**FATALLY (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.

**FATALLY 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.

**FATALLY 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.

**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.

**EFFECTS**
» 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.

**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**
» 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.

**FATALLY 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 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.