

PLANET

Z8



MINIATURE SKIRMISH RULES IN A WORLD OF BAROQUE SCI FI

Planet 28.

Written and illustrated by Nicolas Evans.

Published by Mammoth Miniatures.

2022.

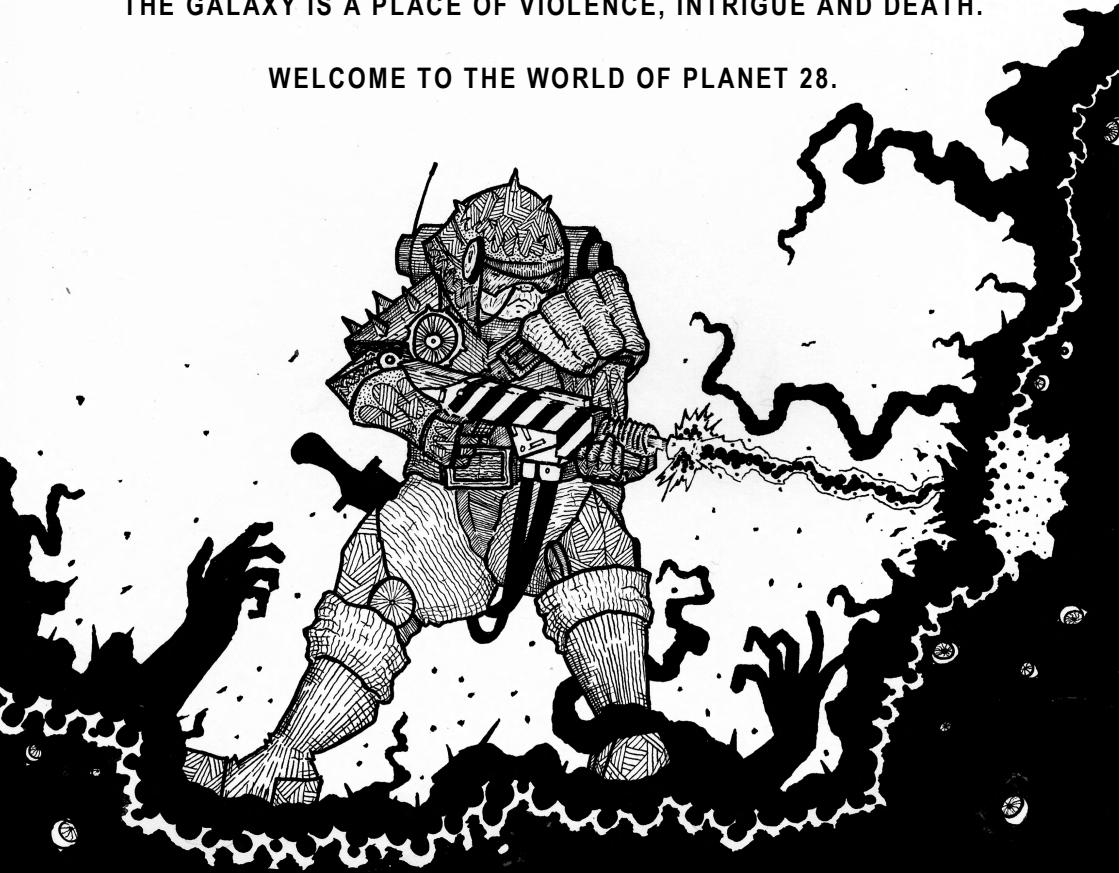
*With tremendous thanks to the backers,
supporters and players for their support
and feedback.*

*Special thanks to Alex Hilton and James
Macaronas for their tremendous help.*

LASERBEAMS FLASH THROUGH THE CHOKING GREY ASH OF A BURNING CITY,
SMOKE BELCHING WAR MACHINES CRUSH RUBBLE AND WARRIORS
BENEATH IRON TRACKS, AND SCREAMING FANATICS CLASH BLADES
AGAINST THE ARMOURED BODIES OF
BIO-ENHANCED HORRORS.

FROM THE MOST LUXURIOUS ORBITAL CITIES WHERE THE
RICH AND POWERFUL BACKSTAB AND POISON THEIR
WAY UP THE SOCIAL LADDER,
TO THE LOWEST DEPTHS OF DECREPIT INDUSTRIAL WORLDS WHERE
EVERY BREATH OF CHEM-FILTERED AIR IS BOUGHT WITH BLOOD,
THE GALAXY IS A PLACE OF VIOLENCE, INTRIGUE AND DEATH.

WELCOME TO THE WORLD OF PLANET 28.



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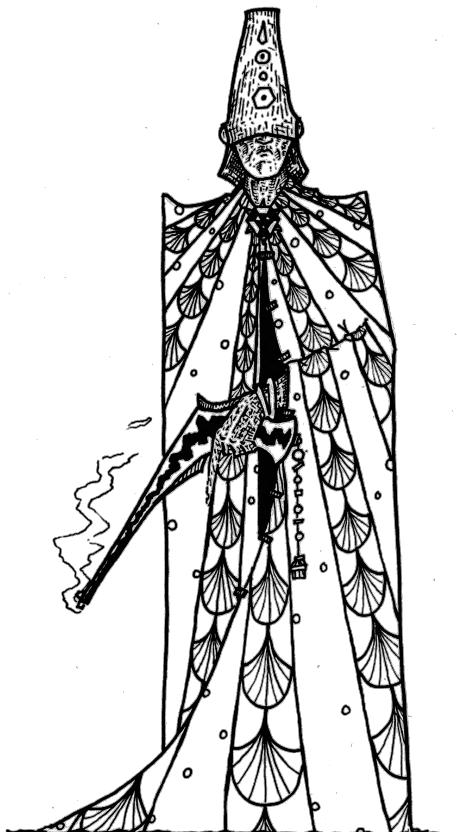
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WHAT IS PLANET 28?

Planet 28 is a fast and easy set of narrative miniature rules, designed to provide you with all the tools you need to act out deadly encounters and amazing adventures on the tabletop, using warbands of your own creation. Inspired by the amazing work of kit-bashers, converters and model makers across the world, Planet 28 is a toolbox of rules that lets you play games not just with the miniatures you have, but with the miniatures you want to use.

WHAT'S IN THIS BOOK?

Inside this book are all the rules you need to play a game of Planet 28. Within the book you'll find all the core rules for the game, including solo and co-op play, playing with a game master, campaign play, character vehicle and weapon creation, plus a whole host of other bits. The rules inside this book have been broken into **BASIC** and **OPTIONAL** - you'll find everything you need to play a basic game in the basic section, so don't worry about remembering everything right away.

WHAT DO I NEED?

To play a game of Planet 28, you'll need a few things.

The most important thing you'll need is a group of miniatures, collectively referred to as a **warband**.

Once you have your miniatures, you'll need a table to play on and a selection of scenery to fight over.

Next you'll need a set of polyhedral or roleplaying dice, consisting of a **4,6,8,10,12** and **20** sided dice. You may also find it useful to have a few extra **10 sided dice** to hand as well.

You'll also need a **tape measure** marked out in **centimetres (CM)**.

A few pieces of **paper, pens**, And a handful of **beads or tokens** to keep track of changes as the game progresses can also be useful.

BASIC RULES.

Characters.

Each of your miniatures represents a single character on the tabletop. Each character in Planet 28 has a profile made up of the following skills:

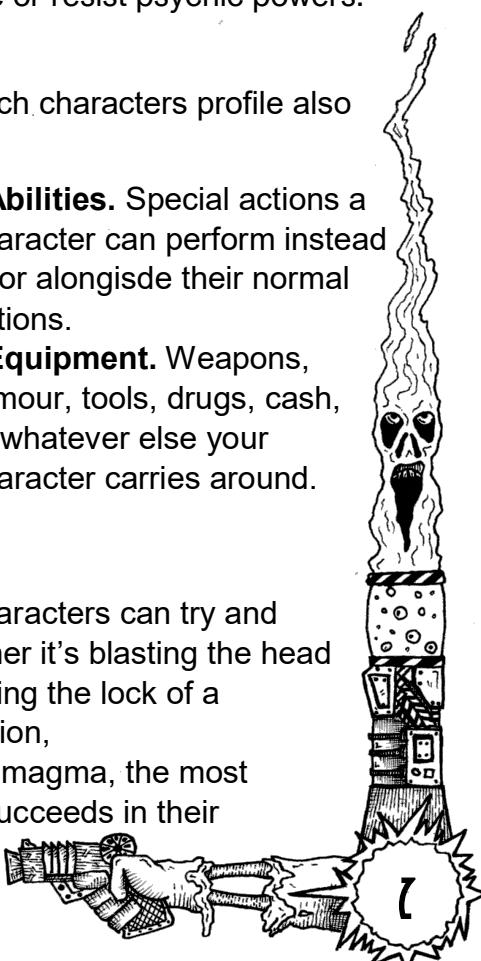
- **Agility (A)** How well a character moves and navigates their environment.
- **Fighting (F)** How well a character fights in hand to hand combat.
- **Shooting (S)** How well a character fights using ranged weapons and firearms.
- **Awareness (AW)** How well a character responds to their surroundings.
- **Psyche (P)** How intelligent a character is, and how well they use or resist psychic powers.

As well as the skills listed above, each characters profile also has the following elements:

- **Speed.** How far a character can move in a single action.
- **Hit-points.** How much damage a character can take before they are removed from the game.
- **Traits.** Positive or negative characteristics that alter the way a character acts.
- **Abilities.** Special actions a character can perform instead of or alongside their normal actions.
- **Equipment.** Weapons, armour, tools, drugs, cash, or whatever else your character carries around.

Rolling dice.

During a game of Planet 28 your characters can try and perform a number of actions. Whether it's blasting the head off of a stim-crazed void pirate, picking the lock of a seemingly abandoned research station, or leaping across chasms of boiling magma, the most common way to see if a character succeeds in their attempted action is with a **skill roll**.



All skill rolls are performed in the same way: simply determine which skill a character's actions fall under and roll a single 10 sided die (referred to hereafter as a **D10** or **1D10**) If you roll **UNDER** the character's skill value then the action is a success.

If you roll **EQUAL** to or **OVER** then the action is a failure.

A roll of 10 is always considered a failure regardless of modifiers,

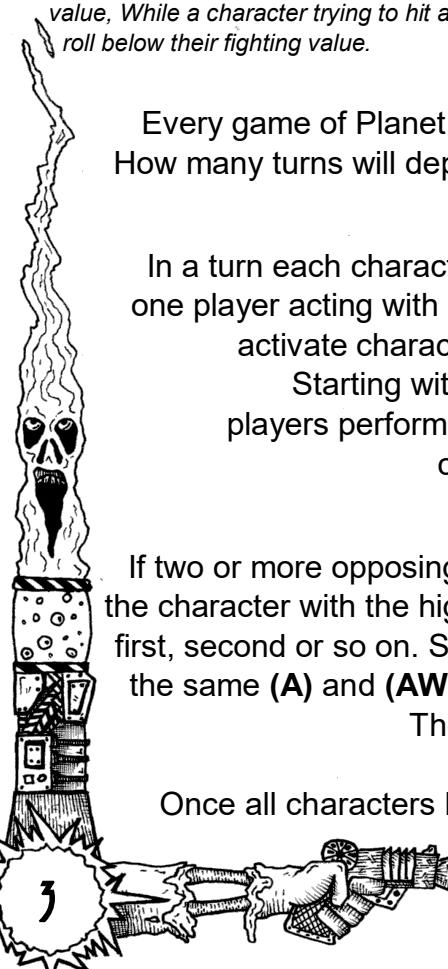
and likewise a roll of 1 is always considered a success regardless of modifiers. There are plenty of other ways you'll use your dice during a game, but these will be covered later on.
(E.G. - A character wishing to leap a canyon would be trying to roll below their agility value, While a character trying to hit an opponent with their sword would be looking to roll below their fighting value.)

The turn.

Every game of Planet 28 is divided into a number of turns. How many turns will depend on what kind of scenario you're playing.

In a turn each character may make **2** actions. Rather than one player acting with all their characters first, both players activate characters according to their **Agility** score.

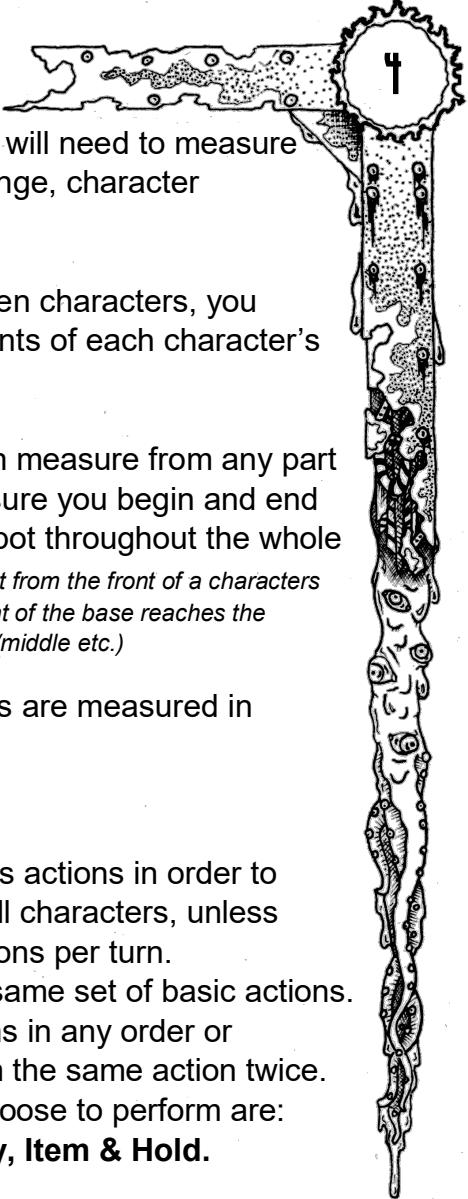
Starting with the highest (**A**) and working down, players perform actions with their characters until all characters have had a chance to act.



If two or more opposing characters have the same (**A**) then the character with the highest (**AW**) may choose to act either first, second or so on. Should two opposing characters have the same (**A**) and (**AW**) then both players should roll **1D10**.

The player with the lowest roll can then decide which character acts first.

Once all characters have had a chance to act, the turn is over and a new turn begins.



Measuring.

Throughout a game of Planet 28 you will need to measure certain distances such as weapon range, character movement and a number of others.

When measuring the distance between characters, you should measure from the nearest points of each character's base.

When measuring movement, you can measure from any part of your character, as long as you ensure you begin and end your measurement from that same spot throughout the whole movement. (*E.G. if you measure a movement from the front of a characters base, you must end that movement once the front of the base reaches the maximum movement distance, not the back/side/middle etc.*)

Unless stated otherwise, all distances are measured in **centimetres (CM)**.

Actions.

Every character in Planet 28 performs actions in order to achieve their goals during a game. All characters, unless stated otherwise, may perform **2** actions per turn.

All characters may choose from the same set of basic actions. Characters are free to perform actions in any order or combination. Characters can perform the same action twice. The basic actions a character can choose to perform are:

Move, Charge, Fight, Shoot, Ability, Item & Hold.

Alongside these actions a character can also perform a **Universal action.**

Universal actions are actions that do not require a specific dice roll to complete but which still take time to perform. Things like crouching down, searching a corpse, reloading or picking up a dropped weapon would all count as universal actions.

Movement.

During a turn, characters may move across the battlefield using **MOVE** actions.

During each move action, A character may move up to their **SPEED** in **cm**. A character does not need to move their entire speed during each move action, but if they choose to move less than their speed it is still considered a complete move action.

(E.G. A character with a speed of 10cm may move up to 10cm in a single action, then move 10cm in a second action. They may also choose to only move 6cm in one action, But may only move 10cm in their next action . The 4cm they did not use in their previous action is simply lost.)

A character may change direction at any point during a move action in order to navigate obstacles, avoid other characters and generally get where they need to go.

Unless stated otherwise, characters do not need to make a skill roll when performing a move action.

Moving over terrain.

During a game, characters will often need to move across obstacles. This may be something as simple as wading through the perfumed streams of a hedonian pleasure garden, or something as death-defying as running headlong through a field of radioactive bloodthorns on the murder moon of Karyth.

Whatever the environment, all terrain in Planet 28 falls into the following categories:

EVEN GROUND represents terrain that can be moved over without impediment. Flat ground, ladders, steps or very low obstacles like puddles would all count as even ground. A character moving over even ground makes no skill rolls; they may move as normal.

ROUGH GROUND represents ground that requires some caution to move through safely or simply slows movement in some way.

Rubble strewn ruins, slowing water, low walls or shifting sand dunes would all count as rough ground.

Characters wishing to move through an area of rough ground must make a skill roll against their **Agility** skill. If the roll is successful, the character can move as normal. If the roll fails, the character moves at half their speed, rounding down.

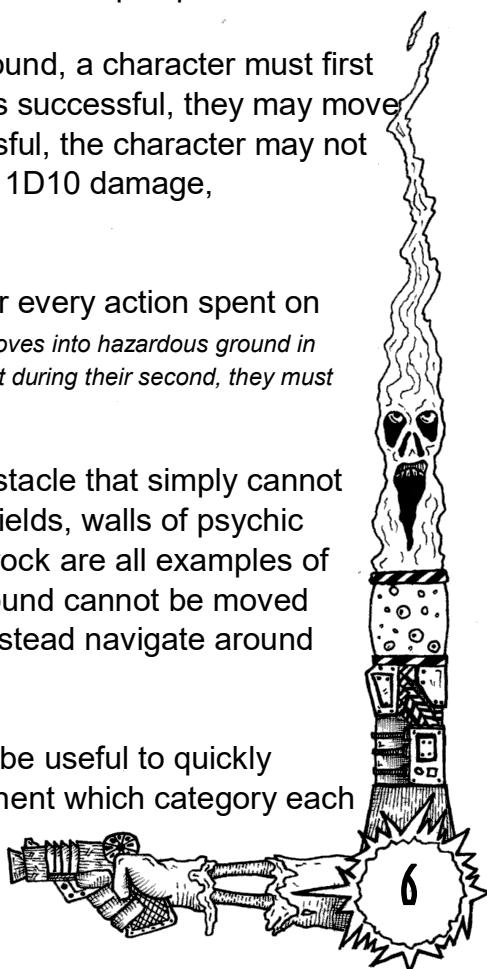
HAZARDOUS GROUND represents terrain that poses a mortal threat to anyone attempting to move through it. Raging oceans, bubbling lava pits, grinding machinery and hostile alien fauna are just some of the examples of the many deadly landscapes present across the galaxy.

When moving across hazardous ground, a character must first make an **Agility** skill roll. If the roll is successful, they may move at half speed. If the roll is unsuccessful, the character may not move at all and takes an immediate 1D10 damage, minus any armour rolls.

A character must make a skill roll for every action spent on hazardous ground. (*E.g. If a character moves into hazardous ground in their first action and continues moving through it during their second, they must make 2 skill rolls.*)

IMPASSABLE GROUND is any obstacle that simply cannot be moved through or over. Energy fields, walls of psychic fire or vast columns of razor-sharp rock are all examples of impassable ground. Impassable ground cannot be moved over or through. Characters must instead navigate around impassable ground.

Before you begin your game, it can be useful to quickly decide between you and your opponent which category each piece of terrain on your table falls into.



Climbing.

Characters attempting to climb or descend a vertical surface or move over an obstacle of 5cm or more in height are considered to be climbing.

A character attempting to climb a surface must make a skill roll against their **Agility** skill. If they succeed, they may climb up or down the surface up to their speed in cm.

