The background of the entire page is a detailed illustration of a post-apocalyptic world. In the foreground, a character with short red hair, wearing a gas mask and a yellow tank top with dark overalls, is seen from the back, walking towards the right. They are carrying a large, cylindrical container on their back and holding a rifle. In the lower right foreground, a small, scruffy dog with a black and white spotted pattern is looking up at the character. In the background, there are ruins of a city, including a bridge and several cars. A large, circular, yellow and red warning sign with a radiation symbol is superimposed on the right side of the image. The sign has the text "THIS IS NOT A TEST" in large, white, distressed letters, and "DEMO RULES" in smaller white letters below it.

THIS IS NOT A TEST

DEMO RULES

POST-APOCALYPTIC
SKIRMISH RULES

WORLD'S  END
PUBLISHING



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INTRODUCTION

Greetings wastelanders! Welcome to the demo rules for **This Is Not A Test (TNT)**, the post-apocalypse skirmish game. Contained within you will find a brief look at our game world, the full game mechanics for **TNT**, two sample warbands, a fun scenario to play, and all the relevant templates and tokens. With just this book, some miniatures and dice, you have everything you need to run your own small games of **TNT**. This is your chance to see how everything works and to “try before you buy.”

Of course, you are probably asking, what is **This Is Not A Test** about? Well **TNT** is a game firmly grounded in the post-apocalypse. Inspired by the countless video games (the **Fallout** series being a favorite), books, comics, roleplaying games, and movies that make the genre special, it is deadly mutant creatures and daring survivors living in an irradiated wasteland wielding everything from the harnessed weapons of the Last Americans to the crudest of killing implements.

Simultaneously, the rules are a bit of a retro throwback to the warband skirmish games of the late 1990s and 2000s where your miniatures gained experience from game to game and grew powerful or weak as the dice willed. In a way, playing a warband in **TNT** is like playing a character in a roleplaying game, except it is an entire team of between 4-20 miniatures whose fate you must guide.

That is just the half of it. This book is just a taste of the adventures that awaits you in **This Is Not A Test**. The main rulebook contains the history of the post-apocalypse, six full warbands with which to battle your enemies, over 60 skills, mutations, and abilities to add personality to your models, enough weapons, equipment, and armor to outfit an army, a full wasteland bestiary of 30 creatures, and a complete and detailed campaign system. Beyond the great content, **TNT** is also full of lavish illustrations and high quality photos of excellently painted miniatures and terrain that is sure to inspire your own wasteland creations.

But that is all in your future. For now grab your gun and gasmask and get ready to play **This Is Not A Test**.

- **Joey McGuire**,
World's End Publishing

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THE SHELTER-DWELLER

"Greetings wastelanders! If you're just tuning in, my name is Johnny Atomic, your humble host broadcasting live from Old Line Radio, the Tri-State Wasteland's only radio station, excepting derelict government civil defense broadcasts or other dubious transmissions. The wasteland may not look like much, but she's all we got, and I'm here to help you see another sunset. So load your gun, turn up that dial, and stay tuned."

---Old Line Radio Sign-on Announcement

Attention! If you are reading this, please do not be alarmed. This paper has been purposely left at the base of your closed shelter, or has been handed to you, to help you acclimate to the strange new world you have just emerged into. Most likely you are used to a cold and sterile steel shelter where the only light is from buzzing fluorescent lights. You are confused and disoriented. First, you must forget everything you know about the world you may have known or learned about before the shelter door closed. That world is gone forever. Second, it is our hope that you have supplies, a weapon, and basic knowledge of survival techniques. Such things are beyond the scope of this brochure. Instead, what follows is a brief guide to the Tri-State Wasteland, the region you now call home.

First Stop

The world burned away and left the wasteland you see before you. After the bombs dropped, our ancestors were left to struggle alone. Slowly society re-emerged over decades, and the heart of that civilization is the Free City of Cumberland. The largest settlement for hundreds of miles, Cumberland is a safe place to get your bearings and get to know your fellow survivors. Once you have been determined "safe," you may freely enter Cumberland and barter for items you may need, or look for goods or shelter. Both are available for those not afraid to work. Some of your other shelter dwellers have travelled this far and strayed no further, choosing to be content, and protected, behind the walls of the city.

