below the sandy surface of the desert lands, but for those who choose to live in D'Hula Lahi life is a daily chore, having to make long, and sometimes perilous journeys to underground cave systems in the desert to collect drinking water. Most of the desert settlements are fortunate to have access to the

underground tunnel and aquifer networks from their crater floors. The residents of the Three Crescents, however, are not so fortunate; their settlement is built upon a solid mass of rock and iron. Such an arduous life is not desired by most, though there are those who preferred to be isolated from the masses, such as the Unbound.

Aana, an Ainashian adolescent, was brought into the world in captivity and traded between various criminal syndicates for many years. Hidden away during their early development stages and taught only the beliefs of the Unbound, Aana was destined to follow the ways of their families. As they grew, they were expected to be more independent and take on work that carried greater risks. Their main responsibility was to smuggle toxins, or 'Tox', between settlements on Ainash. Tox is a name given to various substances mixed and concocted to have mind-altering properties, not dissimilar to alcohol ingested by Humans, most of which are outlawed on Ainash.

Exposed to the world without chaperones whispering in their ear about how the Union is a means of oppression, Aana began to develop a new view of the world, ultimately seeing the Union in a new light and decided to separate themselves from the Unbound as soon as possible. After a delivery to the furthest

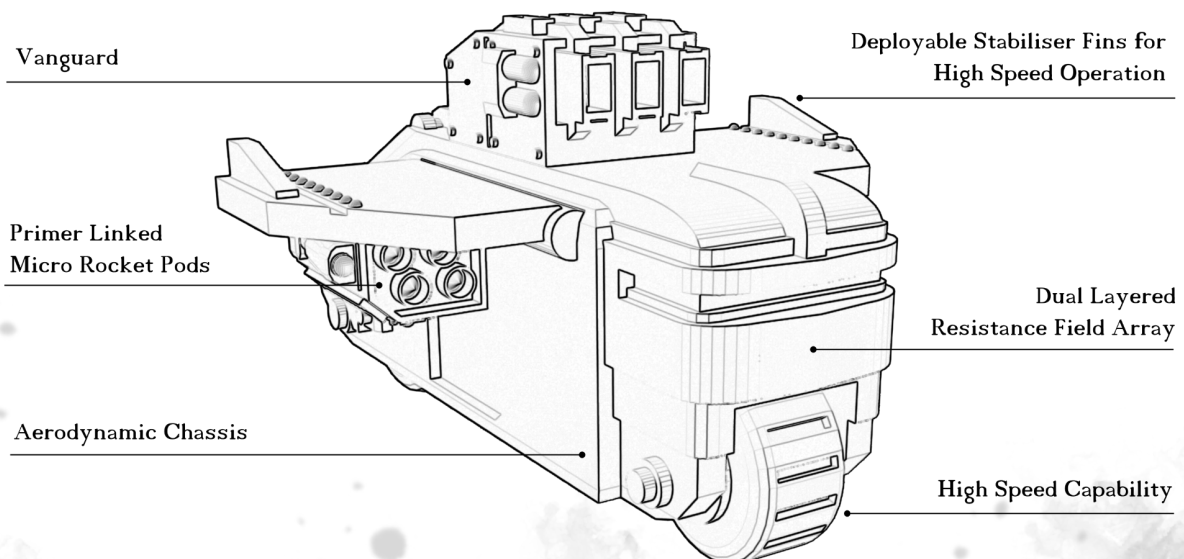
settlement that they were familiar with, instead of returning the trade transfer slate to the Three Crescents, they made their way towards Mahu, the largest settlement on Ainash. They thought that maybe if they could reach Mahu, they would be able to avoid the Unbound, as syndicate activity there had seen a sharp decline since the increased presence of Enforcers. It wasn't until after starfall that Aana realised they were being followed. Knowing that it would be the Unbound, they released a pin-lock limiting the throttle of their motorcycle-style transporter and slammed the lever into its forward position, sending the vehicle streaking across the desert at a blistering speed; leaving their pursuer blinded by a ribbon of dust that shimmered in the moonlight.

Eventually, Aana decided to leave Ainash, but needed far more Trade Reputation than they had scraped together competing in unofficial and illegal, fan-organised Charred Axle events. So throwing caution to the wind, they registered as an official contestant. Aana outpaced every single competitor they came up against in their Rig 'Shimmer', overwhelming them with hit-and-run tactics and utilising a powerful T.D.O. weapon designed for front-line combat, to secure themselves a well-earned place in the Charred Axle Grand Final.

SHIMMER

BLUEPRINT

SPEED 25	HANDLING 3	ARMOUR 9	RES. FIELD 2	COST
<ul style="list-style-type: none"> Armour Plating x 3 — Provides 9 Armour 				-3 Mod -6 Speed
<ul style="list-style-type: none"> Resistance Field — <i>Generates a protective barrier that shields the Rig.</i> When a successful Impact Power roll is made against a target, the attacker must reroll 1 Impact Power dice for every Layer the target's Resistance Field has. Default Layers: 1. In addition, any extra Damage that would be caused by a Weapon's Specialities or Modifications is negated if the Resistance Field has 2 or more Layers. 				-1 Mod
<ul style="list-style-type: none"> Resistance Field Capacitor — Increase Resistance Field Layers by 1. 				-1 Mod
<ul style="list-style-type: none"> Decoy Flare Launcher — Activate when you are declared as the target of an Attack. Your Rig is considered Obscured for the duration of the current Action (<i>1 use only</i>). 				-
<ul style="list-style-type: none"> Driver Speciality — EVASIVE MANOEUVRES — <i>Once per Round</i>, you can add +1 to one of your Evasion Attempts made against an incoming Attack. Apply this effect before and after any re-rolled Evasion Attempts. <i>This Speciality must be declared at the same time your Rig is declared the target of an Attack.</i> 				-
<ul style="list-style-type: none"> ❖ Vanguard — RANGE 10CM IMPACT POWER 4 SHELL <i>Point Blank — Add +2 to this Weapon's Impact Power result if the target is no more than [5cm] away.</i> ➤ Omni-directional Mount — This Weapon can attack targets in any direction, not only those in front of the Rig. ➤ Destructor Module — Add +1 to this Weapon's Impact Power total. 				-1 Mod -1 Speed -1 Speed
<ul style="list-style-type: none"> ❖ Micro Rocket Pod x 2 — RANGE 20CM IMPACT POWER 3 MISSILE — PRIMER-LINK. <i>Light — This Weapon <u>only deals Damage</u> as a result of its Impact Power rolls.</i> 				-
<ul style="list-style-type: none"> Turbo Charger — A Rig with this Modification rounds its final Speed value <u>up to the nearest 5</u> instead of down. 				-2 Handling



QUICK SHEET

GAME CYCLE

1. Select a Combat Event, then a World if desired.
2. Divide Arena into 4 equal sections and number them 1-4.
3. Set up Arena Obstacles if desired. *See page 10.*
4. Each Player now rolls 2 dice, adding their Rig's Speed to the result. In order, from the highest result to the lowest, the Players place their Rigs into the Arena, measuring from the Entry Point indicated by the chosen Combat Event.
5. Primer Pads recharge. *Check the Event you are playing for details.* If a Rig or Creature is touching that Pad, it does not recharge; instead, the Rig or Creature receives 1 Damage.
6. Each Player gets 2 Activation Tokens. Shuffle one token from each Player together, then randomly place them face down in a single line. Repeat this process with the remaining tokens, placing them so one continuous line of tokens is made; this is called the 'Activation Queue'.
7. **Rig Action Phase** — Begin the round by turning over the first Activation Token in the Activation Queue. The Player indicated first reduces their Momentum by 1, then plays their Action, in which they can:
 - Be moved in increments of [5cm] up to their Speed value; make turns and try to Shunt opponents.
 - Attack valid targets with 1 Weapon, or 2 if a Gunner is present.
 - Use Modifications and Crew Specialities on their Rig and Familiar.
 - Discard 2 Momentum to make Aimed Shots at 1 target.

Repeat until no Actions remain in the Action Queue.

8. **Phenomena Phase** — Skip this Phase if Players chose not to include a World for their game. Otherwise: First resolve any Phenomenon that is present and persists for more than 1 Round. Then roll on the World's Phenomena Table.
9. The Round ends.
10. Restart the game cycle from step 5 to begin a new Round. Repeat until the Combat Event ends.

MOVING, TURNING, REPOSITIONING

Rigs and Creatures may move forwards in increments of [5cm] up to a distance equal to their Speed.

No part of a Rig or Creature's base may move more than its Speed value. A Rig may not move sideways, the front or rear of the Rig must be pointing in the direction it wishes to travel. If a Rig wants to turn, it must reduce its Momentum

by 1, it can then be rotated on the spot and continue moving. Alternatively, a Rig can take a Handling Test — roll a number of dice equal to the Rig's Handling value, if at least 1 of the results is a 4+, the Rig succeeds and can be turned without losing any Momentum. Otherwise, the Rig fails and must move an additional [5cm] forwards, but rather than gaining Momentum, the Rig loses 1. A Rig cannot make another Handling Test for this purpose if it has already failed one during the same Action.

Once per Action, a Rig may be '*Repositioned*'. This allows a Rig to turn and/or move backwards up to [5cm]. This distance does not count towards the Rig's total movement for the Action. After Repositioning, a Rig loses all of its Momentum but can continue to Move normally.

MEASURING DISTANCE

Distances are measured from the bases of Rigs & Creatures.

Moving: You can measure from any point of the Rig's or Creature's base but no part of the base may move further than the Rig's/Creature's maximum Speed value.

Attacking: When making an Attack, at least part of the target's base must be further forward than the front half of the attacking Rig's base, unless stated otherwise.

ATTACKING, MOMENTUM & EVASION

A Rig can Attack valid targets with 1 Weapon a single time, or 2 Weapons a single time if a Gunner is present. All Attacks will automatically hit their target unless the target can make a successful Evasion Attempt.

For every whole [5cm] moved, a Rig immediately gains 1 Momentum. Evasion Attempts can be made by rolling one or more dice when targeted by an Attack. Each Evasion Attempt rolled will reduce a target's Momentum by 1. If at least 1 of the results is a 4+, the target successfully evades the Attack. Otherwise the Attack hits and deals Damage. A target must declare they are Evading immediately after the attacker has allocated all of their targets and must roll at least 1 Evasion Attempt for each incoming Attack if they do.

BEING OBSCURED

A target of an Attack is considered Obscured if the attacker can only draw a line of sight to part of the target's base. Obscured targets can always roll 1 Evasion Attempt without it reducing their Momentum (*additional Evasion Attempts can be made as normal*), and reroll 1 failed Evasion Attempt each time they try to evade an incoming Attack.

AIMED SHOTS

When declaring a target, a Player can reduce their Momentum by 2 to make Aimed Shots at a single target. The chosen target must re-roll all of their successful Evasion Attempts once. If the target is Obscured, however, this effect instead only negates the Obscured effect.

DAMAGE & IMPACT POWER

If a Weapon's Attack is not evaded by the target, it hits, the target receives 1 point of Damage and the attacking Player can now roll the Weapon's Impact Power dice. If the combined total of this roll is greater than the target's Armour, the target receives 1 additional point of Damage.

Any rules that increase or decrease Damage are applied after Impact Power rolls are made. *Remember to check your Weapon's Specialities when activating them with Primer.*

RESISTANCE FIELDS

After a successful Impact Power Roll, the target's Resistance Field forces the attacking player to reroll 1 of their Impact Power dice for every Layer the target's Resistance Field has. When declared as the target of an Attack, a Player can discard any number of Primer Tokens to increase the number of Layers their Resistance Field has by 1 for each token discarded. A Resistance Field with at least 2 Layers will negate any additional Damage that would normally be caused by a Weapon's Specialities or Modifications.

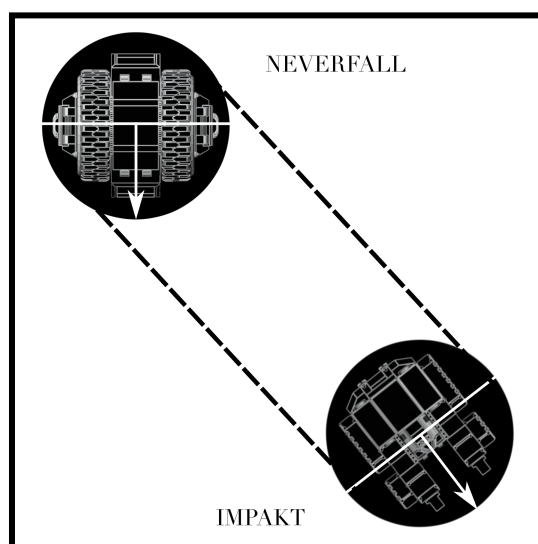
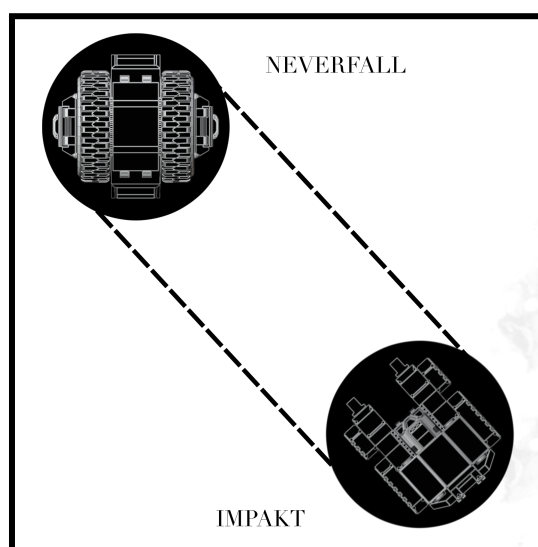
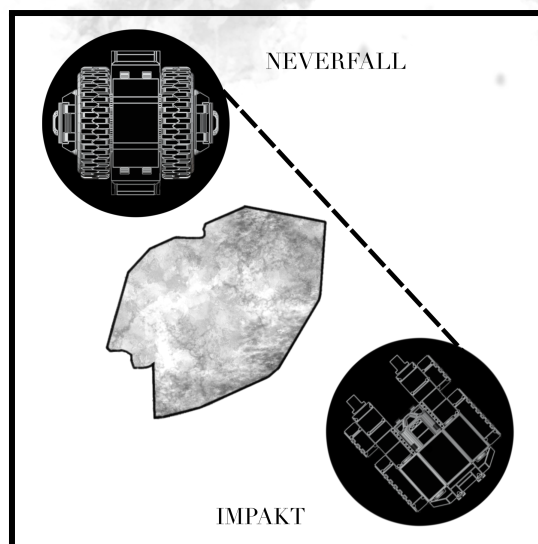
LINE OF SIGHT

An attacker must be able to draw a straight, imaginary line, called a 'line of sight' to at least one part of a target's base for it to be a valid target. The images to the right show examples.

The top image shows Impakt and Neverfall attempting to attack each other but the Obstacle between them renders them both Obscured as both Rigs can only draw a line of sight from their base to part of the target's base and not all of it.

The centre image shows both Impakt and Neverfall can draw an unbroken line of sight from any one part of their own base to every part of the target's base, so they can attack normally.

The bottom image shows Neverfall attacking Impakt. Impakt is a valid target as they are further forward than the front half of Neverfall's base. But Impakt would need to turn to be able attack Neverfall.



Thank you for playing

CHARRED AXLE™

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CHARRED AXLE

VEHICULAR COMBAT IN AN ALIEN STARSYSTEM

Set in a distant star system called Tarapor, Charred Axle is a turn-based, miniature tabletop game that allows players to build custom vehicles, known as 'Rigs', to be pitted against each other in a contest of arena combat. Rigs can be designed to fit multiple different playstyles: Heavily armoured and slow moving, able to withstand massive amounts of damage. Fast and nimble, able to run circles around its opponents. Or something in between. No matter how a Rig is designed it will need to put on a show for the spectators in order to score the most Favour and be crowned the victor. An armoury of weapons is available to help players do this - each with their own powerful traits known as a Specialities. Even the Rig Crews are customisable; Drivers and Gunners come with a list of their own Specialities that can turn the tide of a game.

Players must have their wits about them for various threats, known as 'Phenomena', can occur throughout the game, such as - carnivorous creatures and plants, massive lightning storms and even cybernetically enhanced creatures. Whether players choose to play their game on a planet, a moon or an asteroid, something is bound to happen that will change the pace of the game.

So, do you think you've got the skill to be crowned the next Charred Axle Champion? You do? Then we'll see you in the Arenas.



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