A character must make a skill roll for every action in which they climb, so a character using both their action to ascend a tall tower or climb down a deep trench must make 2 skill rolls.

If a character ends their turn action mid climb, they must make a further skill roll to remain in place until their next action.

During this time they may not perform any other actions until they have finished their climb.

Falling.

If a character fails their skill roll when attempting to climb or stay in place on a vertical surface, then they have fallen.

Measure the distance between the point at which the character fell to the nearest flat surface below them.

For every cm above 5, the falling character takes 1 damage.
Unless stated otherwise characters may **not** make an armour save against fall damage.

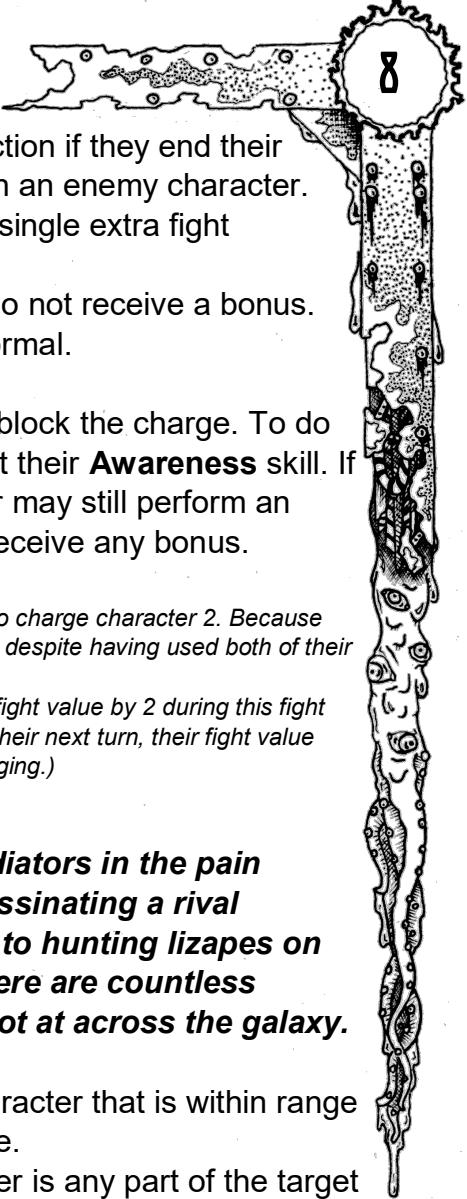
Place the fallen character on the flat surface immediately below the point from which they fell.

(E.g. character 1 fails a skill roll when attempting to climb over a 6cm wall.

They have fallen and take 1 damage.

Character 2 fails their second skill roll when attempting to climb a 20cm tower.

They are 10cm up the tower when they fall, and so take 5 damage.)



Charge.

A character may perform a charge action if they end their movement action in base contact with an enemy character.

The charging character may make a single extra fight action at **+1D4** to their Fight skill.

Fight actions after the initial charge do not receive a bonus.
A charged enemy may counter as normal.

A charged character may attempt to block the charge. To do so, they must make a skill roll against their **Awareness** skill. If they succeed, the charging character may still perform an additional fight action, but does not receive any bonus.

(E.g. Character 1 moves and then moves again to charge character 2. Because they charged they are able to make a fight action despite having used both of their actions.)

Character 1 rolls 1D4 and scores 2, raising their fight value by 2 during this fight action. Should they choose to fight again during their next turn, their fight value will be back to normal as they are no longer charging.)

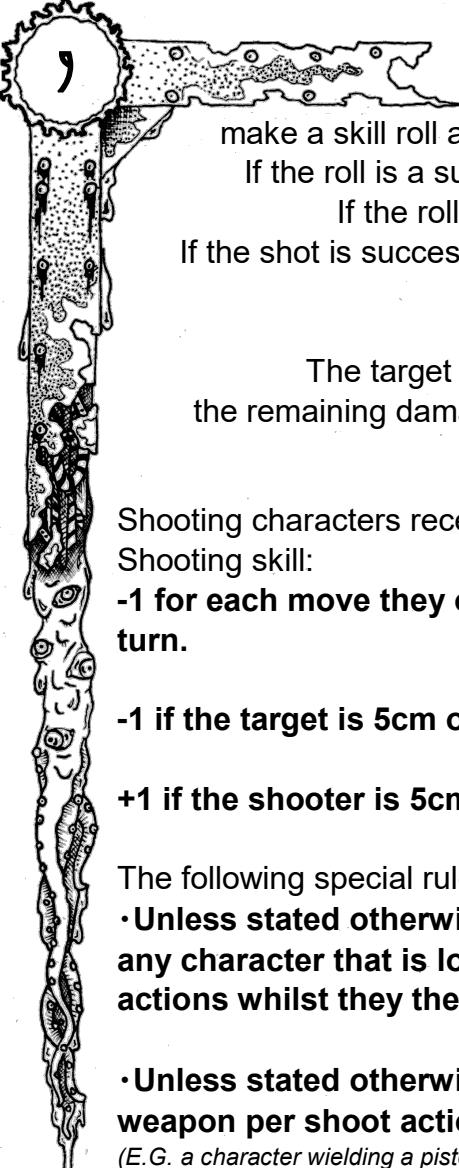
Shooting.

From blasting away at mutant gladiators in the pain arenas of the netherverse, to assassinating a rival claimant to your ancestral throne, to hunting lizapes on the swamp moons of Fomir-VII, there are countless opportunities to shoot and get shot at across the galaxy.

A character may shoot any other character that is within range of their weapon and that they can see.

A character can see another character if any part of the target character's body is visible from the miniature's point of view. (Body refers to the head, torso, arms or legs, but not weapons or base.)

Unless stated otherwise, a character can see and shoot in any direction.



To make a shooting action, simply make a skill roll against the character's **Shooting** skill.

If the roll is a success then the shot has hit its target.

If the roll is a failure then the shot has missed.

If the shot is successful then the shooter rolls for damage using their weapons damage dice.

The target may then make any armour rolls, and the remaining damage is then removed from the target's hit-points.

Shooting characters receive the following modifiers to their Shooting skill:

-1 for each move they or their target has performed this turn.

-1 if the target is 5cm or more above the shooter.

+1 if the shooter is 5cm or more above their target.

The following special rules also apply to shooting actions:

• Unless stated otherwise, a character may not shoot at any character that is locked in combat, or perform shoot actions whilst they themselves are locked in combat.

• Unless stated otherwise a character may only use 1 weapon per shoot action.

(E.G. a character wielding a pistol in each hand may make one shoot action with one pistol, and then a second action with the second pistol.

They may not use both pistols in a single action.)

Cover.

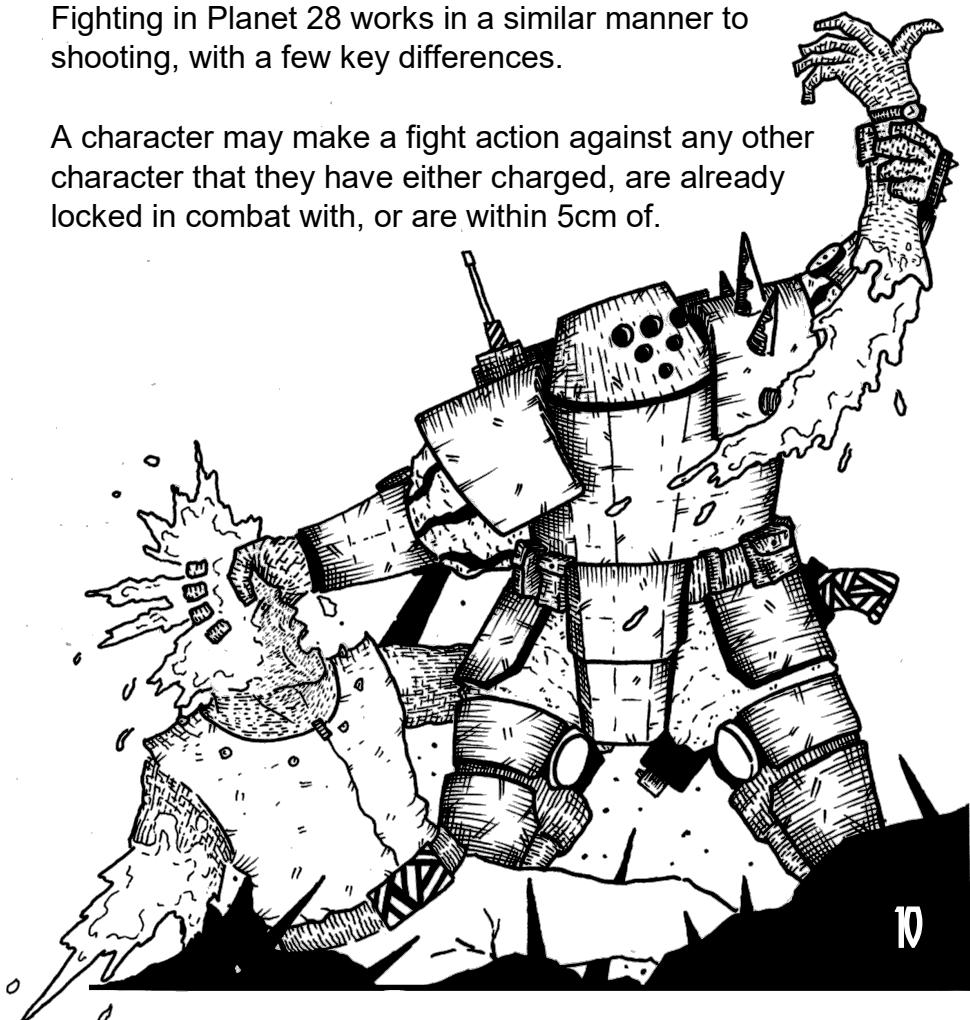
If any part of a character's body is covered by terrain then they are considered to be in cover. A character in cover receives an additional **1D6** armour roll against shooting actions alongside their existing armour.

Fighting.

Whether impaling your enemies with fire-hardened spears as you fight for food in the ice caves of primitive Fraz'tta-Prime; smashing the glistening mechanics of some lost and vengeful machine in the deep vaults of the forbidden stars; Or simply tearing a would-be thief limb from limb in a state of drug-induced rage in the chem bars of old Earth, hand-to-hand combat is something any would-be spacefarer will need to master, and quickly!

Fighting in Planet 28 works in a similar manner to shooting, with a few key differences.

A character may make a fight action against any other character that they have either charged, are already locked in combat with, or are within 5cm of.



First declare which character you wish to attack, then move the attacking character so that their base touches the base of their chosen opponent - this is referred to as **base contact**. Enemy characters in base contact with each other are said to be **locked in combat**.

(Note that this does not count as a move action and as such the attacking character does not count as charging, despite having moved. If a character has already charged then they do not need to be moved, as they will already be in base contact)

Once the attacking character has moved into base contact, they must make a fight action. To make a fight action, simply make a skill roll against the attacking character's **Fighting** skill. If the roll is a success, then the attack has hit its target.

If the attack is successful then the attacker rolls for damage using their weapons damage dice.

The target may then make any armour rolls, and the remaining damage is then removed from the target's hit-points.

If the roll is a failure then the attack has missed its target.

Unless stated otherwise, a character may only use 1 weapon per fight action.

Pushback

If a character successfully deals damage to another character during a fight action, they may choose to push them backwards 3cm. To do so, simply move the wounded character directly away from the attacker by 3cm. Should the attacker decide to push back their opponent, then both characters are no longer locked in combat.

Countering.

If a character is being attacked and has not yet acted this turn, they may choose to use one of their actions to fight back. This is known as countering. If a character wishes to counter, they must declare so before their opponent makes their fight roll.

When a character chooses to counter, Both characters make action rolls against their fight score, Instead of just the attacking character.

- **If both characters succeed**, then both take damage from each other's weapons, minus any armour rolls. Both characters then perform an immediate pushback, each moving 3cm away from one another.
- **If both characters fail**, then they remain locked in combat.
- **If one character succeeds** and the other fails, then the successful character may finish the attack as normal.
(Even if they weren't the one who started it!)

Leaving combat.

A character that is locked in combat may leave combat at any point by making a move action and moving out of base contact with their opponent.

Characters leaving combat move at **-1D4cm** to their speed.

(Roll 1D4 and subtract the result from the character's speed during this movement action. Roll for each time a character leaves combat.)

When a character leaves combat, their opponents may make 1 free fight action before they move. The leaving character may not counter, even if they have the actions left to do so.

Multiple opponents.

If a character is locked in combat with more than one enemy, they must first pass a **focus test** before making an attack action against any single enemy.

To make a focus test, count up the number of enemy characters in combat with the attacking character. deduct this number from the attacker's **Awareness** skill, then make a skill roll against that total.

If the attacker succeeds, they may attack as normal for the remainder of the turn.

If they fail, they suffer **-1** to their **Fight** skill for **every** enemy character in base contact.

(E.G. Character 1 has an (AW) of 7 and is in combat with 3 enemies. They deduct 3 from their (AW) skill and roll to see if they can attack as normal. They must now roll less than 4. They roll a 2, and as such succeed and may attack any enemy they wish as normal.)

In the next turn character 1 is still in combat with 3 enemies. They roll a 5 and as such fail their (AW) roll. Their (F) is 9, which is now reduced to 6, -1 for each enemy in combat.)

Characters in combat with multiple enemies may split their actions between targets during a single turn.

(E.g. Character 1 is in combat with two enemies—they use their first action to fight the first enemy and their second to fight the other.)

Damage.

When a character takes damage they lose hit-points equal to the damage dealt.

If a character is reduced to less than 50% of their starting hit-points then all of their skills are reduced by 1 for the rest of the game, or until they are healed back up above 50% health.

Once a character has lost all of their hit-points they are removed from the game.

Break tests.

Whenever a character's hit-points are reduced to below 50% they must take a **break test**.

To make a break test, simply make a skill roll against the character's **Psyche** skill. If the roll is successful the character may continue to act as normal.

If the roll is unsuccessful, then the character must immediately move at full speed towards the nearest playing area edge.

If a character reaches the edge of the playing area before they can pass a break test, they are removed from the game.

this movement does not count as one of the character's actions.

A character must keep using actions to take break tests until they either succeed or are removed from play. A character below 50% hit-points must take a break test every time they take damage, suffering **-1** to their Psyche skill for every successive break test they take.

A character with only 1 hit-points remaining does not need to perform break tests for the remainder of the game.

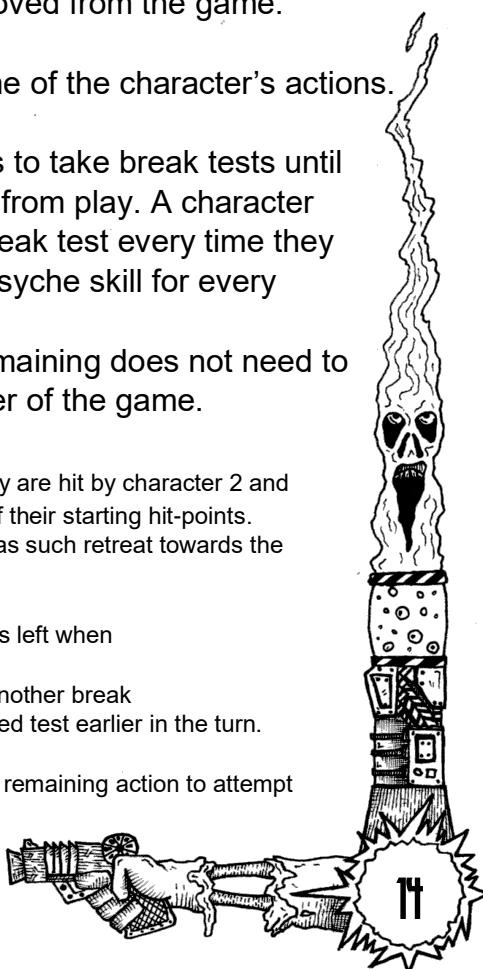
(E.g. character 1 has 9 hit-points. In combat they are hit by character 2 and lose 5 hit-points, dropping them to below 50% of their starting hit-points. They must now take a break test. They fail and as such retreat towards the nearest board edge.

As they have not acted yet they have two actions left when their turn arrives.

In order to act as normal they must now make another break test, suffering **-1** to their Psyche due to their failed test earlier in the turn.

If they fail, they must retreat again and use their remaining action to attempt another break test, this time at **-2 Psyche**.

If they succeed they may use their remaining action as normal.)



Ability.

Hurling bolts of psychic energy, patching a laser wound, or simply negotiating with a displeased alien warlord as to the exact definition of “intruder”, everyone has certain skills that help them stay alive as they traverse the stars.

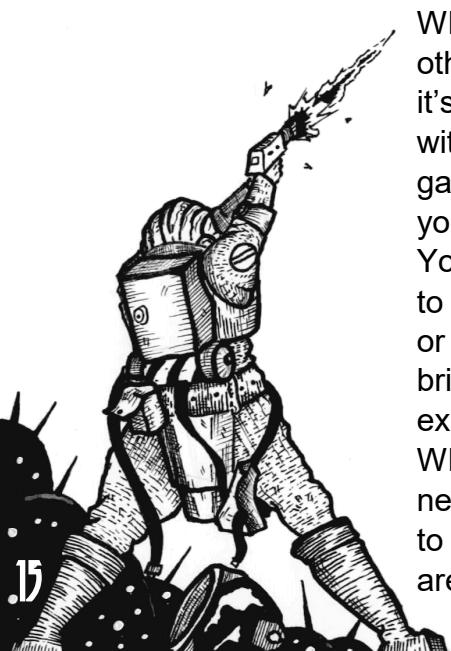
A character may use an action to perform a special ability. To do so, simply read through the rules for the specific ability they wish to perform and act them out as written. Characters can also use an ability action to perform feats of psychic or magical power if they have the relevant traits.

Item.

Characters may use an action to swap between weapons or use an item from their inventory.

Some items will have specific instructions on how and when they can be used (such as med kits or grappling hooks)

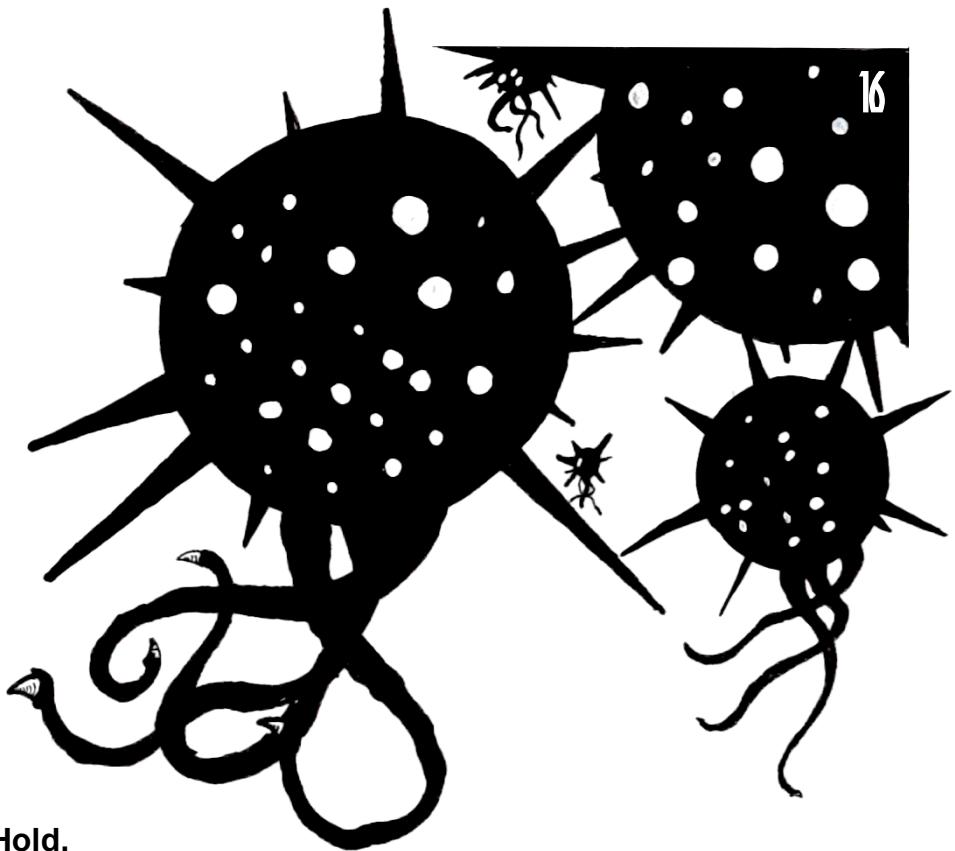
However, you may wish to use items in unconventional ways.



When using an item in a manner other than the intended one, it's best to talk through your action with your opponent or the gamemaster and decide between you what happens next.

You may wish to use a ration pack to distract a hungry guard dog, or offer an expensive weapon as a bribe for an enemy character in exchange for valuable data.

Whatever the case, simply negotiate with the other players as to what the results of the action are and what skill rolls might be required.



Hold.

Instead of using both actions straight away, a character may choose to hold one or all of their actions until later in the turn.

A character wishing to hold an action simply declares that they wish to do so, and then does not act at their usual turn.

At any point in the turn after their assigned turn, a holding character may declare that they are no longer holding and may then use their actions as normal.

Holding does not take up an action.

Held actions must be used by the end of the turn or they are lost.

Universal action.

The universe is a big and unpredictable place and no matter how prepared you are, sometimes you'll need to improvise. Maybe you need to use a grenade to blow the lid off an alien tomb, or try and lash a raft together out of Venusian biting vines. Whatever the case, it's best to at least pretend to know what you're doing.

A universal action is any action that a character may wish to perform that doesn't fall under any of the other specific actions.

Anything from crouching in place behind cover to get out of line of sight, to crafting an impromptu club from a piece of rubble can be considered a universal action.

When performing a universal action you should declare what it is the character wishes to do, how many actions you think it should take, and what skill rolls (if any) you feel are best used to represent the action.

Universal actions are best used in games with a gamemaster who can decide how the action should be resolved, but there's no reason why you shouldn't propose a universal action to your opponent and decide between you how the action should be best carried out.

(E.g. player 1 wishes to break down a door with character 1.

They talk with their opponent and together they both decide since the door is a heavy wooden door it will take a successful (F) roll to break down.

They then also decide that since the door is studded with iron nails, character 1 should suffer -1(F) for every successive attempt they make as their strength is drained from bashing the door, and -1 HP for every failed attempt as they crash painfully into the pointed nails.)

Weapons.

Gas-powered saws pumping out choking exhaust fumes as they send bone and shredded bowels flying. Fusion-powered duelling pistols that engulf their targets in atomic flame. Black powder rifles that bark fire and smoke as they hurl lead across backwater battlefields. Featureless beads of impossibly dark glass that tear the souls from their victims' body with only a whisper from their wielder. There is no end to the variety of hideously efficient weaponry found across the galaxy. Whether it's a mere pointed stick or a blade of living flesh that feeds on the pain of its victims, all weapons in Planet 28 work in the same way.



All weapons in Planet 28 have a profile made up of the following elements:

•Type

Weapons are either **ranged** or **melee**. Ranged weapons are used for shooting; melee weapons are used for fighting.

a single two-handed weapon or two one-handed weapons.

•Size

Weapons are either **one-handed** or **two-handed**. Unless stated otherwise, a character can only wield two hands worth of weapons at a time, so they may wield either

•Damage

Damage tells you which dice to roll to determine how much damage a hit from this weapon does to an opponent.

Damage is represented by a combination of numbers and dice, referred to as the weapon's **damage dice**.

So for example, when hitting with a weapon with **1D6+2** damage, you would roll 1D6, then add 2 to the result to determine how much damage the hit has done. You should roll your damage dice after every successful hit.

•Special rules

Some weapons will have special rules that determine how they can be used or how they behave. These will be written on the weapon's profile.

•Range

Range tells you how far in cm a ranged weapon can fire.

•Ammo

Some weapons need reloading between shots. The type of ammo a weapon needs will be written on its profile.

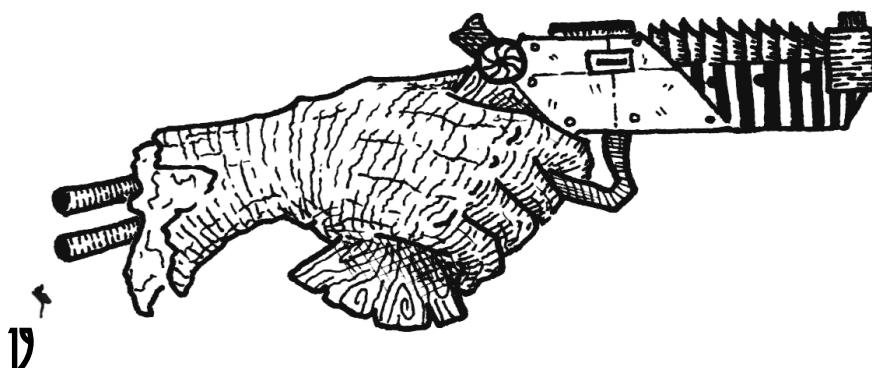
A character with a weapon using ammo must remove a piece of ammo from their equipment inventory **every time** they use that weapon.

If they run out of ammo, they may not use that weapon until they acquire more.

•Keywords

Some weapons will have keywords on their profile such as **Energy, Ballistic, Demonic** etc.

These words tell you whether certain characters will react to your weapon differently - for example a character might have a trait that makes them immune to damage from weapons with the **Demonic** keyword.



ARMOUR.

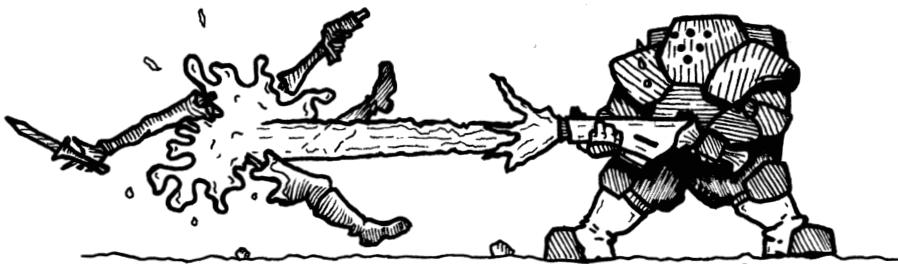
When a character wearing armour is attacked they may make an armour roll.

Each type of armour has its own **defence** rating, represented by a combination of numbers and dice similar to a weapon's damage dice.

To make an armour roll, simply roll the relevant dice and add any modifiers.

The total of this roll is then removed from the damage done by the attack, and any remaining damage is removed from the character's hit-points.

Unless stated otherwise characters cannot change their armour during a game.



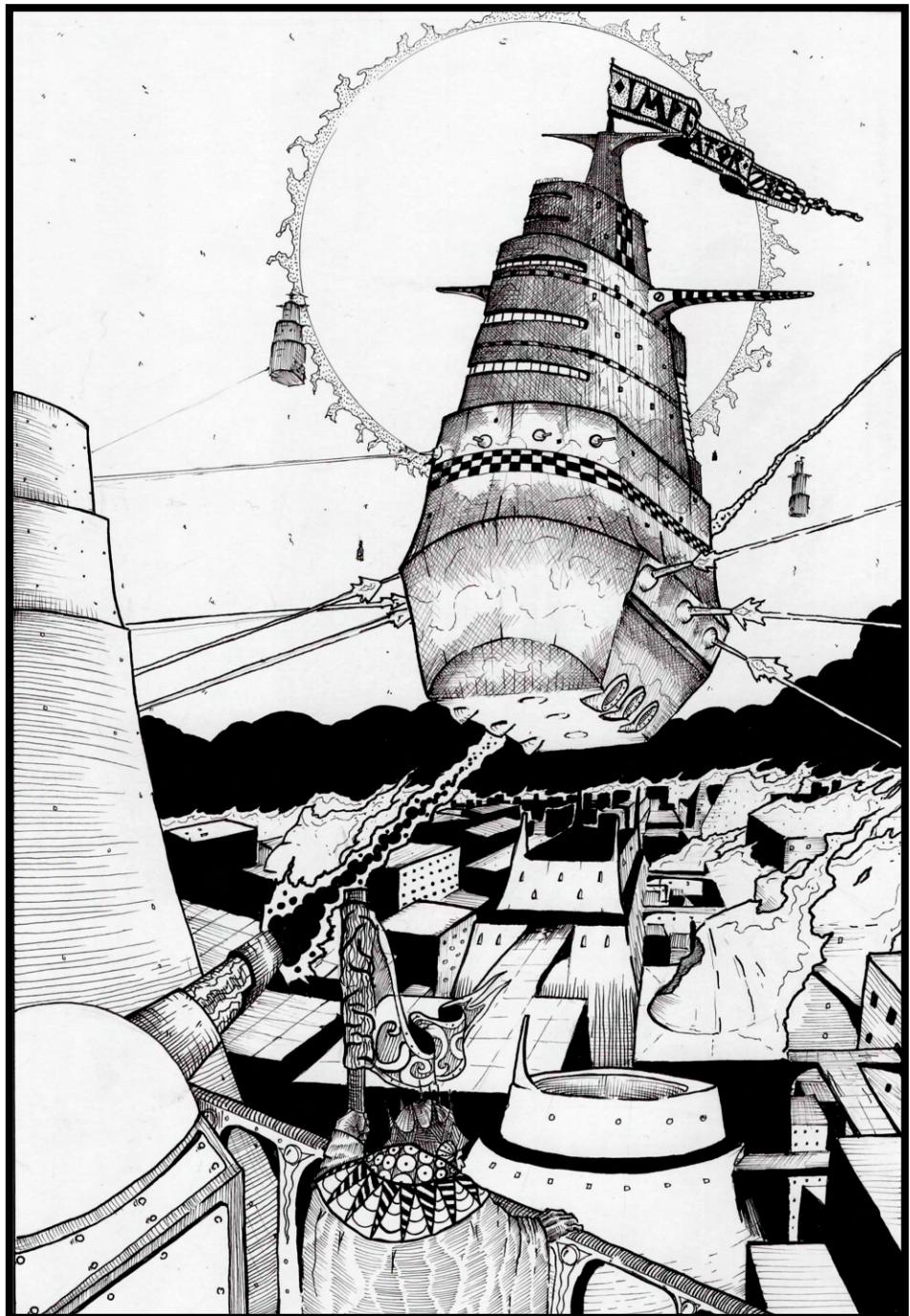
(E.g. Character 1 is wearing armour with a defence rating of $2D8+4$.

They are shot by character 2, who deals 13 damage.

Character 1 then rolls 2 D8 and adds 4 to see how much of the damage their armour absorbs. In this case they roll a 4 and a 2, then add 4, for a total of 10. They remove 10 from the 13 damage done by character 2, then remove the remaining 3 damage from their hit-points.)

Some armour will have special rules that affect the character wearing it. These will be listed on the armour's profile. Unless stated otherwise, an armour's special rules are in effect for as long as the character is wearing that armour.

A character can only wear a single type of armour at any time, and cannot wear multiples of the same armour type during a game.



Flagships of the royal galactic court arrive to liberate the rebellious world of Brythe Prime - one atom blast at a time.

WARBAND CREATION.

Before you can play a game of Planet 28, you'll need a warband. Your warband is made up of a number of characters, with each character being created individually. You can create characters as simple or as detailed as you like - from nameless cannon fodder to famous detectives with an endless list of tricks and secrets.

Whatever the case, all characters are created in the same simple way. Simply follow each of these steps for each character you wish to create.

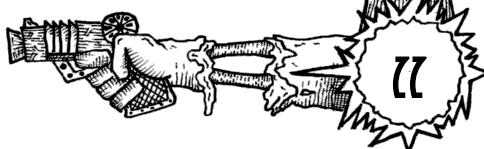
Background.

The starting point for every character is their background - this should inform how you assign skills, traits and abilities to each individual in your warband. Think of a backstory for each of your characters - who are they, why are they part of this warband, what are their strengths and weaknesses? Not every character needs to be a faceless grizzled mercenary - perhaps they are a merchant marooned by star pirates and looking for a ship off world, or a scorned lover of some planetary official trying to kickstart a revolution as a dramatic act of revenge.

Points.

Characters in planet28 are built using a points system. You can either decide with your opponent ahead of time how many points each of you will spend on your warbands, or build your warband beforehand and negotiate any points imbalances later on.

500 points is a good starting warband size for most games, but feel free to change this if you want bigger/smaller games.



Cost.

Each new character has a starting cost of **10 points** to add to your warband.

Unless stated otherwise your warband must include **at least 2** characters.

Skills.

Once you have your character's background figured out, you should set their skill levels.

Each character's core skills (**A, F, S, AW, P**) start at **1**.

You can increase a skill by a value of **1** for a cost of **10 points**.
(E.g. increasing a skill from **1** to **5** would cost **40 points**.)

Unless stated otherwise a character **cannot** have any skill **greater than 10** or **lower than 1**.

Hit-points.

Every character starts with **20 hit-points**.

A character can increase their hit-points by a value of **2** for a cost of **10 points** or **decrease** their hit-points by a value of **2** for a cost of **-10 points**.

Speed.

Every character starts with a speed of **10cm**.

Speed cannot be changed with points.

Traits.

Traits are specific qualities your character has that alter the way they do certain things, impact how their core skills work or provide them with benefits (or hinderances!) in certain situations. You should choose traits that you feel best reflect your character's background.

A trait can be added to a character for the points cost listed on its entry in the **traits table**.

When choosing traits, remember that not all traits are beneficial. Some traits might only be useful off the tabletop or in-between games.

Some traits have a negative points value, meaning they actually make your character cost less points.

There is no limit on the number of traits you can give a single character (you don't have to give them any!) but the more traits a character has, the more expensive they are likely to be, and the less characters you'll have in your warband.

Abilities.

Abilities are unique actions that a character can perform in lieu of their normal actions. Each ability has its points cost listed on its entry on the **abilities table**.

Equipment.

Your character will need some hardware if they plan on surviving for any length of time out in the wilds of deep space.

Equipment includes your characters' weapons, armour, ammunition, and any other items they happen to be carrying.

Each piece of equipment has a price in credits. These represent the currency of whatever world or dimension you happen to be fighting in. When building your warband, you can spend points as if they were credits at value of **1 to 1**.

Once you have completed your warband, any left over points can be exchanged for credits at the same rate.

You may only spend points to buy equipment when creating your warband - after that you must use credits.

Credits and points may seem the same, but there may be times when your warband earns one and not the other, and you never know when you might run out of cash!

Once your warbands are built, it's time to set up your game. There are a few ways you can go about setting up a game of Planet 28 - from simple battles to multi-game campaigns. The following pages will walk you through a basic game set up. You will find more options for how to set up and play your games in the advanced rules section of this book.

Scenario.

By far the most important part of setting up your game is the scenario.

A scenario tells you what is happening on the tabletop, why your warbands are fighting, what they're fighting for and how you can determine who has won (or lost!)

You can be as creative as you like with your scenarios - perhaps you are raiding a heavily guarded space station to rescue an imprisoned alien diplomat and avert galactic war, or trying to hold off against wave after wave of flesh hungry void maggots, or simply trying to wipe out your opponent's warband in a good old fashioned grudge match.

Regardless of what your scenario is about, it should include a description of the scenery you're playing in, the motivations of the warbands involved, victory conditions/ objectives and the deployment details for each warband.

If you're finding it hard to find a reason to blow your opponent to bits, you can try rolling 1D6 on the scenario prompts table on page 27.

Scenery.

Before you place your warband on the table, You'll need to set up your scenery. Ideally you should try and match the terrain of your game to the scenario description - trees and jagged rocks for a steaming alien jungle, ruins and rusted war machines for an abandoned battlefield etc.

A playing area of 90x90cm is recommended, with multiple levels of scenery and plenty of cover for characters to hide behind. As a rule of thumb at least 60% of your playing area should be covered by some sort of scenery. Each player should take it in turns placing a piece of scenery until enough of the table has been covered.

Deployment.

Once you have set up your playing area you need to determine where your warband will start the game. Number the sides of your playing area from 1 to 4. Each player should then roll 1D6 on the deployment chart below and set up their warband accordingly.

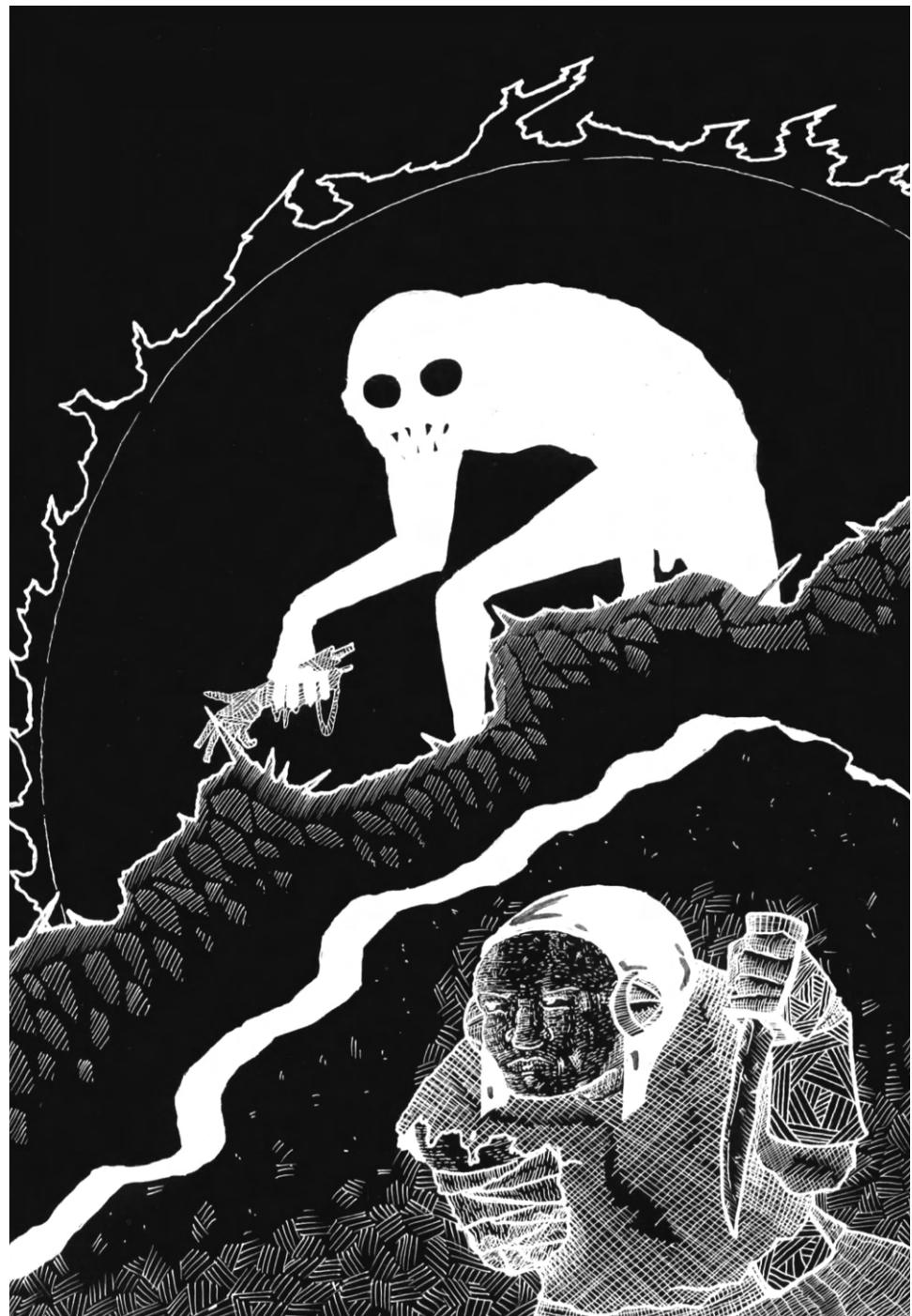
1D6	Deployment instructions.
1	Set up your warband within 10cm of side 1.
2	Set up your warband within 10cm of side 2.
3	Set up your warband within 10cm of side 3.
4	Set up your warband within 10cm of side 4.
5	Set up your warband within 10cm of the centre of the playing area.
6	Set your warband up within 10cm of the side of your choice.

Game Length.

To determine the length of your game, roll 1D10 and add 6. After that many turns, the game is over.



1D6 roll.	Scenario prompt.
1	In the steaming jungles of Nublar-93, a scientific research station has gone silent. Rumour has it that there are valuable secrets inside the seemingly deserted complex. But why are the doors barricaded from the inside, and where are all the scientists?
2	The markets of old Saturn are legendary. Through miles of narrow alleyways a million merchants ply their trade. Amongst those teeming masses the runaway child of the planetary governor is hiding, with a trillion credit price tag on their head.
3	After a heist gone wrong, your band of pirates are hiding out in the rusted hull of an abandoned spaceship. Bloody and bruised, with law enforcement in hot pursuit, they'll have to hold out until rescue arrives.
4	After a bitter and bloody war, the Lilburn system has wrenched itself free of imperial control. Now two opposing factions find themselves vying for power. Violence has worked so far, so why stop now?
5	There are rumours of a hideous cult in the old mines of Jupiter. Mercenaries and gladiators keep disappearing. One warband has gone in search of their leader, only to find them about to be sacrificed! They'll need to go in blasting, grab the boss, and get out even faster!
6	On the far-off colony world of 26-Theta, night is long...six months long. Lost in the wastes, a single research base is all that keeps your warband from a slow death in the icy cold. Unfortunately you aren't the only ones needing a place to stay, and there aren't enough supplies for everyone.



OPTIONAL RULES.

The following pages contain option rules that allow you to expand and enhance your games of Planet 28.

Within these pages you'll find rules for vehicles, squads of characters, co-operative and solo play, as well as campaign and off-tablet gameplay.

Remember that these rules are optional - you shouldn't feel compelled to use them if you don't want to.

You may find that it exciting to use different rules in different games, as a way to create new and interesting stories on the tabletop.

Perhaps both warbands must work together to destroy an A.I. powered nuke-tank in one game, and then fight over who gets control of the wreckage in the next. How you use these rules is up to you and the stories you wish to create.

SQUADS.

Warlords, rebels, rogues...

Across the galaxy there are countless private armies, paramilitaries, splinter empires and other armed factions vying for power. With enough money or a fearsome enough reputation, anyone can wage their own little war.

Squads are groups of characters that move and act together as a single unit throughout a game. Squads can be used to play larger games, with small armies facing each other on the tabletop.

Size.

Squads must begin their first game with at least three members. A squad cannot have less than 3 members. If a squad loses a member and is reduced down to 2 members, these members become independent characters and no longer act as a squad.

A squad may have no more than 10 members.

Profile.

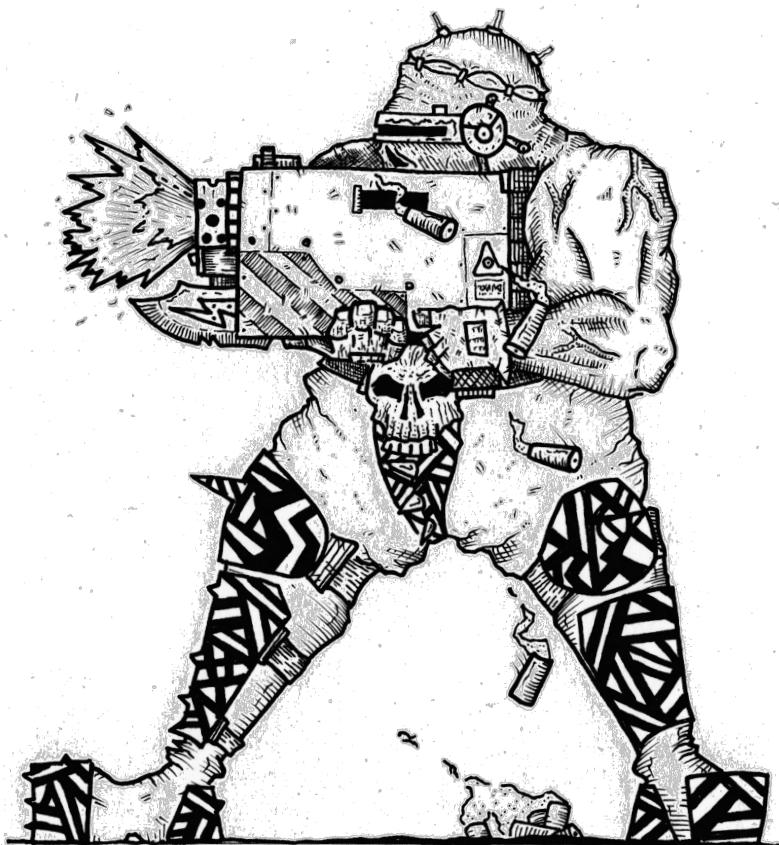
Each member of a squad must have the same profile - meaning they all have the same skills, traits and abilities.

This profile is created in the exact same way one would create any other character.

Cost.

The points cost of a squad is the total cost of the character profile, multiplied by the number of characters in the squad.

(E.g. a 4 man squad with a profile of 250 points would cost 250×4 , for a total cost of 1000 points.)



Equipment.

All members of a squad are equipped with the same equipment, such as armour, miscellaneous items etc.

At least 75% (rounding up) of a squad's members must be armed with the same weapons.

(*E.g. in a squad of 8, at least 6 members of that squad must have identical weapons. The remaining 2 members may wield whatever weapons you wish.*)

Squad actions.

A squad moves and acts as a single unit, each member acting at the same time as each other.

Movement.

All members of a squad move together.

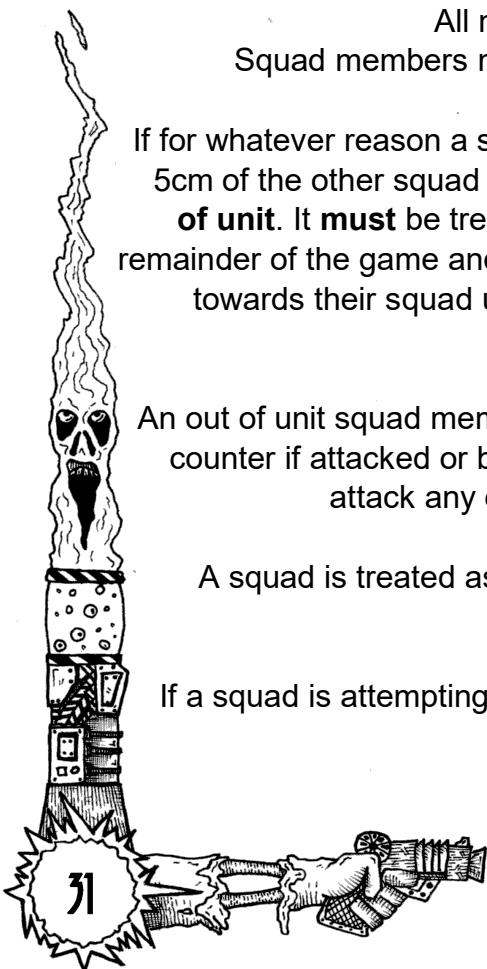
Squad members must remain within 5cm of one other member of their squad at all times.

If for whatever reason a squad member cannot remain within 5cm of the other squad members, it is considered to be **out of unit**. It **must** be treated as a separate character for the remainder of the game and **must** use all their actions to move towards their squad until they can return to within 5cm of another squad member.

An out of unit squad member that is attacked may attempt to counter if attacked or block an enemy charge, but may not attack any enemy until it is back with its squad.

A squad is treated as a single unit when moving through rough or hazardous terrain.

If a squad is attempting to climb you must make agility rolls for each squad member.



Combat.

Squads count as a single unit when shooting or fighting, making all of their attacks at the same time.

Only one member of a squad needs to be able to see/be in base contact with a target for the entire squad to attack.

Whether fighting or shooting, make a skill roll for each member of the squad to see how many of the squad's attacks are successful.

If a squad has more than 1 type of weapon, make these rolls individually to ensure you know which weapon has succeeded in hitting its target.

Squads may divide their attacks between multiple targets - to do so simply declare which members of the squad are firing at/fighting which characters before making your skill rolls.

A squad may charge any other unit as normal, with each member receiving a charge bonus if successful.

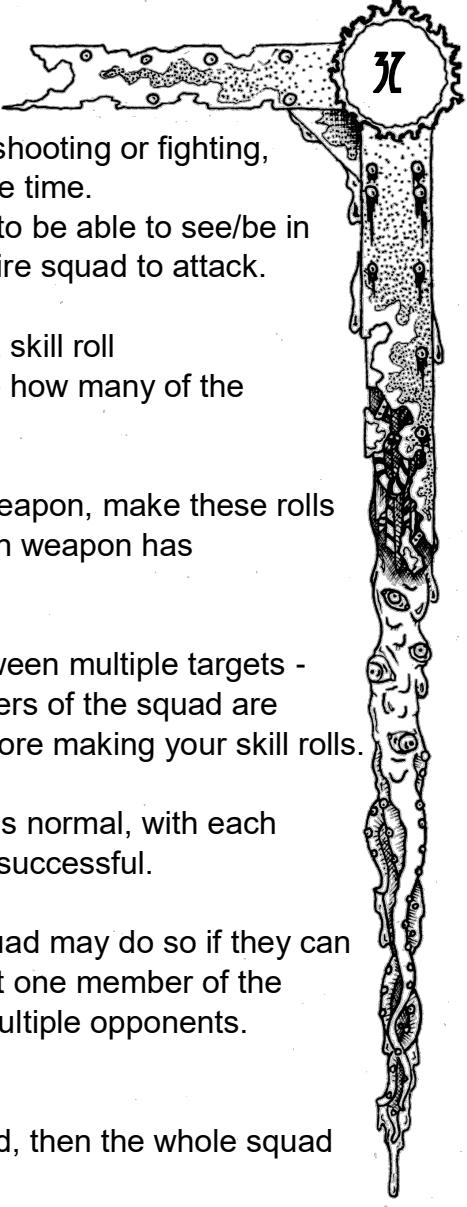
Any other unit wishing to target a squad may do so if they can see or move into contact with at least one member of the squad. A squad does not count as multiple opponents.

Cover.

If at least 50% of a squad is obscured, then the whole squad is considered to be in cover.

Damage.

When a squad takes damage, you must choose which member of the squad the damage is applied to. All subsequent damage is then automatically applied to that member until they are slain, after which you must choose a new member to apply damage to.



Abilities.

Squads with abilities can use them once per action in the same manner as a character.

(*E.g. A squad with the Heal ability may use it once per action regardless of how many members it has.)*

Break tests.

Members of a squad do not take break tests as they take damage.

Instead, work out the total hit-points of **all** the members of the squad at the start of the game. When this total is reduced to 25% or less you must roll a break test for each remaining squad member.

Any member of the squad that fails their break test is automatically removed from the game, having run from the battlefield.

A squad on less than 25% of its starting hit-points must take a break test every time another squad member dies.

Squad progression.

If a squad is reduced to less than 50% of its starting hit-points, it will be considered battle scarred in the next game. It suffers -1 to all skills for the remainder of the game.

At the end of a game roll 1D10 for every slain member of a squad (including those that ran away after failing break tests)

On a roll of 10, that member is permanently slain and removed from the squad in all subsequent games.

After each game, recalculate the squad's cost and hit-points. These will be the squad's new starting values at the start of its next game.

VEHICLES.

Spiked tracks, hydraulic legs, high speed anti-grav motors...

there's no end to the variety of death machines to be found across the galaxy. From ramshackle jetbikes to colossal war engines left over from conflicts long forgotten, getting your hands on something fast, armoured and deadly can give one a real edge in the galactic game of kill or be killed.

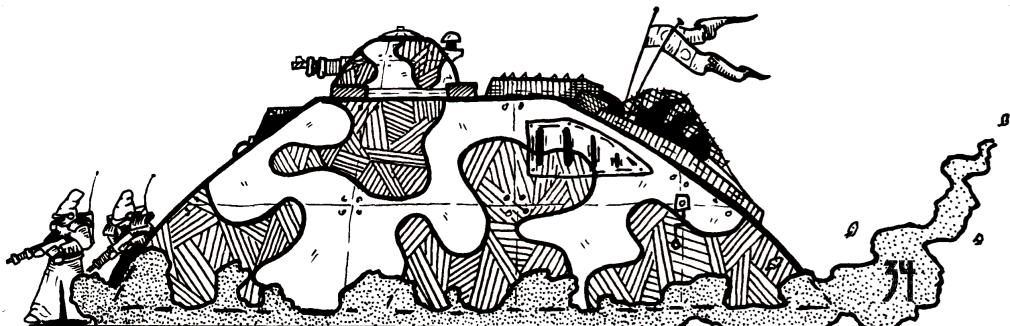
Vehicles are a type of unit that behave differently to normal characters.

What does and doesn't count as a vehicle is up to your imagination, but as a rule things like jetbikes, cars, tanks, walkers, small space ships, creepy cottages with legs and other such machines count as vehicles.

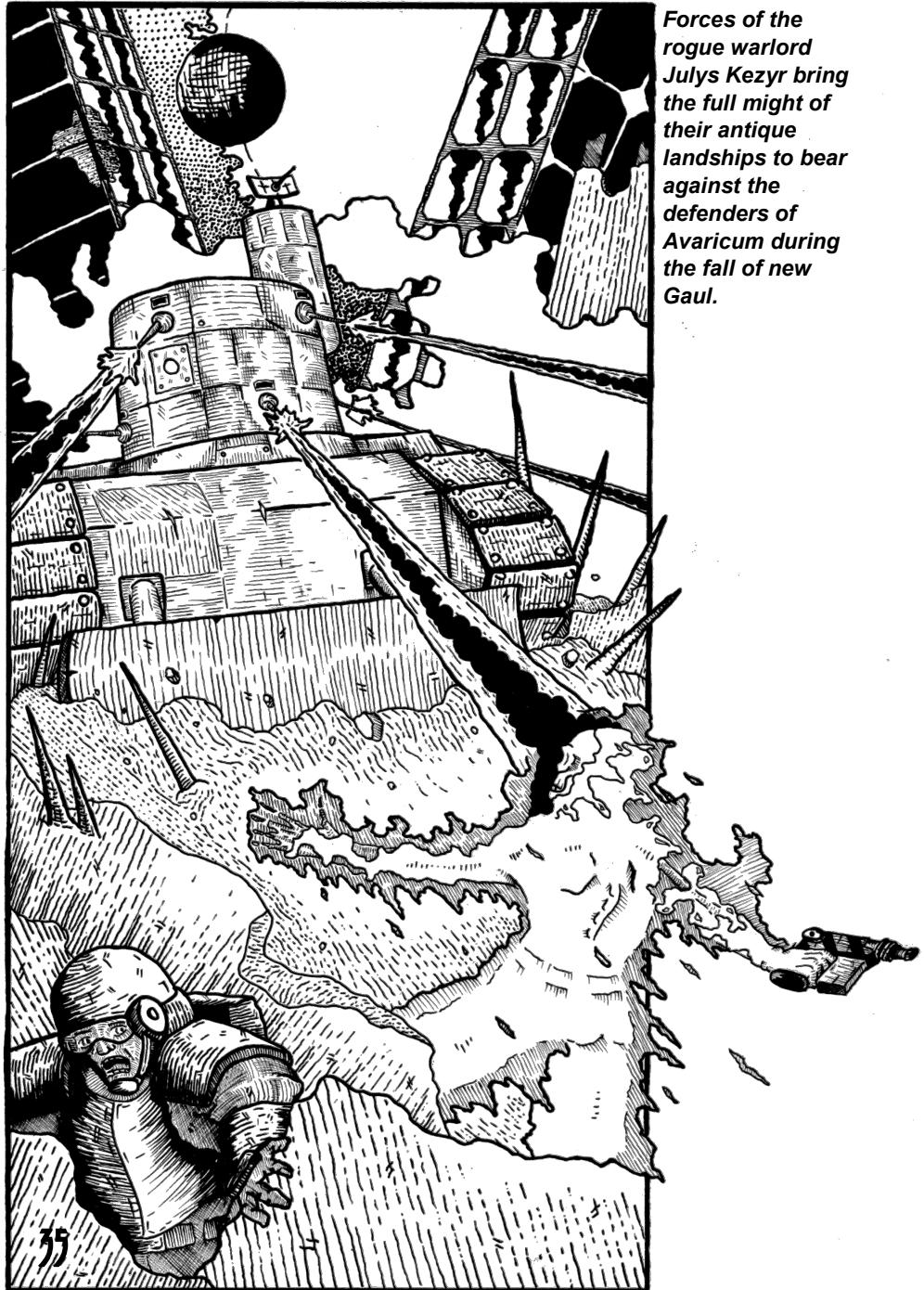
You may also wish to count large monsters, alien creatures or other such monstrosities as vehicles in order to portray their immense size and strength.

Whatever the case, just ensure that everyone knows what is and isn't a vehicle before you begin your game.

Vehicles have the potential to be powerful and deadly, crossing the tabletop without any regard for obstacles and laying down brutal salvos of high energy force against anyone



*Forces of the
rogue warlord
Julys Kezyr bring
the full might of
their antique
landships to bear
against the
defenders of
Avaricum during
the fall of new
Gaul.*



Vehicle profiles.

Just like the characters in your warband, each vehicle has a profile.

Each vehicle profile contains the following:

- **Agility (A)** Determines when a vehicle may act during a turn and how well it navigates its surroundings.
- **Shooting (S)** Determines how well a vehicle performs shooting actions.
- **Traits** Positive or negative characteristics that alter the way a vehicle acts.
- **Abilities** Special actions a vehicle may perform during, instead of or alongside normal actions.
- **Hit-points** How much damage a vehicle can take before it is destroyed.

As well as the above, each vehicle also has the following:

- **Type (TY)** A vehicle's type describes its propulsion system. It may walk, roll, fly or hover.
A vehicle may interact with terrain in different ways depending on its type.

- **Size (SI)** A vehicle's size determines how it moves, with small vehicles being faster and more nimble than larger ones. Size also determines how a vehicle performs during fight actions.

A vehicle will either be **small, medium or large**.

- **Sections (SE)** Every vehicle in Planet 28 is made up of sections. The more sections a vehicle has, the bigger and more complicated it is.

Things like transport space, extra crew, armour plating and weaponry are all individual sections. The number of sections a vehicle has will also determine how many hit-points it has.
Each vehicle has two core sections to begin with.

Facing.

If a vehicles size is **medium** or **large**, it has what are known as **facings**.

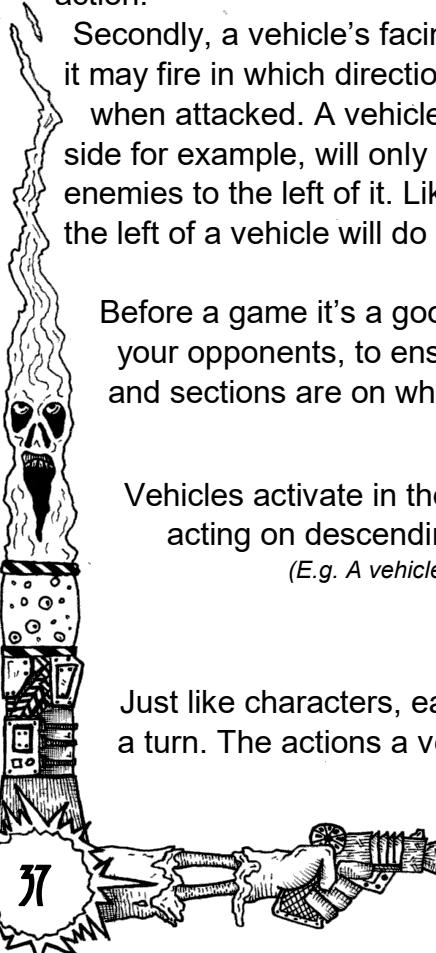
Both medium and large vehicles are split into 4 facings - **Front**, **Rear**, **Left** and **Right**. The best way to determine a vehicles facings is to imagine an **X** laid over the top, with its centre over the centre point of the vehicle's hull.

You can see an example of a vehicle's facings in the diagram opposite.

A vehicle's facings determine two things -

Firstly they determine how far a vehicle has turned in a single action.

Secondly, a vehicle's facings determine both which weapons it may fire in which directions, and where it takes damage when attacked. A vehicle with cannons mounted to its left side for example, will only be able to shoot those cannons at enemies to the left of it. Likewise an attacker shooting from the left of a vehicle will do damage to its left-side sections.



Before a game it's a good idea to go over your vehicles with your opponents, to ensure you both know which weapons and sections are on which facing.

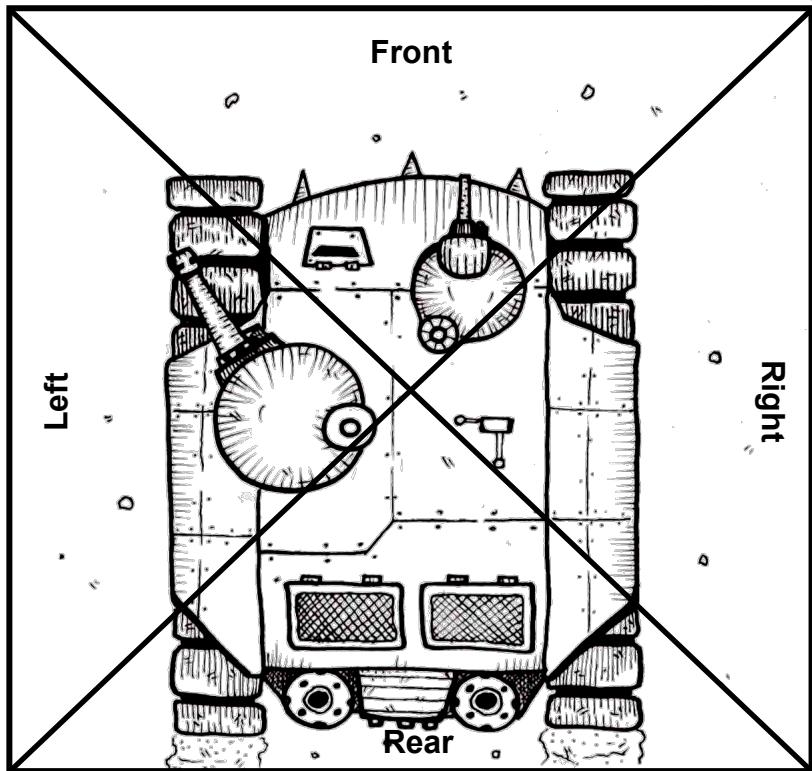
The turn.

Vehicles activate in the exact same manner as characters, acting on descending order based on their agility score.

(E.g. A vehicle with an agility of 6 will act before a character or vehicle with an agility below 6.)

Vehicle actions.

Just like characters, each vehicle may perform 2 actions in a turn. The actions a vehicle may perform are **Move**, **Ram**, **Fight**, **Shoot**, **Ability** and **Hold**.



Movement.

Unlike characters, how a vehicle moves is determined by both its **size** and **type** alongside its agility. A vehicle's size determines how it may move, whilst its type alters how it interacts with rough and hazardous ground.

Small vehicles may move in the same manner as characters. They are free to move up to their full speed in cm and can turn or change direction at any time during their move action.

Medium vehicles may move **up to their movement speed in cm** and turn **up to 90°** in a single move action, or turn **up to 180°** on the spot using a single move action.

Large vehicles may move in a **straight line up to their movement speed in cm** using a single move action, or move **half their speed in cm** and turn **up to 90°** on the spot using a single move action. Large vehicles may also ignore the effects of rough ground, moving through it as if it were even ground.

Moving over terrain.

Vehicles move through terrain in the same manner as a character, making a skill roll against their agility skill.

Vehicles may also receive special rules regarding how they move over and through terrain depending on their type. How each vehicle's type impacts its movement can be found in the vehicle types table.

Climbing.

Unless stated otherwise, Vehicles cannot climb. A vehicle must move around any obstacles over 5cm in height.

Falling.

Although vehicles can't normally climb, they may end up falling off ledges or otherwise find themselves on the wrong side of gravity.

When a vehicle falls, roll **1D4** to determine which facing the vehicle will take damage against.

(1= front, 2 = rear, 3 = left & 4 = right.)

For every centimetre above 5 that the vehicle falls the vehicle takes 1 point of damage to a section of the controlling player's choice in the appropriate facing.

A vehicle that has fallen from a height cannot move until it has spent an action to right itself. To do this simply declare that the vehicle is righting itself.

The vehicle may then use its remaining actions as normal.

Shooting.

Vehicles in Planet 28 may perform shooting actions by making a skill roll against their shoot skill.

In each shooting action a vehicle may shoot a number of weapons **equal** to its number of **crew** sections.

Unless stated otherwise, each weapon may fire once per action.

(*E.g. A vehicle with 1 crew section and 3 weapons may fire one weapon per action. A vehicle with 5 weapons and 5 crew may fire all 5 weapons in a single action.*)

Each weapon is considered independent and can be aimed at a different target.

A vehicle can shoot weapons at any in range target within the facing of the weapon - so a weapon mounted to a vehicle's left facing may shoot at any target within the vehicle's left facing as outlined in the vehicle facing diagram.

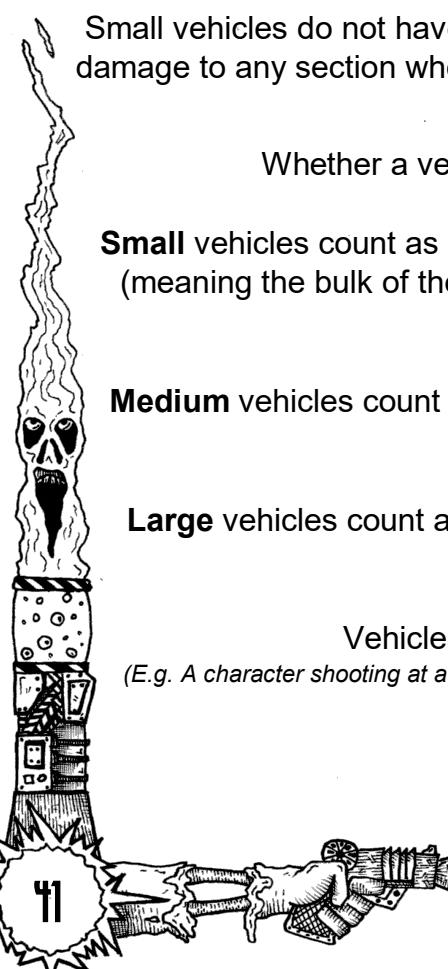
Vehicles **do not** suffer a -1 modifier to their shooting skill after moving. Vehicles receive the same shooting modifiers as characters for being above or below their target.

Shooting at vehicles.

When shooting at vehicles, you should make a note of which of the vehicle's facings the shooter is standing in. The shooter performs a shooting action as normal.

Allocating vehicle damage.

Unlike characters, vehicles don't make any armour rolls when hit. Instead, they take damage automatically if successfully attacked. When a vehicle is hit, the owning player must select a section on the same facing as the direction of the attack. They must then allocate any damage from the attack to this section.



Once a section is damaged it must be the first target for any future damage until it is destroyed.

Any damage left to be allocated after a section is destroyed must be allocated to a new section.

Once a section runs out of hit-points it is destroyed - any benefits, rules or effects that the section granted the vehicle are no longer in effect for the remainder of the game.

A vehicles size does not change as it takes damage. (*E.g. a large vehicle with only 3 sections remaining is still considered a large vehicle.*)

Small vehicles do not have facings and so may allocate their damage to any section when hit.

Cover.

Whether a vehicle is in cover depends on its size.

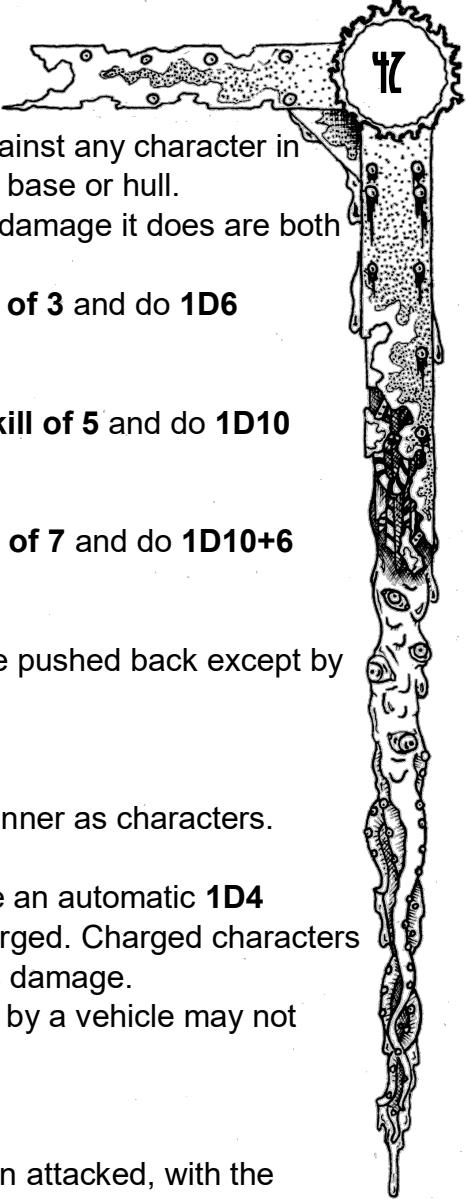
Small vehicles count as being in cover if any part of their hull (meaning the bulk of the vehicle, not any protruding guns or aerial cables) is obscured by terrain.

Medium vehicles count as in cover if more than 50% of their hull is obscured by terrain.

Large vehicles count as being in cover if more than 75% of their hull is obscured by terrain.

Vehicles in cover receive a **1D6** armour roll.

(*E.g. A character shooting at a vehicle in cover hits it, causing 12 damage. The vehicle player may roll 1D6, and the resulting roll is removed from the total damage.*)



Fighting.

A vehicle may make a fight action against any character in base contact with either the vehicle's base or hull.

A vehicle's Fight skill and how much damage it does are both determined by its size.

Small vehicles have a **Fighting skill of 3** and do **1D6** damage.

Medium vehicles have a **Fighting skill of 5** and do **1D10** damage.

Large vehicles have a **Fighting skill of 7** and do **1D10+6** damage.

Unlike characters a vehicle cannot be pushed back except by another vehicle.

Charging.

Vehicles may charge in the same manner as characters.

Characters charged by a vehicle take an automatic **1D4** damage immediately upon being charged. Charged characters may make an armour roll against this damage.

A character or vehicle being charged by a vehicle may not block the charge.

Countering.

Vehicles may counter as normal when attacked, with the exception of not being pushed back in the event of a draw. (The vehicle simply stays where it is.)

Leaving combat.

A vehicle wishing to leave combat must move straight backward at half speed.

Characters may break from combat with vehicles as normal.

Ability.

A vehicle may perform an ability in the exact same manner as a character.

Hold.

A vehicle may hold an action for use later in the turn in the exact same manner as a character.



Break tests.

If a vehicle loses 75% or more of its sections, it must make a break test.

To do so simply roll 1D10 . If the result is **below** the number of remaining sections on the vehicle, it has passed and may continue to act as normal. If a vehicle fails its break test it is considered **shaken** and may not act until it uses an action to pass a second break test.

A vehicle that has lost 75% or more of its sections must take a break test every time a section is destroyed.

A vehicle that has been reduced to its last three sections (including its two core sections) no longer has to take break tests and may act as normal.

If a vehicle fails 3 break tests in a row then it is considered **derelict** and may not act again for the remainder of the game.

VEHICLE CREATION.

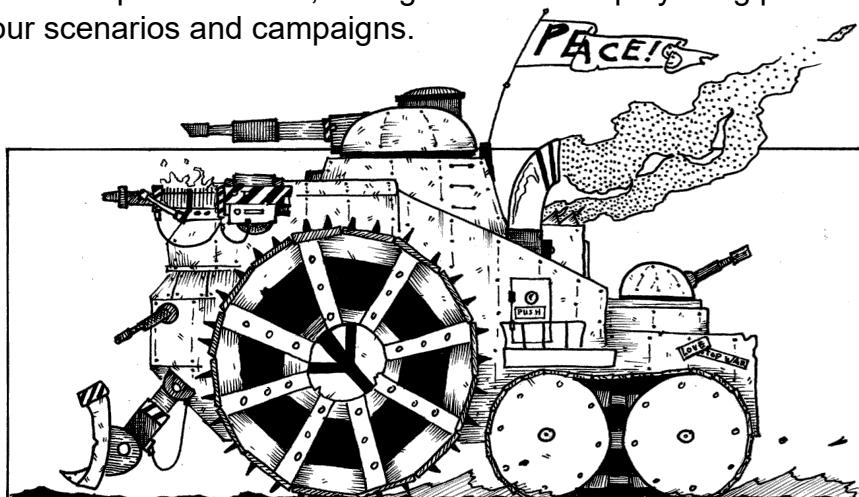
Creating vehicles is just as simple as creating characters, although the process is slightly different.

Just like when you create a warband, the first and most important thing to consider is the narrative. What kind of vehicle are you creating, and who is it for? Is it an armoured ground cruiser packed to the brim with corporate security forces ready to bust a interplanetary smuggling ring?

Or an ancient camper-van, rigged up with less than legal anti-grav engines, from which a touring gang of mutant musicians host their impromptu concerts in an act of sonic terrorism?

Maybe it's an ancient robot from some long-gone civilisation, ordered to destroy anyone that tampers with its creators' tomb? Or perhaps it's just a jet-bike of the kind used by frontier travellers across the galaxy to traverse the myriad wild and deadly landscapes of the universe.

Whatever the case, a vehicle's story and purpose should influence how you build it. It might be tempting to build the most heavily armoured city crushing mega-tank you can imagine and wipe your opponent out of existence, but there's lots of scope for smaller, stranger vehicles to play a big part in your scenarios and campaigns.



Building a vehicle.

All vehicles have a starting cost of **10** points and start with the following profile:

Agility - 2

Shooting - 2

A vehicle may increase these skill levels by **1** at a cost of **10 points per level**.

A vehicle may not have a skill with a value greater than 10.

Core sections.

All vehicles also start off with the two core sections, **engine** and **crew**, that cannot be removed.

These sections represent the basic workings of your vehicle.

You'll find both of these sections already marked on the vehicle building grid on the vehicle character sheet at the back of this book.

Each of these sections has **10** hit-points, giving your vehicle a **starting total of 20 hit-points**.

Type.

Your next step is to choose a vehicle type.

A vehicle's type will dictate how it gets around and determines a vehicle's starting speed.

The different types of vehicle , their effects, rules and costs are all listed in the vehicle type table.

Sections.

Every vehicle in Planet 28 is made up from sections - these are the part of a vehicle that allow it to do different things.

Each section you add to your vehicle should be placed in one of the spaces on your vehicle building grid.

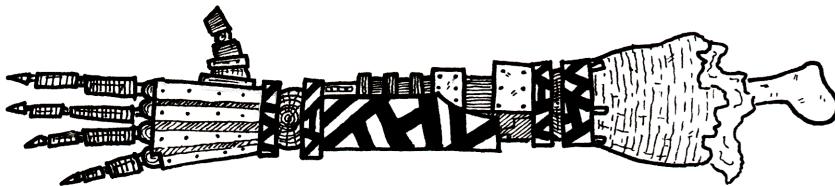
Remember that where you place a section on the grid may impact how that section works.

Each section has a specific set of rules, a points cost and a number of hit-points. The number of sections your vehicle has will determine its size, as labelled on the vehicle building grid.

Traits and abilities.

Just like characters, vehicles can have traits and abilities that may improve or impair their skills or otherwise impact how they act on the tabletop.

The traits and abilities available to a vehicle are listed on the vehicle traits table and the vehicle abilities table.



Weapons.

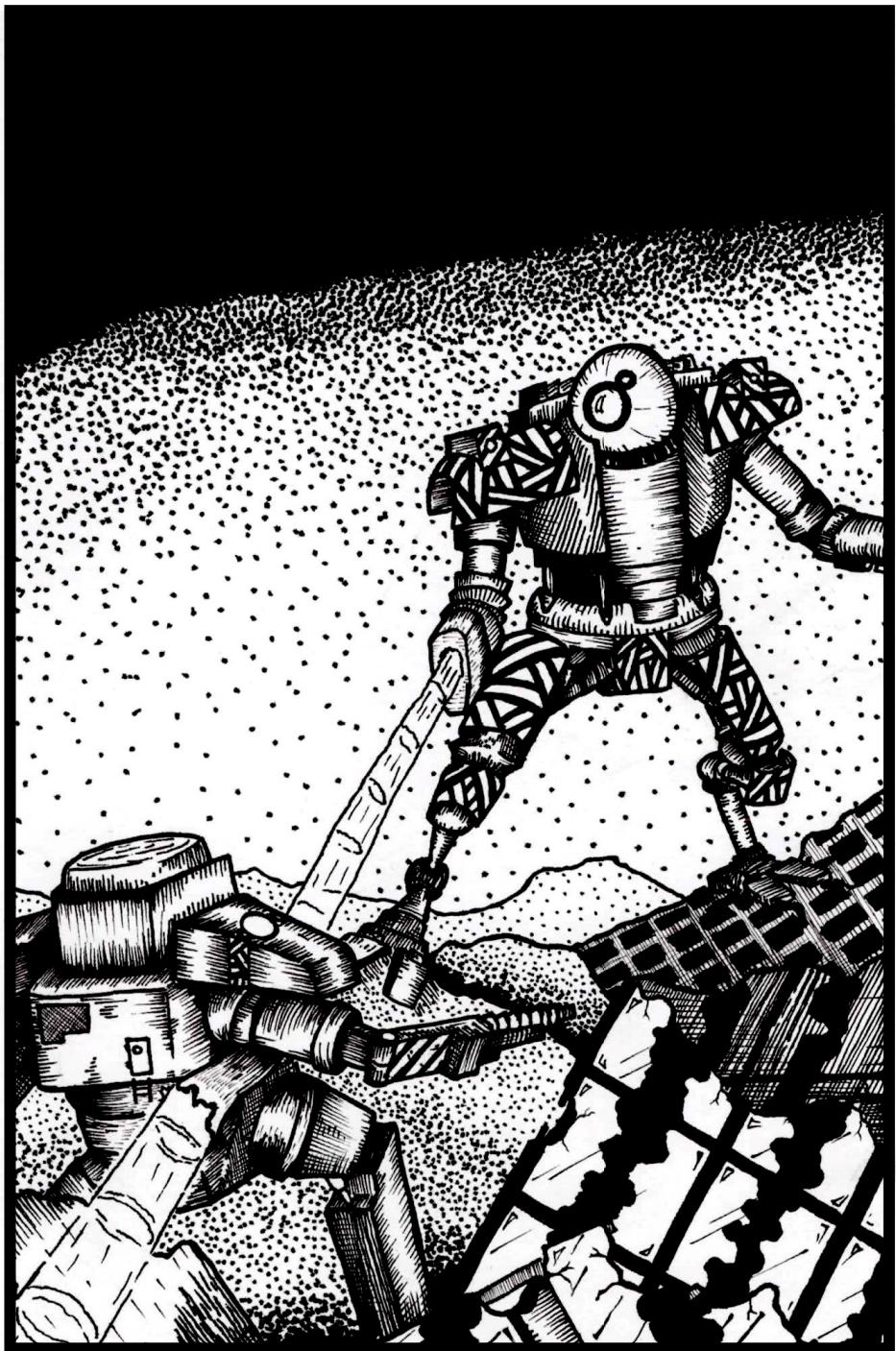
For each hardpoint or turret a vehicle has, it may mount a single weapon.

A vehicle may mount **any** ranged weapon.

Vehicles may also use weapons from the vehicle weapons table. Unless stated otherwise, all weapon ranges should be measured from the facing on which the weapon is located. Note that vehicle weapons are purchased with points rather than credits.

Points.

Just like characters, each trait, ability, section and weapon has a points value. These are added to a vehicle's starting cost to determine its total points cost.



Solo and Co-op Play.

Sometimes it seems the whole universe is against you, and given the state of the universe right now, it probably is! There is no end to the amount of ravaging barbarians, slathering alien lifeforms or disgruntled former teammates ready to make life difficult for the lone adventurers of the cosmos. Luckily you can always go it alone, provided you aren't too attached to the idea of living a long and pain-free life...

The following rules are designed to allow you to play both solo and co-operative games of Planet 28.

The rules for both types of gameplay are exactly the same, the only difference is how you use them.

Solo games involve one player creating a warband and playing through scenarios on their own, facing off against enemies controlled by the solo AI.

Co-op games involve two or more players, each with a number of characters under their control, working together against enemies controlled by the solo AI.

If you're playing co-op you will be splitting that points value of your warband between each of player.

Warbands.

Warbands in solo and co-op games are created in the same way they would be for a normal game of Planet 28, with the following exceptions:

- **enemy warbands** - unlike a regular game of Planet 28, there is no opponent warband ready to face you. This means that you must create both your own warband and the enemy warband. You should build this warband in the same manner as you would your own.

Your enemy warband should be at least **200 points larger** than your own warband. Whilst this may seem a little unfair, the enemy warband can only act in a limited number of ways and lacks the same freedom as your smaller warband.

(E.g. if your warband is 1000 points strong, your enemy warband in a solo game should be at least 1200 points)

• **Enemy agility** - In solo and co-op games, enemy characters do not use their agility skill to determine when they may act during the turn. You should take this into account when creating your enemy warband.

• **Size** - When playing solo or co-op games, there is no downward limit on the size of your warband - this means you may have a warband composed of a single character if you wish.

In solo games this may take the form of a single strong character, armoured and armed to the teeth.

In co-op games it may mean several players each controlling an individual character, all working together.

Single character warbands.

If you are playing a solo game with a single character then that character gains the following bonuses.

- Single character warbands can increase their hit-points by **5** at a cost of **20 points**.
- Single character warbands may make **3** actions in a single turn rather than 2.
- Single character warbands are immune to all break tests **except** those caused by other characters traits or abilities.

(E.G. when wounded to below 50% health this character would not need to take a break test, but they would need to when fighting an opponent with the Fear trait.)

The turn.

Just as in a normal game of Planet 28, all characters may make 2 actions in each turn.

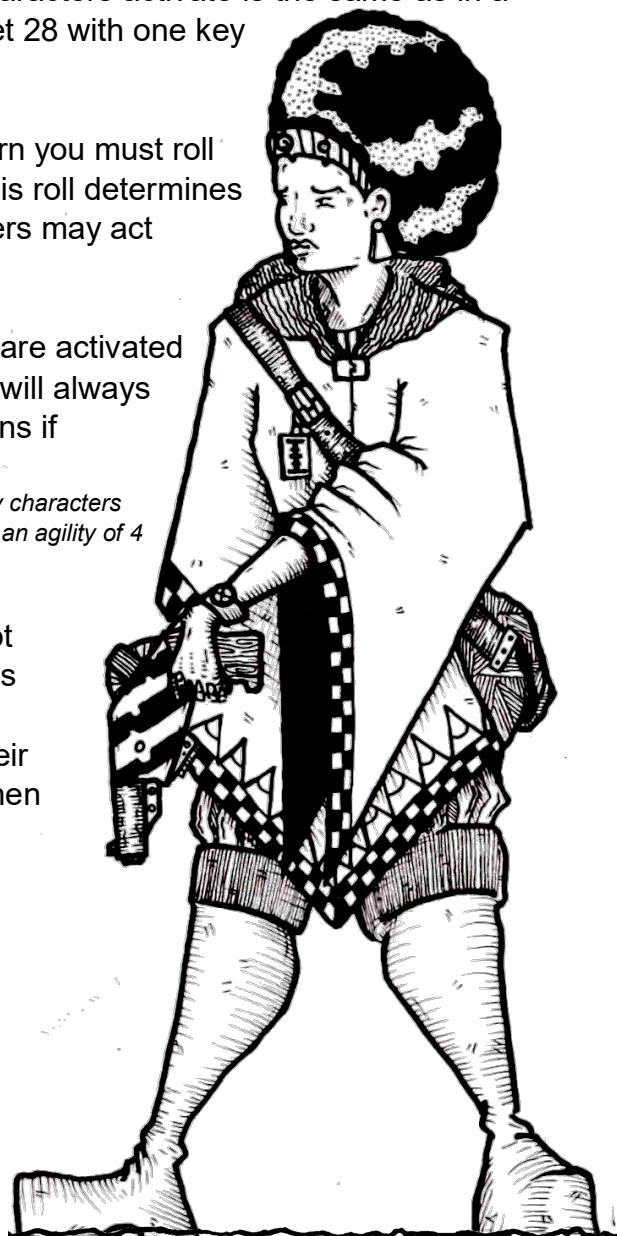
The order in which characters activate is the same as in a normal game of Planet 28 with one key difference.

At the start of each turn you must roll **1D10** - the result of this roll determines when enemy characters may act during the turn.

All enemy characters are activated at the same time and will always use both of their actions if possible.

(*E.g. if you roll a 4, all enemy characters would activate as if they had an agility of 4 for that turn.*)

Note that this does not change the character's agility score. Enemy characters still use their actual agility score when navigating terrain.



Solo AI.

When an enemy character activates you should use the following system to determine how they will act.

Simply look at the miniatures on the table and consult the following list to determine each enemies' actions.

- If the enemy character is in combat, they will continue to fight until they or their opponent is slain.

- If the enemy character is not in combat and there is a player-controlled character within line of sight, the enemy character will attempt a shooting action or use an ability if possible.

- If a shooting action is not possible and the enemy character has no relevant abilities, the enemy character will move up to their movement speed directly towards the nearest visible player-controlled character. If two characters are equidistant from the enemy, randomly select which character the enemy moves towards.
- If the character is not in combat and no player controlled characters are visible, the enemy character will move up to their full movement speed towards the furthest board edge from their current location.

Extra details.

Alongside the basic activation pattern listed previously, enemy characters will do a few things differently.

All enemy characters obey the following rules:

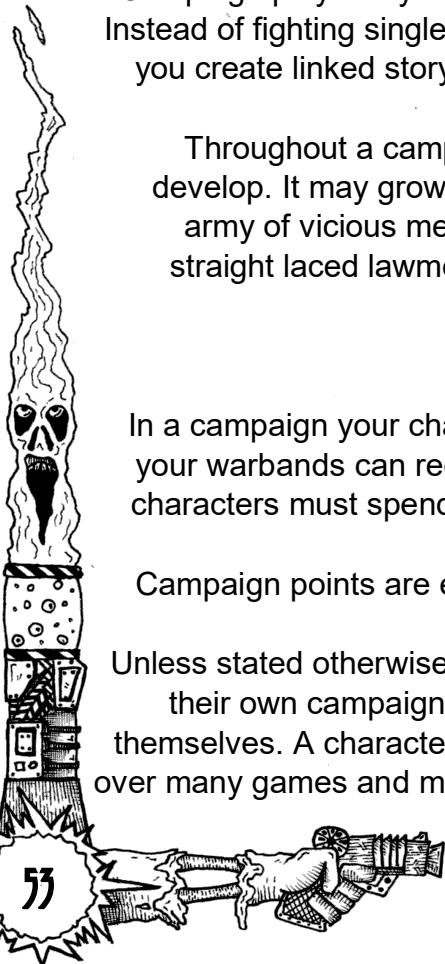
- Enemy characters will always perform a charge action if possible.

- Enemy characters will always counter in combat if possible.
 - Enemy characters will never push their opponents back after winning a fight.
 - Enemy characters may not choose to leave combat.
 - Enemy characters may not hold actions.
- If an enemy character encounters an obstacle whilst moving, roll 1D4.
On a 2 or less the character will attempt to continue in a straight line using their agility skill to tackle the obstacle.
On a 3 they will turn around and move back the way they came until their movement is complete.
On a 4 you may decide how the character uses the rest of their movement.



CAMPAIN PLAY.

Isn't it always the way? You agree to an easy security job on a nice quiet galactic shipping lane, and before you know it you've found yourself inducted into a secret society dedicated to eradicating an ancient space god. You only wanted an easy ticket off world and now you and your new allies have blasted your way through the underworld, and you're well on your way to gaining control over an entire planetary system.
How did you let things get this far?!



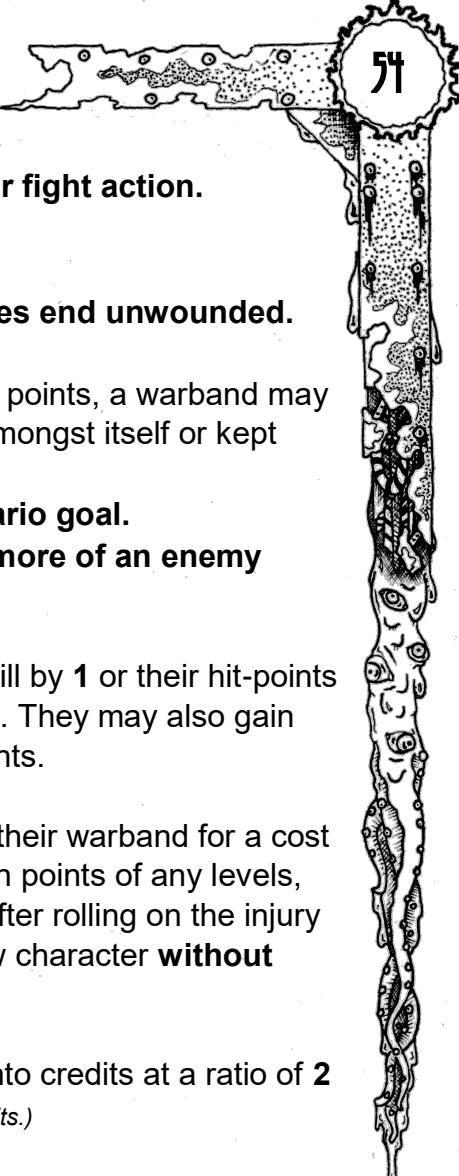
Campaign play lets you expand your Planet 28 experience. Instead of fighting single isolated battles, campaign play lets you create linked storylines, with the results of each game influencing the next.

Throughout a campaign your warband will change and develop. It may grow from a handful of gutter thugs to an army of vicious mercenaries, or shrink from a squad of straight laced lawmen to a couple of hardboiled veteran detectives.

Advancement.

In a campaign your characters can grow and advance and your warbands can recruit new members. To do this, your characters must spend what are called **campaign points**.

Campaign points are earned during games for completing certain criteria. Unless stated otherwise each character in a warband earns their own campaign points and can only spend them on themselves. A character can build up their campaign points over many games and may spend them at any time between games.



Characters gain the following points after each game:

- **1 points for a successful shoot or fight action.**
- **5 points for every enemy killed.**
- **1 points for surviving the game.**
- **5 points for making it to the games end unwounded.**

As well as these individual campaign points, a warband may gain the following points to be split amongst itself or kept collectively:

- **10 points for achieving the scenario goal.**
- **10 points for destroying 50% or more of an enemy warband.**

A character may increase a single skill by **1** or their hit-points by **5** for a cost of **20** campaign points. They may also gain traits and abilities for their cost in points.

Players may add a new character to their warband for a cost of **10** campaign points plus the cost in points of any levels, traits or abilities. If a character dies after rolling on the injury table, they may be replaced by a new character **without** paying the initial 10 points cost.

Campaign points can be converted into credits at a ratio of **2 to 1**. (*E.g. 10 campaign points becomes 5 credits.*)

Injures.

If a character was killed in game then roll against the injury table to see what happens to them in the next game.

All injuries except death can be healed after one game at a cost of **10** campaign points.

(*E.G. A character with a shattered leg must play at least one game with that injury before it can be healed.*)

Campaign points in cooperative games.

In a cooperative game both players should add up any points they have earned and then divide them equally.

(*E.G. if you earn 30 points and your partner earns 26, you'd add them up for a total of 56, then split this evenly between you for a total of 28 points each.*)

If you find you have an extra point remaining then the player who submitted the most points to the total claims it.

If both players submitted the same amount of points, then the point is kept aside for the future.

Enemy campaign points in solo games.

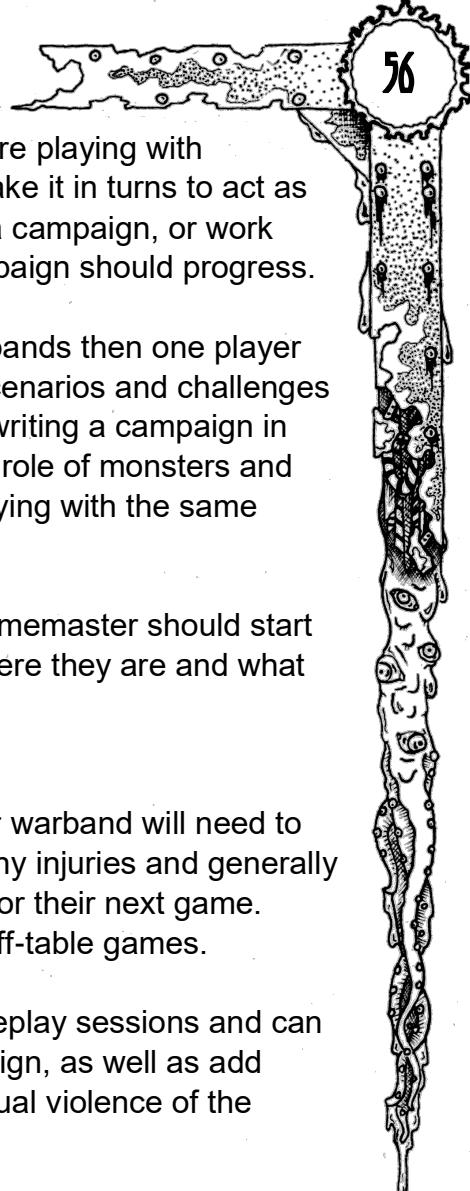
Enemy characters can gain campaign points in the same manner as player-controlled characters, so at the end of a game you'll want to upgrade them. How you do this is up to you, however it's a good idea to focus on increasing characters' skills and improving their weaponry before you add additional traits or abilities.

The gamemaster.

Whilst you can play a campaign with just two players, someone will still need to create the story and set the agenda for what happens in each game. As such you may find it beneficial to play with a gamemaster.

The gamemaster acts as a referee and storyteller - it's their job to set up the narrative for the games and plan out where and why your battles are taking place.

They can also be in charge of deciding which characters grow and develop, which warband is victorious in a given game and what direction a campaign takes. The gamemaster isn't there to win, but to guide the direction of the other players. The gamemaster can also help create the narrative of the campaign by adding unexpected events into games - anything from wandering monsters to earthquakes!



The gamemaster doesn't always need to be a separate player. If you're playing with multiple warbands you could each take it in turns to act as gamemaster for a specific game in a campaign, or work collaboratively to decide how a campaign should progress.

If you wish to play with just two warbands then one player may act as gamemaster, creating scenarios and challenges for the other player to overcome or writing a campaign in which the gamemaster takes on the role of monsters and villainous opponents rather than playing with the same warband in every game.

However you choose to play, the gamemaster should start each game by telling the players where they are and what they're trying to do.

Off-table games.

After each game in a campaign your warband will need to spend their campaign points, heal any injuries and generally manage themselves in preparation for their next game. This time can be incorporated into off-table games.

Off-table games take the form of roleplay sessions and can be used to add structure to a campaign, as well as add narrative elements outside of the usual violence of the tabletop.

Off-table games are best used when playing with a gamemaster, as it will be their job to describe where each warband is, what kind of locations they can visit, and how much time will pass before the next game.

Adding off-table games can be a great way to impose limits to a warband - perhaps they can only buy new equipment on a specific planet, or need to talk to locals to track down a target.

How an off-table game is run and how it impacts the next game of the campaign is very much up to the discretion of the gamemaster. The example of an off-table game set up below might help you get started.

"The factory world of Lychester VII. After several weeks pursuing each other through the capital city's ancient sewers, two rival gangs finally run into each other. After a brief shootout left both parties bloodied, bruised and low on ammo, they have both fled to the nearby hideout of a local crime lord, a shanty town deep in the forgotten tunnels. Trying to stay out of each others' way, they are surrounded by rough metal shacks, with stalls full of illicit goods. A suspicious doctor's office promises medical treatment, no questions asked.

Gang number 1 decides to spy on their rivals, and send its two uninjured members to explore the town and figure out where their enemies are. The rest of the gang explore the markets, buying up as many medpacks and as much ammunition as they can afford. They want to avoid the doctor's office.

Meanwhile gang 2, much worse for wear, needs all the help they can get. Their most injured members spend 2 days in the doctor's office and come out alive, but all with permanent injuries. Meanwhile their leader goes looking for the crimelord, to try and strike up a bargain.

After 3 days, both gangs finally run into each other in the town square..."

In this example we see that both warbands have healed their injuries in different ways.

Warband 1 has spent all the credits it has getting ready for a fight, and warband 2 is trying to plan ahead for a possible confrontation with the locals. 3 days have passed between the initial battle and their next confrontation.

Hidden agendas.

When playing in a campaign, any character in your warband can take a hidden agenda. These are specific goals that a character wishes to complete, separate from the game scenario or any goals the warband may have in the long term.

If playing a co-op game, you may decide whether to add campaign points earned via a hidden agenda to your total, or keep them all for yourself.

At the start of the game a player wishing to use a hidden agenda should select which character has the agenda and then roll **1D6** on the hidden agenda table to decide their agenda.

It's up to you whether you tell your opponent what the character's agenda is, but you must tell them that you have one.

If a character manages to complete their hidden agenda during a game then they receive an additional **5** campaign points.

If a character fails to complete their hidden agenda then they retain that same agenda in the next game, however for each subsequent game the agenda is worth **-1** campaign point.

(*E.G. If a character has had the same agenda for 2 games, it will only be worth 3 campaign points.*)

Once a character has completed their agenda they may roll on the chart for another.

Vehicles in campaigns.

As your warband progresses through a campaign it may wish to upgrade its vehicles.

Vehicles each generate their own campaign points that cannot be spent on other characters or vehicles.

A vehicle receives the following points at the end of a game:

- **5 points for every enemy killed.**
- **1 point for surviving to the end of the game.**
- **1 point for destroying a section of an enemy vehicle.**
- **5 points for surviving the game without losing any sections.**

A vehicle may increase any of its skills by **1** at a cost of **20** campaign points. Vehicles may buy sections, traits, abilities and weapons.

Vehicle damage.

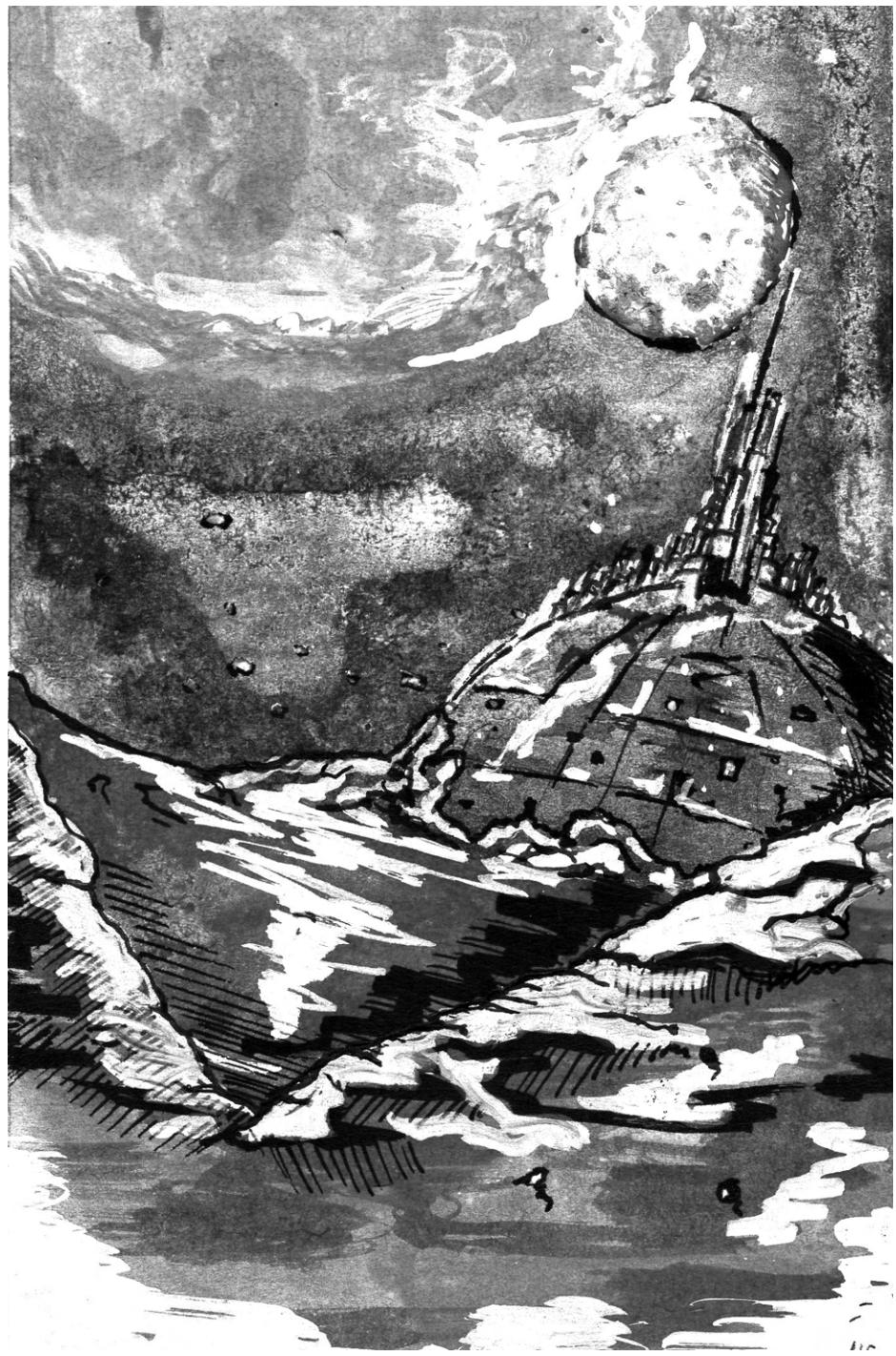
If a vehicle was reduced to **25% or less** of its original sections, it may roll **1D8** - the player may then restore this many of the vehicles sections back to their starting hit-points.

A vehicle may have all of its sections restored to their starting hit-points for a cost of **10** campaign points.

Note that destroyed sections don't need to be bought again, simply repaired.

If a vehicle was declared derelict or completely destroyed during a game, roll on the **vehicle damage table** to determine what happens to it.

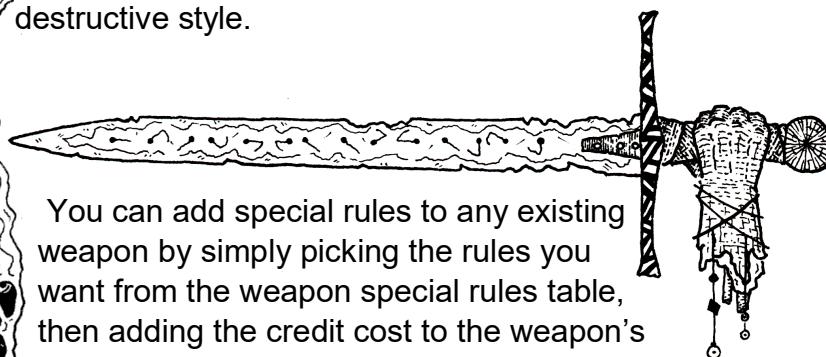
All damage except **Destroyed** can be fixed after one game at a cost of **10** campaign points.



CUSTOM WEAPONS.

"Oh, this? Picked this up from a mad, blind, one-handed gunsmith on a pirate cruiser somewhere out beyond the Deaths-head nebula. Honestly, I have no idea what it does - last time I fired it I woke up 2 days later, no clothes, surrounded by burnt corpses and about 300 frogs. I figure it either summons flaming frogs from another dimension, or it knocks you unconscious while everyone else gets on with the fighting. But that still doesn't explain the frogs..."

Although you'll find all manner of weapons to arm your characters with in the tables section of this book, sometimes you want something a little more boutique. That's where custom weapons come in. With a few simple rules you can create unique weapons to outfit your warbands in the latest destructive style.



You can add special rules to any existing weapon by simply picking the rules you want from the weapon special rules table, then adding the credit cost to the weapon's starting cost.

If you wish to create a weapon from scratch, you should first begin with its range. A melee weapon will have a range of 0.

Then decide what damage dice the weapon has. All weapons use dice for damage, and you are free to combine any number of dice and modifiers.

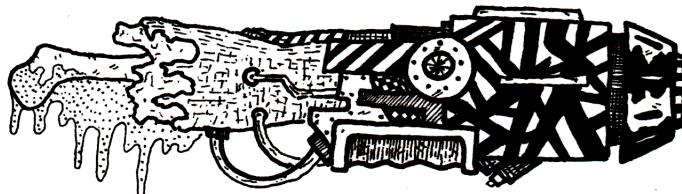
Once you have both the range and damage dice, you must combine the weapon's range with its maximum potential damage—this is the most damage it is capable of doing on a single roll.

(E.G. a weapon with $2D10+4$ damage would have a maximum potential damage of 24.)

the combined total of the weapon's maximum potential damage and maximum range is the weapon's starting cost.

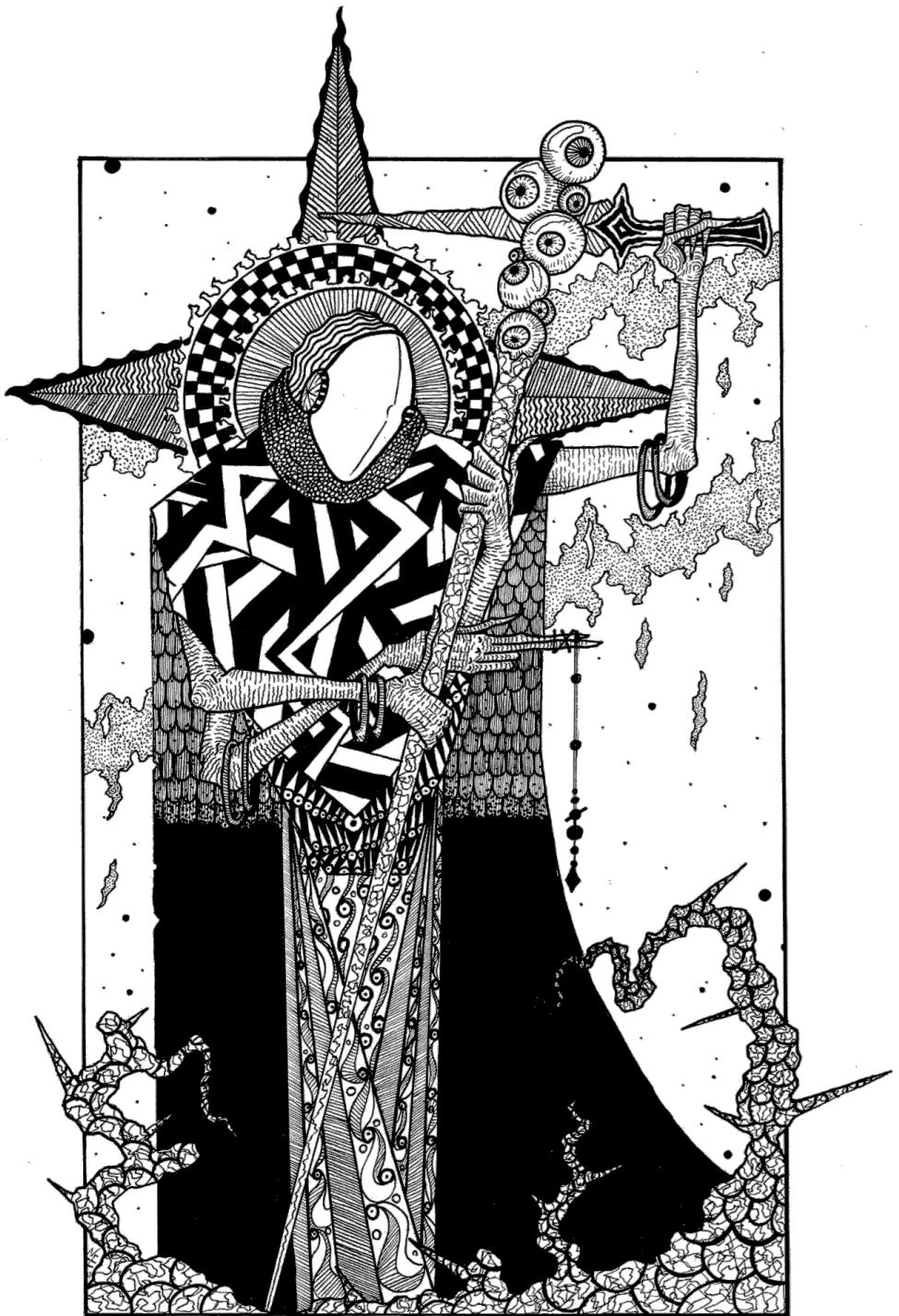
All weapons are **two-handed** by default. A weapon may be **one-handed** for an additional 10 credits.

Next, you can add any special rules from the weapon special rules table, adding the cost to your weapon's cost.



Finally, you should add any keywords that match the kind of weapon you have created. This includes marking down whether a weapon is ranged or melee, but also any other key words you feel might be relevant. Don't be afraid to make up new key words if you feel they fit the description of your weapon.

When using custom weapons, it's important to chat with your opponent before a game to make sure that they understand how your weapon works, and also that they're okay with facing your diabolical creation on the battlefield.



Asimovian priest of the Universal Convergence.

Character traits table.

Trait	Cost	Effect
Ammo smith	+15	After each game this character may craft 1 piece of ammo for any weapon of their choice. This is automatically added to their equipment.
Animal	-20	This character may not use any abilities or perform shoot actions. This character suffers -1(P) during break tests.
Armless	-20	This character is missing an arm. They may only wield a single 1 handed weapon or use a single item at any time.
Blessed	+50	This character may roll 2D10 for all skill rolls and keep the lowest score.
Big	+8	This character gains an additional +1(F) when charging. This character suffers -3cm speed.
Bulwark	+10	Enemies do not receive the standard +1D4(F) when charging this character.
Brawler	+9	This character's fists do an additional +1D6 damage
Brave	+15	This character may reroll 1 failed break test per turn.
Barbaric	-10	This character is immune to the Persuade ability. They may not wield any weapons or wear any armour with the keyword Complex .
Cursed	-50	This character must roll 2D10 for all skill rolls and keep the highest score.
Coward	-15	This character must make a break test when charged and may not charge any other character.
Climber	+5	This character gains +2(A) when attempting to climb any vertical surface.
Death-proof	+25	When rolling on the injuries table this character may treat Dead as Complete recovery .
Extra limbs	+25	This character may wield 4 Single handed weapons or 2 Double handed weapons at once.
Engineer	+12	When embarked in a vehicle this character automatically restores 1D4 hit-points per turn to any damaged sections in the same facing as the one from which they embarked.

Trait	Cost	Effect
Fast	+6	At the start of each turn, roll 1D6 . Add this to this character's speed for that turn.
Fearless	+12	This character is immune to the effects of the Fearsome and Terrifying traits.
Fearsome	+12	Enemies wishing to charge this character must first pass a break test.
Foul aura	+15	Enemy characters receive 1 damage for every turn they spend in base contact with this character.
Gigantic	+18	This character gains all the effects of Big plus the following: This character is not counted as being in cover unless completely obscured from sight. This character cannot be pushed back after combat. This character only takes fall damage from heights of 20cm or more.
Gunner	+10	When embarked in a vehicle this character may act as crew for the purpose of shooting. Any weapons shot by this character use the character's shooting skill rather than the vehicle's. This character can only fire weapons on the same facing as the one from which they embarked.
Gunslinger	+20	This character may make shoot actions when locked in combat.
Intelligent	+10	This character may reroll one failed (AW) roll per turn.
Incorporeal	+15	This character may move through obstacles and other characters as if they were moving over even ground.
Inspiring	+25	Friendly characters within 10cm of this character receive +1 to their skills.
Iron skin	+8	This character may make an additional 1D4 armour roll whenever they take damage.
Major arcana	+30	This character may perform arcana abilities from the arcana table. They may roll 3 random abilities at the start of each game, and may perform them as many times as they like during a game.
Medic	+15	This character may heal one injury from any friendly character in-between games. If they do, they may not do anything else between games.

Trait	Cost	Effect
Mercenary	-5	This character must be paid 10 credits before the start of each game. If they are not, they may not join your warband for that game. This character may convert their campaign points for credits at a ratio of 1 to 1 .
Minor arcana	+18	This character may perform arcane abilities from the arcana table. They may roll 1 random ability at the start of each game, and may perform them as many times as they like during a game.
Mysterious motives	+6	At the start of each turn, roll 1D10 . Treat this as the character's (A) for the purpose of activation.
Painless	+25	When rolling on the injuries table, this character treats all injuries except Death as Complete recovery .
Pilot	+15	When embarked in a vehicle that vehicle may use this character's agility and shooting values as its own.
Psychic	+18	This character may reroll a failed arcana ability once per turn.
Rich	+28	This character gains an additional 1D8 credits after each game.
Rageful	-10	This character may never leave combat. They will fight until they die or their opponent leaves/dies.
slow	-6	At the start of each turn, roll 1D6 . Remove this from this character's speed for that turn.
Sniper	+17	This character may reroll any failed Shooting rolls once.
Sure-footed	+10	This character treats rough ground as even ground and hazardous ground as rough ground.
Stupid	-10	This character must roll all (P) rolls twice, taking the worse result.
Tank hunter	+15	This character receives a +1 to their Shooting skill when making shoot actions against a vehicle.
Terrifying	+30	Enemies must pass a break test to charge , attack or shoot at this character. During off-table games any non-player characters will be hostile to this character, running away and refusing to engage with them.

Trait	Cost	Effect
Unshakable	+25	This character never needs to take a break test
Unbreakable conviction	+20	This character is immune to the Persuade ability and the Mind control arcane power. All friendly characters within 10cm of them are also immune.
Unearthly	+40	This character can only be damaged by weapons with the keyword Psychic , Arcane or Demonic .
Venal	-12	This character must always convert spare campaign points into credits and may not save campaign points from one game to another.
Zealot	+15	Whenever this character takes damage, roll 1D10 . On a roll of 10 this character gains +1 to their (F) and (A) skills for the remainder of the game, Up to a maximum of 10.

Character abilities table.

Ability	Cost	Effect
Aimed shot	+10	This character may use an action to aim their weapon at an enemies' weak spot. Their weapon does an additional +1D8 damage in their next attack this turn.
Drain	+25	This character may remove a single hit-points from any character within 5cm and add it to their own hit-points.
Heal	+20	This character may restore 1D6 hit-points to any other character in base contact.
Haggle	+30	This character may haggle the price of items in off-table games. Roll 1D6 . On a 1, 2 or 3 the price is reduced by 1D4 credits. On a 4, 5 or 6 the price is reduced by 1D10 . The price can never go below 1 credit.
Inspire	+25	A chosen friendly character within line of sight receives +1D6 to their skills for the remainder of the turn.
Loot	+30	Once per game, after this character slays an enemy in combat, they may take one piece of equipment from the defeated character and add it to their own. This equipment is permanently removed from the slain character's equipment inventory.

Ability	Cost	Effect
Persuade	+25	When in combat, make a (P) roll. If successful, both characters break from combat. Neither character can attack the other for the remainder of the turn.
Repair	+15	When in base contact with a vehicle this character may restore 1D8 hit-points to any section, regardless of facing.
Sabotage	+20	When this character is within 5cm of an enemy vehicle they may choose a section of that vehicle from a random facing. That section is treated as destroyed for 1D6 turns , after which it returns to normal. To determine which facing the section must be chosen from, roll 1D4 . 1 = front, 2 = right, 3 = rear and 4 = left .
Throw	+15	This character can throw any character in base contact 1D12cm in a straight line, in a direction of their choosing. Characters thrown off ledges must take fall damage.

Arcana table.

1D12 roll	Arcane ability	Effect
1	Blind	Make a (P) roll. If successful all characters and vehicles within 15cm cannot make any actions for the remainder of the turn
2	Smite	Select a character or vehicle within line of sight and make a (P) roll. If successful, that character takes 1D10+5 damage. Target character may make an armour roll.
3	Terrify	Select a character within line of sight and make a (P) roll. If successful that character must immediately retreat to the nearest table edge as if they had failed a break test.
4	Rend the earth	Select a character within line of sight and make a (P) roll. If successful, all terrain within 20cm of that character counts as hazardous terrain for the remainder of the game.

1D12 roll	Arcane ability	Effect
5	Mind control	Select a character within line of sight and make a (P) roll. If successful, the acting character may make one additional action with the chosen character. This action does not count as one of the target character's usual actions.
6	Wither	Select a character within line of sight and make a (P) roll. If successful that character suffers -1D4 to their skills for 1D6 turns.
7	Flame	Make a (P) roll. If successful, 1 character in line of sight suffers 1D8 damage. The affected character must use an action to extinguish the flame or suffer 1D4 damage for every turn they fail to do so. This damage cannot be stopped by armour.
8	Summon	Select a character within line of sight and make a (P) roll. If successful you may place an exact duplicate of that character anywhere on the board and control them for the next 1D4 turns, after which they disappear. Characters attempting to cast this spell do so at -2(P) .
9	Shield	Select a friendly character anywhere on the tabletop and make a (P) roll. If successful the target character may not be targeted by ranged or melee attacks for the remainder of the turn.
10	Teleport	Make a (P) roll and select any part of the playing area within line of sight. If successful you may move this character there immediately.
11	Dishearten	Select a character within line of sight and make a (P) roll. If successful, that character now acts last in the next turn, regardless of their (A) score.
12	Immobilize	Select a character within line of sight and make a (P) roll. If successful, that character may not move for 1D4 turns.

Rent asunder.

Every time a character fails their **(P)** roll when using an arcane ability, they have a chance of being rent asunder.

When you fail an arcane ability, roll **1D10**.

If you roll below the character's current (**P**) score, the character suffers no consequences.

If you roll above, the character's mind is rent asunder.

They suffer immediate damage equal to the difference between their current (**P**) value and the result of the failed roll. Every time a character is rent asunder, their (**P**) is reduced by **1** for the remainder of the game.

Unless stated otherwise, damage from being rent asunder cannot be stopped by armour.

(E.G. A character with a (**P**) of 8 rolls a 10, failing their attempt to cast teleport. They roll 1D10 and roll 9, and so they are rent asunder. They take damage equal to the difference between their (**P**) and the roll of their failed spell, which was 10 - meaning they suffer 2 damage. Their (**P**) is now reduced from 8 to 7 for the rest of the game.)

Vehicle types table.

Type	Cost	Speed	Effect
Ground	free	15cm	Ground vehicles include tracked, wheeled, or screw driven vehicles. Ground vehicles are often the “default” transport of many galactic societies due to their ease of manufacture and operation. Ground vehicles receive no modifiers to their agility scores
Walker	+20	20cm	Often utilised on unexplored worlds, walkers are used for navigating rough terrain quickly. Walker type vehicles gain a +2 to their agility skill when moving over rough ground and a +1 to their agility skill when moving over hazardous ground.
Hover	+30	15cm	A common sight across the urban centres of the galaxy, hover vehicles are the pinnacle of personal transport. Hover vehicles may treat rough terrain as even terrain. Hover vehicles may spend an action to move over obstacles of 5cm or more in height without rolling an agility roll.

Type	Cost	Speed	Effect
Flyer	+25	25cm	When hovering just isn't good enough, you need to fly! Flying type vehicles may ignore all rough and hazardous terrain. Flying type vehicles can move up and down terrain as if it were even terrain, without rolling an agility roll. Flying vehicles MUST spend at least one of their actions per turn on moving. If for any reason a flying type vehicle cannot move in a turn, it is destroyed. If a flying vehicle wishes to not move, it must first spend an action to land, After which it may not move again until it has spent a further action taking off.

Vehicle sections table.

Section	Cost	Hit-points	Description
Armour plating	+15	15	It's nothing fancy, but it absorbs damage! No more than 50% of a small or medium vehicle or 25% of a large vehicle can be made up of armour plating.
Crew	+10	10	For each crew section a vehicle has, it may fire one weapon in a shooting action as outlined in the shooting rules.
Dozer blade	+20	15	This vehicle receives a +1 to its agility when moving through hazardous terrain. Enemies charging this vehicle from its front facing suffer a -1 to their fighting skill. This section must be placed in a vehicle's front section. This section may only be used on medium or large vehicles.
Hard point	+5	10	A vehicle may have 1 weapon for each hard point it has.
Radio	+10	5	Friendly characters and vehicles within 10 cm of this vehicle may add 1 to their agility skill when determining turn order.

Section	Cost	Hit-points	Description
Scrambler array	+10	5	Enemy characters and vehicles within 10cm of this vehicle suffer -1 to their agility skill when determining turn order.
Smoke launchers	+8	5	This vehicle may spend an action to launch smoke. Enemies 10cm or further from this vehicle suffer a -1 to their shooting skill when attempting to shoot at this vehicle for the remainder of the turn.
Transport section	+18	10	A vehicle may transport 3 characters for each transport section it has. To transport a character, simply move that character into base contact with the vehicle facing that contains the transport section. This character is then considered embarked. Embarked characters cannot be targeted by enemies and unless otherwise stated cannot act until they have disembarked. A character wishing to disembark must spend an action to do so - they are then placed in base contact with the same point on the vehicle through which they embarked. If a character is embarked when this section is destroyed, they automatically disembark and take 1D10 damage.
Turret hard point	+20	10	Turret hard points may be placed anywhere on a vehicle. Weapons mounted to a turret hardpoint can fire at targets in any direction regardless of facing.



Vehicle traits table.

Trait	Cost	Effect
Camo	+27	This vehicle counts as being in cover when targeted by shooters more than 30cm away.
Hardened crew	+25	For every crew section this vehicle has, it receives a -1 to its dice rolls when making break tests.
Loopholes	+20	Characters embarked within this vehicle may fire their weapons at targets within the facing they are embarked in during the vehicles shooting actions.
Mercenary	+17	This vehicle may replace its core CREW section with any other section. This vehicle can now only act when a character with the PILOT trait is embarked.
Open-topped	-20	When hit, the shooter may decide which section of this vehicle are damaged, as opposed to the vehicle's owner.
Ramshackle	-30	This vehicle is considered derelict immediately upon failing a break test.

Vehicle abilities table.

Ability	Cost	Effect
Repair	+20	Once per turn this vehicle may attempt to repair one of its sections. Roll 1D8 and add the result to the hit-points of any damaged section. Sections can only be healed up to their starting hit-points. Any remaining value is lost.
Turbo boost	+15	Roll 1D10 . On a 2-10 , you may add the result of the roll in CM to your next movement action. On the roll of a 1 this vehicle has stalled and may not move for the remainder of the turn

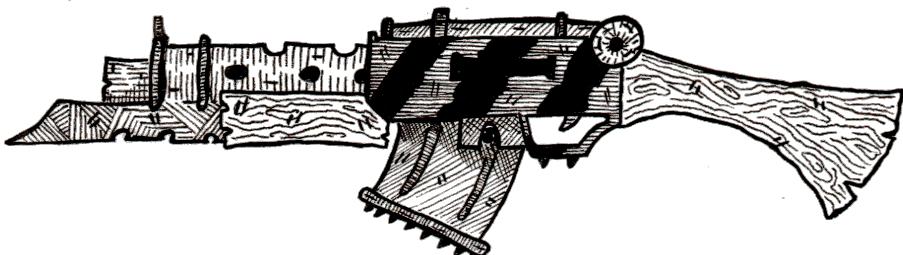
Character weapons table.

Weapon	Type	Size	Damage	Special rules	Range	cost
Fist	Melee	One-handed	1D4-1	x	x	0 credits
Club	Melee	One-handed	1D4	x	x	4 credits
Heavy club	Melee	Two-handed	1D6	Heavy	x	6 credits
Dagger	Melee	One-handed	1D4+3	x	x	5 credits
Power sword	Melee Complex	One-handed	2D6	x	X	15 credits
Great sword	Melee	Two-handed	2D6+6	x	X	20 credits
Power fist	Melee	One-handed	1D10+5	Armour piercing. Integral.	X	30 credits
Electro maul	Melee	Two-handed	1D20	Heavy. Armour piercing.	X	50 credits
Psy-staff	Melee Complex, Psychic	One-handed	2D8+2	Psychic.	X	35 credits
Flaming torch	Melee	One-handed	4D4	Poisonous.	x	15 credits
Primitive pistol	Ranged	One-handed	2D4	Reload. Ammo = rough.	6cm	15 credits
Black powder rifle	Ranged	Two-handed	2D4	Reload. Ammo = rough.	12cm	25 credits
Laser pistol	Ranged Complex, Energy	One-handed	1D8	x	15cm	25 credits

Weapon	Type	Size	Damage	Special rules	Range	Cost
Laser rifle	Ranged <i>Complex, Energy</i>	Two-handed	2D8	x	40cm	60 credits
Heavy slug pistol	Ranged <i>Ballistic</i>	One-handed	3D6	Reload Ammo = Basic	12cm	40 credits
Heavy slug rifle	Ranged <i>Ballistic</i>	Two-handed	3D6	Reload Ammo = Basic	30cm	50 credits
Missile launcher	Ranged <i>Ballistic</i>	Two-handed	3D10+5	Armour piercing. Explosive. Reload Ammo = Special	40cm	80 credits
Sniper rifle	Ranged <i>Ballistic</i>	Two-handed	2D10	x	60cm	80 credits
shotgun	Ranged <i>Ballistic.</i>	Two-handed	3D8	x	20cm	50 credits
Plasma rifle	Ranged <i>Complex, Energy</i>	Two-handed	1D12+5	Armour piercing. Volatile.	25cm	60 credits

If a weapon has a special rule listed, you will find the details of that rule on the weapons special rules table.

Note that the cost of these special rules has already been factored into these weapon costs.



Vehicle weapons table.

Weapon	Type	Damage	Special rules	Range	Cost
Battle cannon	Ranged <i>Ballistic</i>	1D12+6	Explosive	60cm	+80
Mortar	Ranged <i>Ballistic</i>	3D8	Indirect	30-60cm	+50
Sonic cannon	Ranged <i>Energy</i>	1D8*	Cumulative	50cm	+80
Heavy machine gun	Ranged <i>Ballistic</i>	6D6	X	40cm	+65
Flame cannon	Ranged	20cm	Poisonous	3D6	+55

Weapon special rules table.

Weapon special rule	Effect	Cost
Armour piercing	Characters struck by this weapon may not make any armour rolls.	+30
Cumulative	For every successive turn in which a character is struck by this weapon, the weapon does an additional +4 damage.	+20
Explosive	Any character or vehicle within 5cm of a character hit by this weapon suffers 1D6 damage.	+20
Heavy	Characters wielding this weapon suffer -1 to their agility.	-10
Integral	This weapon cannot be removed during a game.	-10

Weapon special rule	Effect	Cost
Indirect	When firing this weapon, first estimate the distance between the shooter and the target. On a straight line from the shooter to the target, place a marker at this estimated distance. Anything within 10cm of the area is hit by the weapon. This weapon does not need line of sight to select a target.	+30
Poisonous	Any character hit by this weapon takes 1D4 damage at the start of every turn . This damage cannot be stopped with armour.	+40
Psychic	The wielder of this weapon may choose to use their (P) score when making shoot/fight actions with it, instead of their (S) or (F) skill.	+25
Reload	After each attack made with this weapon, the wielder must use an action to reload it. This action uses 1 piece of ammo from the wielder's equipment.	-15
Volatile	If the user rolls a 10 when attempting a skill roll with this weapon then the weapon deals damage to the wielder rather than their target.	-10

Character armour table.

Armour	Defence rating	Details	Cost
No armour	1D4-1	x	0
Light armour	1D6	Provides no protection against weapons with the Energy keyword.	10 credits
Ballistic plate	1D8+4	x	15 credits

Armour	Defence rating	Details	Cost
Energy shield	1D12+6	This armour may only provide protection against damage caused by weapons with the Energy keyword.	30 credits
Psy-hood	x	The wearer of this armour cannot be targeted by arcane abilities or weapons with the Psychic keyword.	50 credits
Heavy armour	1D12	The wearer suffers -1 to their agility during movement actions.	50 credits
Living armour	x	This armour is a living being. At the start of each game roll 1D20 . The armour now has that many hit-points. When the wearer is hit, remove the damage from the armour. If the armour loses all of its hit-points, it is destroyed for ever and offers no more protection.	30 credits
Power armour	2D10+5	<p>The wearer of this armour gains +1 to their agility.</p> <p>The wearer of this armour is immune to the effects of the Poisonous and Cumulative weapon special rules.</p> <p>If struck by weapons with the keyword Energy, roll 1D10.</p> <p>On a roll of 10, the armour's internal systems have been damaged and must be rebooted, the wearer must spend a turn repairing the armour, during which they may not make any actions.</p>	100 credits

Miscellaneous items table.

Item	Description	Cost
Ammo - rough	A single piece of rough ammo, enough for one shot.	2 credits
Ammo - basic	A single piece of basic ammo, enough for one shot.	4 credits
Ammo - special	A single piece of special ammo, enough for one shot.	7 credits
Med kit	A single med kit. When used, restores 5 hit-points.	15 credits
Strange idol	A strange alien idol. The owner may reroll a failed (P) roll in exchange for 1 hit point.	25 credits
Stimulants	<i>A single dose of stimulants.</i> When used, the user gains +1 to all their skills for 1D6 turns. Each successive use of stimulants requires an additional dose to work. <i>(E.g. The first use only needs 1 dose, the second needs 2, the third 3 etc.)</i>	30 credits
Safety deposit box	<i>A safe box in a reputable galactic bank.</i> Your warband may take any items from their inventory and store them in the deposit box. These items are not in your character's inventory during games but can be retrieved at any time in-between games	20 credits
Psyka	<i>A powerful drug, distilled from the spinal fluids of potent psychics.</i> When used, the user may use a single arcane ability of their choice, regardless of any required traits. After each use roll 1D10 ; if the result is greater than the number of times the character has ever used Psyka, nothing happens. If the result is lower, then the user has become addicted. Psyka now has no effect, but they must use a dose at the start of each game or not take part.	40 credits

Hidden agendas table.

1D6 roll	Agenda	Objective
1	Vendetta	One of the enemies you're facing is an old foe from your past. After all characters have been deployed, select an enemy character. You must kill this character before the game ends.
2	The mule	You've been tasked with dropping off illicit goods for a shadowy overlord. You must reach the opposite edge of the board from the one you started at and spend an entire turn in base contact with this edge, before the game is over.
3	Thief in the night	Rumour has it that somewhere around here is a stash of treasure! You must move to each corner of the playing area and roll 1D4 to check for treasure. On a roll of 4 you've found your treasure. (If you've checked three corners and not found it yet then you don't need to roll on the last corner.) If successful you receive 2D20 credits.
4	Knowledge is power	One of your enemies knows something you don't, and you need to correct that situation fast! At the start of the game select an enemy character. You must succeed in defeating this character in at least one fight action. If you do, instead of dealing damage you instead extract the information you need.
5	Vow of pacifism	After a night of intense prayer and hard liquor you have taken a vow of pacifism. You must survive to the end of the game without causing any damage to an enemy character.
6	An honourable death	For reasons of your own, you have gone seeking glorious combat! You must fight and be slain by the enemy character with the highest (F) skill. Campaign points earned through this agenda are split amongst your warband.

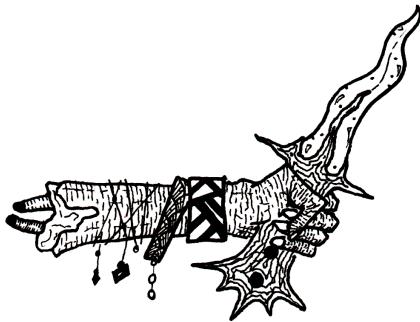
Character injury table.

1D8 roll	Injury	Effect
1	Complete recovery	<i>This character makes a swift recovery from their wounds.</i> They may fight as normal in the next game.
2	Out of action	<i>This character is alive but bloodied.</i> They take no part in the next game but may fight as normal afterwards.
3	Shaken	<i>This character is alive but their brush with death has left them traumatised.</i> This character suffers -1 (P) when making break tests in all future games.
4	Life long wounds	<i>This character will never fully recover from their wounds.</i> Their hit-points are permanently reduced by 25%.
5	Shattered hand	<i>This character has narrowly avoided losing a limb.</i> They may only use a single 1 handed weapon for 1D4 games.
6	Crushed leg	<i>This character limps their way onto the battlefield, the bones in their leg barely set.</i> This character suffers -1D4 agility for 1D4 games and a permanent -3cm speed.
7	Brain damage	<i>A vicious scar runs the length of this character's skull - frankly it's a miracle they're alive!</i> This character suffers a permanent -2 to their (AW) and (P) .
8	Death	<i>They're dead, just dead.</i> Divide their possessions amongst the remaining members of their warband and start looking for a replacement.

Vehicle damage table.

1D6 roll	Damage	Effect
1	Grinding gears	This vehicle suffers -1D4 agility and moves at half speed.
2	Short on crew	This vehicle loses all but 1 of its crew sections.

1D6 roll	Damage	Effect
3	Badly repaired	This vehicle gains the ramshackle trait. This does not lower the vehicle's points cost.
4	Slow repairs	Badly damaged, this vehicle needs some serious work before it'll be roadworthy again. This vehicle misses the next game, after which it is returned to full hit-points.
5	Fully repaired	This vehicle is fixed up without any problems - it starts the next game at full hit-points.
6	Destroyed	This vehicle is too badly damaged to keep going. Add up the vehicle's total starting points cost. you may use 50% of this cost to build a new vehicle. Any campaign points this vehicle had are lost.



A final word...

These rules are yours. They were inspired by and made for the wargaming community. If you don't like the way a rule works, change it! If you want to make something up, do it! Planet 28 is a toolbox for creative gameplay. The points values and mechanics given throughout these pages are just a jumping off point.

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Character sheet.

Name:	Points cost:				
Agility	Shooting	Fighting	Psyche	Awareness	
Speed			Hit-points		
Traits:					
Abilities:					
Equipment:			Injuries:		
Campaign points:					

Vehicle character sheet.

Agility:	Total points cost:	Total hitpoints:
Shooting:	Traits:	Abilities:
Type:		
Size:		
Campaign points:		
Damages:	Weapons:	

Vehicle building grid

		LARGE FRONT		
		MEDIUM FRONT		
		ENGINE	CREW	
LEFT	LEFT	SMALL		RIGHT
		MEDIUM REAR		RIGHT
		LARGE REAR		

WELCOME TO PLANET 28

Planet 28 is a narrative miniature game of sci fi combat, set against a backdrop of a cruel and violent universe.

Within this book are all the rules you need to create your own characters, weapons and vehicles and face down your enemies in violent battles!

Create your own narrative campaigns, expand your forces, and earn a place for yourself in a dark and baroque future...

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