The Road Ahead

But perhaps you have an adventurous spirit. The Tri-State Wasteland is subdivided by the Old I-68, an east-west Pre-Fall highway that runs through Cumberland. You can travel along the I-68, but it is unsafe to do so alone. We recommend traveling along with caravanners, such as the friendly folks of the Biscuit Box Traveler Society or any of the other smaller outfits. The Biscuit Box also maintains many trading posts along the way, which offer safety where others will turn you away. Additionally, there are the caravans of the Black Chamber, but they are only recommended for those of a mercenary bent or an ethically ambiguous nature. Overall, wasteland commerce is made possible by the Old I-68, and you may find a nice living plying the trade routes.



ER'S GUIDE TO THE TRI-STATE WASTELAND



Next Stop

Beyond the Free City of Cumberland, there are several other major locations you might visit:

- To the west lies the Great Deep and the charmingly simple tribals, free spirits who run water caravans and generally shun newcomers. If you head their way, stick with the caravans and do not go wandering about. The tribals are defensive of their territory and privacy.
- To the east, along the far end of the Old I-68, rests Trader's Gouge, the trading base of the Black Chamber. Anything can be had there, and those looking for mercenary work or the finest armaments are recommended to visit. Trader's Gouge guards the eastern border of the Tri-State Wasteland, so needless to say, the guards are a bit trigger happy. So do be careful if you decide to visit.
- In the northwest is Remnant City, an independent trading hub which trades solely with the reclusive Sons of Able, our shy neighbors in the Penns to the north. Those looking for excellent household goods or foodstuffs will find them there. Though not as large as Cumberland, or as well-armed as Trader's Gouge, Remnant City offers better deals, and their markets are second-to-none for food of the non-canned variety.

Unusual New Friends

Most likely your only friends in your shelter have been humans with two arms, two legs, and only one head. It may be a shock to

you, but in the wasteland mutants exist, and they do not necessarily follow that pattern. Mutants come in all shapes and sizes, literally! Most are friendly; we call them Downwinders to be polite. Others are a bit testy, and are outcasts from wasteland society. It would serve you well to learn to spot the difference between the two. If you figure that out, let us know so we can add it to the brochure!

Another group you may have already encountered, if you emerged with anything fancy, is the Preservation Movement. Gatherers and maintainers of old technology, called relics or Lost-Tech by some, the Preservers keep their own agenda. Generally it is recommended you stay on their good side, as they have the means to deal harshly with those who cross them.

As you will learn, the wasteland is not exactly a safe place. But another group of folks you may meet try to make it a bit safer. Called Peacekeepers, these folks guard the byways and highways, and try to keep danger to a minimum. Note that

they are paid to do this, so do not assume they will help you simply out of the goodness of their hearts. The main groups of Peacekeepers are the Toll-Keeper, fine folks all, and the Trade Wardens, the troubleshooters for the Black Chamber. Our advice—don't be trouble.

New Enemies

Sadly, the wasteland is not a friendly place. Murderous brigandage is rife, and many wastelanders have no qualms about killing you for your possessions. We label these killers as "raiders," and it is because of them you must always be on guard. While not always possible, you can sometimes tell a raider by the bright color of his Mohawk, his armored bondage gear, or the murderous glint in his eye.

Another challenge that will probably be new to you is the presence of strange creatures in the wastes. Many of these will try to kill and eat you. From giant insects to Landsnappers, the flora and fauna of the Tri-State Wasteland is as diverse as it is dangerous. Helpful tip—always keep your gun handy.

Wrap Up

So there you have it. Perhaps you are a little better prepared for the great task before you—finding safety. As always, this brochure has been created, distributed, and sponsored by Old Line Radio, your first—and often only—source of news, weather, radiation reports, and the best music this side of the Capital Deadzone.



GAMEPLAY

"Now listen up! I know we got some new recruits headed out with us, but before we get back they'll have earned those badges. We have a mission, to protect and serve...those who can afford it. Protect your brothers. Folks may question us and our methods, but we got a job to do and I don't intend to fail, or to die doing it. There's no 'off-duty' in the wastes. Let's roll out!"

- **Marshal Law, Road Marshal of the Law Dogs**

THE BASICS

This set of demo rules comes supplied with all of the miniatures you will need to run the demo. Specific information on suggested miniature sizes, basing, and ground scale are discussed in the *TNT* rulebook.

Facing and Line of Sight

In most instances figures have 360° line of sight. In some instances, line of sight may be reduced to 180° (front or back).

Line of sight determines what a figure can see, shoot at, or otherwise interact. Terrain, models, and any other obstructions may prevent line of sight. Use your best judgement and attempt to see from the model if possible to determine line of sight. Extended arms, tentacles, banners, weapons, etc. are not considered substantive enough for line of sight consideration. If any doubt exists,

use common sense and give the other player the benefit of the doubt.

Rounding Fractions

If for any reason a number must be halved, the resulting fraction is rounded up to the next whole number. This applies to movement, die rolls, stats, etc.

Measuring

This Is Not A Test uses inches (") for all distances. When movement rate is reduced, use the rounding fractions rule to determine the final movement rate.

Pre-measuring is allowed in the game provided it is not abused, as determined by the other players.

Board Size

This Is Not A Test is typically played on a 48" x 48" board, though other sizes may be suitable depending on the size and scope of the game. Adjust starting deployment locations proportionately for larger or smaller boards.

Dice and Mechanics

This Is Not A Test is a game based on a 10-sided die (d10). Occasionally a standard 6-sided die (d6) is necessary to get numbers between 1 and 6 or to get numbers between 1 and 3. In this case count 1 or 2 = 1, 3 or 4 = 2, and 5 or 6 = 3.

Two types of dice rolls resolve all actions: **Opposed** and **Stat** tests.



Opposed tests are used for resolving direct actions between models. Opposed rolls are mainly used in melee combat or to resolve hits during combat. Both players roll a d10, add any stats or modifiers, and the higher number wins. Ties always go to the defender.

Stat tests are used to determine success or failure by a model's actions. This include activation tests, morale checks, using skills, climbing, and similar situations. The player rolls a d10, adds relevant stat and any applicable modifiers. If the total amount is higher than the target number (TN), the model is successful. Unless otherwise specified, all tests have a TN10.

Critical - A natural roll of 10 on a d10 is considered a critical and indicates automatic success. If both players roll a 10 for an opposed roll, perform a roll-off until a winner is determined.

Fumble - A natural roll of 1 on a d10 is always bad. For stat tests, a fumble indicates automatic failure regardless of modifiers. On opposed tests, fumbles do not result in penalties, but other problems may occur as described in detail later.

Counters and Tokens

While playing *This Is Not A Test*, it may be necessary to mark the status of a model while playing. For instance if a model has activated, had a weapon jam, or is on fire! Players should keep a set of counters or other markers available should they be necessary.

TERMINOLOGY

In *This Is Not A Test*, the terms “melee” and “close combat” are used interchangeably and mean the same thing.

The phrase “out of action” refers to any model that is no longer able to fight due to unconsciousness, death, or anything else. The model should be left on the table in the location it went out of action.

The phrase “remove from play” indicates that the model is no longer part of the game and should be removed from the board entirely.

STATS

As discussed under *Dice and Mechanics*, certain situations may require a model to take a stat test, which will almost always use one of its stats. The rules will describe when such tests are to be taken. These tests can be modified further by other skills and abilities the model may possess.

Types of Tests (stat used in parentheses)

Activation (Mettle) – Determines how many actions a model gets per turn.

Agility (Mettle) – Climbing, jumping, or otherwise physically dodging hazards.

Intelligence (Mettle) – Solving puzzles, negotiating, or interacting with technology.

Ranged (Ranged) – Determining if a model hits when shooting.

Strength (Strength) – Breaking down doors, escaping entanglements, heavy pulling, or lifting.

Survival (Mettle) – Resisting the effects of poison, disease, negative status effects, and various other wasteland hazards.

Will (Mettle) – Morale, resisting and using psychic powers, or other matters of internal fortitude.

Throughout the rules, stat tests will always be presented by the test name followed by the stat used and the Target Number in parenthesis. For example, a Survival Test would be Survival Test (MET/TN 10).



TURN SEQUENCE

Each *This Is Not A Test* game turn is broken down into these three phases:

Initiative Phase - During this phase each player will roll a d10. The player with the higher roll will begin to activate models first. Re-roll ties until there is a winner. The initiative phase starts each turn.

Activation Phase - Players attempt to activate a model by rolling a d10. Models activation is a TN10-based Mettle stat test. A successful activation indicates that the model may use 2 action points (AP); failure indicates the model can use 1 AP. The player will continue to activate models until a model fails activation or the player runs out of models to activate at which time any hits caused by ranged attacks are resolved. Resolution of hits is covered later under Determining Casualties in the *Ranged Combat* section. After the ranged attacks are resolved, play passes to the other player. The Activation Phase continues until all models for both players have been activated.

Clean-up Phase - During the clean-up phase any end-of-turn effects are resolved. Any statuses that no longer apply are removed.

ACTIONS

Models may perform the following actions provided sufficient AP are available during the activation. Actions may be repeated unless otherwise prohibited elsewhere.

1 AP Actions

Move: The model may move up the Move stat in inches. The model may go prone for free at any point during the move.

Stand: If prone, the model may stand up.

Ranged attack: A model can fire one of its weapons, but only once unless granted by a skill or specific weapon.

Un-jam Weapon: The model may remove one weapon jam.

Close Combat Attack: If within Melee Range, the model may make one melee attack.

Concentrate: If the model has at least 2 AP, the model may concentrate with 1AP then immediately make one ranged or close combat attack with the immediately following action and will receive a +2 bonus on the combat roll.

Use Ability: The model may use any special ability provided all requirements are met. AP cost may vary by ability.

Climb: The model may climb up or over terrain.

Charge: The model may make a normal move action followed by a free close combat attack. The model may only charge once per activation phase.

Switch Weapons: Models may use 1AP to drop or put away weapons while at the same time drawing a different weapon.

Miscellaneous Action: Models may take an action not covered under any of the above, such as breaking down a door, accessing a computer terminal, or barricading a window. Determine a general consensus with the opponent to determine AP cost and any associated stat test.

Special AP Actions

Hold: At the beginning of its activation, a model may spend 2AP to “save” its action for later. During any subsequent enemy action, the model may interrupt the active model’s actions with its own. It may make a 1AP action after which the activation returns to the original model. Any ranged attack may only be made with the front 180° arc.





MOVEMENT

A model may move up to the distance in inches of the Move stat. A model may take multiple move actions if it has sufficient AP. Model facing may be changed at any time during the movement.

Difficult Terrain

Moving through difficult terrain (water, swamp, woods, rubble, etc.) is, well, difficult. This will decrease the movement rate to half. Moving over linear terrain (fences, crates, walls, etc.) up to 1" can be done for 2" of movement. Anything taller than 1" must be climbed.

Prone

A model may drop to the ground (go prone) at any point in the move. This is a free action and does not cost AP. Lay the model down to indicate it is prone. For line of sight, the model is considered to be the height of the base (~1/8"). When being shot, standing does not count as a move action when determining if the model made a double move.

Jumping

Players may jump any object up to 1" distance with no stat test or penalty. Jumping larger games require an Agility test (MET/TN10) and players should determine if even possible. If a model fails the test, they will fall and may take damage according to the Climbing rules or worse and will go prone at the end of the fall.

Climbing

Models may climb surfaces greater than 1" high. Models move 1" per AP point. For the demo game, assume that each floor in a building is 2" or 2 AP to climb. When a model spends more than 1 AP to climb, the model must make either an agility test (Met/TN10) or strength test (Str/TN10), player's choice. Failure indicates that the model falls, goes prone, and takes a Strength 4 + 1 per 1" of vertical climb the model fell.

RANGED COMBAT

Ranged Test

By spending 1 AP to make a ranged combat action a model may fire at any enemy that is can see and that is within range of its weapon. Models are assumed to have a 360° field of vision, except when using a Hold action.

Line of Sight

All targets of ranged attacks must be within visible to the shooter, within range of the weapon, and with no intervening models. Models, friend and foe, block line of sight.

Attack

To make a ranged attack, roll a Ranged test (RNG/TN 10). The test is modified by a number of conditions, see Firing Modifiers. Modifiers, except cover, are cumulative. If the attackers modified roll is ≥ 10 (or a natural 10), the attack is successful. Casualties are determine at the end of the activation before initiative passes to the opponent. See Determining Casualties below.

Firing Modifiers

Apply the following modifiers as applicable when making a ranged attack.

Modifier	Condition
+3	Attacker is using suppressive fire
+2	Attacker is concentrating
-1	Attacker moved or stood up from the prone position this turn
-1	Target used two move actions this turn
-1	Target is in light cover
-1	Target is prone and more than 6" from attacker
-2	Target is in heavy cover

Templates



Some ranged attacks use various templates, which allows them to potentially injure multiple models at one time. For this demo, the player should have a standard flamer template. Once the template position for the attack has been determined, all models fully or partially underneath the template counts as being hit.

Cover and Intervening Terrain

A model is assumed to be in cover if the base is touching area terrain or the base of a terrain feature. The model does not have to be wholly inside the terrain feature to benefit from its protection. Note that if a model benefits in this way, they count as being in the terrain for various other purposes, i.e. movement. Models may also benefit from cover if the terrain blocks line of sight. When the intervening terrain is closer to the shooter than the target, the target does not benefit from cover. Cover type, light or heavy, should be determined by all players prior to the start of the game. In instances when the situation is unclear, assume the model receives cover.

WOUNDING

Opposed Test – Weapon Strength vs. Defense

On a successful hit, the attacker rolls to wound the defender. This is an opposed test between the Strength of the attacker's weapon and the target's Defense. If the attacker's result is higher than the defender's, the defender is wounded if it has multiple wounds, or is out-of-action.

Grazed

If the attack roll hits the target but fails to take it out-of-action (whether wounding a multiple-wound model or failing to beat its Defense), the target must pass a Will test (Met/TN 10) or move to cover and go prone, moving up to 3" to reach such cover if necessary. If no cover is available within 3", the defender will go prone in place instead. A grazed model may choose to automatically fail this Will test, especially if they wish to avoid further incoming fire. No dice rolling is required. Simply move the model towards cover, if applicable, then place them prone.

Multiple Shots

Some weapons or rules allow multiple shots during the same activation, as indicated in their description. A model may fire one or more shots at a single target or spread out their fire. Models firing multiple shots may target additional models within 3" to either side of the original target. When a model fires multiple shots, it must target the closest





models within 3" of its original target (friend or foe) in sequence. It may not skip intervening models to hit targets farther away.

Firing into Melee

Normally, people will not fire into a swirling group of combatants for fear of hitting a friend. Sometimes, though, the best option is to shoot at the group, hope for the best, and see what happens. All hits from ranged attacks fired at a group of models in close combat are randomized amongst any and all models in melee. Simply determine all hits and then determine wounding results as described under *Determining Casualties*. Hits can be assigned in any order, but should be distributed as evenly as possible.

Suppressive Fire

Models may fire wildly at enemy models with the intention of keeping their heads down rather than actually trying to wound them. Models attempting suppressive fire to wound them. Models attempting suppressive fire must declare it before firing. Suppressive fire follows all the normal rules for ranged combat actions, except the attacker received a +3 firing modifier to its Ranged stat, and all hits (with the exception of Critical Hits) are treated as Grazes and no to-wound roll is made. Any Critical Hit rolled while using suppression fire will roll to wound instead of counting as a Graze. Sometimes people get lucky, or not, depending on the point of view. It is important to note that suppressive

fire and the concentration action cannot be used in the same action. A model may not "aim" while firing wildly.

Cover

Models hiding behind obstacles or basically making themselves smaller may benefit from the protection of cover. There are two types of cover, Light and Heavy. Light cover includes wooden fences, wooden barricades, tall grass, hedges, and similar features. Light cover makes it hard to see a target, but may not actually stop a bullet. Heavy cover includes buildings, vehicles, brick walls, metal barricades, large rocks, and more substantial tabletop items, things that probably will stop a bullet. Models shooting at each other inside a building both count as light cover. Furniture does not stop bullets nor do most interior walls, but they do make it harder to hit the target.

A model shooting at any target in light cover suffers a -1 firing modifier to its Ranged stat; heavy cover imposes a -2 modifier. Cover bonuses do not stack, only the best one counts, so a model cannot get both modifiers for the couch behind the old truck.

Reliability

Whenever a model making a ranged attack action rolls a Fumble on any to-hit roll, it receives one or more jammed tokens. A jammed token indicates a weapon malfunction of some sort. Each jam takes 1 AP to remove.



CLOSE COMBAT

Charging

Most close combats will be initiated after a charge move. