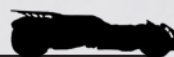




UPGRADE CARDS BMG DECEMBER 2019 V1.0



An Upgrade card is a special addition to a Character Card, usually representing a mount (such as a horse, bike, monstrous steed, or similar), or an altered physical state. Upgrade cards can only be chosen by models named on the card. An Upgrade Card is treated as a Character Card in all respects, and is used alongside the standard Character Card. If an Upgrade card requires the use of an additional model, you will need both versions of the model (foot and mounted) to use the Upgrade card – so, ‘Lobo’ and ‘Lobo’s Spacehog’, for example.

A model can only have one Upgrade card in play at any time.

ATTACHING UPGRADE CARDS

When an Upgrade card is in play, it is ‘attached’ to a model. Tuck the edge of the upgrade slightly beneath the model’s Character Card to show that it is currently attached. While attached, an Upgrade card has two states: Active, or Disabled (see Disabling Upgrade Cards, below).

While an Upgrade Card is Active, a model uses its Endurance value (except for Endurance rolls), a bonus to some Basic Skills, the name of the models that can use the card, as well as weapons and special traits that only apply while the Upgrade card is attached and not disabled. The model uses all the Basic Skills and weapons from its normal Character Card, and any traits that do not modify its basic move distance, or allow it to make any kind of special move (unless that trait also appears on the Upgrade card).

Audacity markers are distributed onto the standard Character Card as normal. Any rules or effects that the model is affected by are applied to the standard Character Card and affect the upgraded model. While a model has an attached, Active Upgrade card, it ignores the Damage Accumulation Effects rule, and cannot enter Sewers.



DISABLING UPGRADE CARDS

Players may choose to Disable an Upgrade card at the beginning of the model's activation. Only the original owner of the model can Disable an Upgrade Card.

DAMAGE

All the ♦ damage received by the model is applied firstly to the attached Upgrade card. If the Endurance value is reduced to 0, the Upgrade card is Disabled (it is no longer Active). If applicable, a mounted model is immediately replaced with the corresponding model on foot, occupying the same space. Any excess damage inflicted on the Upgrade card is carried over to the Character Card.

You cannot remove damage from a Disabled Upgrade card by any means unless the Upgrade card is exchanged.

EXCHANGING UPGRADES

Some models have special rules or traits that allow them to exchange one Upgrade card for another. As soon as they choose to do this, the original card is 'unattached' – push it to one side. It is no longer considered to be in play unless the model exchanges it again.

When an Upgrade card is exchanged, all the damage currently on the Upgrade card is removed when it is unattached.