



FATALITY (RED VEIL)

The owners of this Special Skill have a killer instinct and a special dexterity to increase the damage caused to their target. This is a levelled Special Skill.

FATALITY LEVEL 1 (AUTOMATIC SKILL)

LABELS

Optional.

REQUIREMENTS

This Special Skill can only be used if the user has declared a *BS Attack* using the *BS Attribute*.

EFFECTS

» This Special Skill applies a **MOD of +1** to the *Damage* value of the *BS Weapon* of its user.

FATALITY LEVEL 2 (AUTOMATIC SKILL)

LABELS

Optional.

REQUIREMENTS

This Special Skill can only be used if the user has declared a *BS Attack* using the *BS Attribute*.

EFFECTS

» In addition to the usual *Critical rule*, thanks to this Special Skill, any result of **1** achieved by its user in the *BS Rolls* are also *Criticals*, even when the Modified Attribute is lower than 1.

REMEMBER:

This Special Skill is not applied when using *Technical Weapons* or *Throwing Weapons*.

FATALITY LEVEL 2. GAME EXAMPLE:

A trooper possessing the Fatality Level 2 Special Skill and a modified *BS Attribute* of 12, when declaring a *BS Attack* and making a *Roll*, will consider as a *Critical* any result of 12 (the same of his modified *BS Attribute*) and of 1 (thanks to the Fatality Level 2 Special Skill). Moreover, the trooper can apply a *MOD* of +1 to the *Damage* value of his *BS Weapon*.

A trooper possessing the Fatality Level 2 Special Skill and a *BS Attribute* of 11 must perform a Modified Roll of *BS-12*. In normal circumstances this would be considered an automatic failure, but thanks to Fatality a result of 1 would be considered a *Critical* too.

FULL AUTO (ICESTORM)

The owner of this Special Skill is able to force the maximum rate of fire of his *BS Weapons* without affecting the accuracy of his shots. This is a Levelled Special Skill.

FULL AUTO L1 (AUTOMATIC SKILL)

LABELS

Optional.

REQUIREMENTS

» This Special Skill can only be used if the owner has declared a *BS Attack* using the *BS Attribute*.

» This Special Skill is not applicable when the attack is an **Entire Order Skill** (*Intuitive Attack*, *Triangulated Fire*...).

» This Level can only be used in the *Active Turn*.

EFFECTS

» During the *Active Turn* this Special Skill applies a **MOD** of +1 to the *Burst* value of the *BS Weapon* of its owner.

» This *MOD* of +1 is not stackable with other bonuses or *Burst MODs* provided by other rules, Special Skills, Equipment, or *Hacking Programs*, except for those who specifically state otherwise.

FULL AUTO L2 (AUTOMATIC SKILL)

LABELS

Optional.

REQUIREMENTS

» This Special Skill can only be used if the owner has declared a *BS Attack* using the *BS Attribute*.

» This Special Skill is not applicable when the attack is an **Entire Order Skill** (*Intuitive Attack*, *Triangulated Fire*...).

EFFECTS

Enemy troopers must apply a *MOD* of -3 in the **Face to Face Rolls** performed against a trooper declaring the use of this Special Skill.

Full Auto and *Neurocinetics*

The *MOD* of +1 to the *R* provided by *Full Auto L1* is applied only to the *B1* in the *Active Turn* of the *Neurocinetics* Special Skill (see *Human Sphere N3*), but not in the *Reactive Turn*.

FULL AUTO GAME EXAMPLE:

During his *Active Turn*, a Kriza Borac, a Nomad trooper with the *Full Auto L2* Special Skill, declares a *BS Attack* with his *HMG*. So, he applies a *MOD* of +1 to the *B 4* of his weapon thanks to the Level 1 of this Special Skill, distributing the *Burst* among an *Orc Trooper*, a *Sikh Commando* and three *Fusiliers*. These *PanOceania* troopers react declaring different *AROs*. The *Orc Trooper*, the *Sikh Commando* and one of the *Fusiliers* declare a *BS Attack*, but they must apply a *MOD* of -3 to their *BS Attribute* due the *Full Auto L2* Special Skill of the Kriza Borac. One of the *Fusiliers*, who is a *Hacker*, reacts with a *Hacking ARO*, however, he also must apply the *MOD* of -3 to his *WIP Attribute*, because he is performing a *Face to Face Roll* against the *Nomad trooper*. The last *Fusilier* declares a *Dodge ARO*, but he must also apply the *MOD* of -3 to his *PH Attribute*.

In the *Reactive Turn*, however, the Kriza Borac cannot apply the Level 1 of *Full Auto*, but he can use the Level 2, applying a *MOD* of -3 to the *Attribute* of any enemy trooper who perform a *Face to Face Roll* against him.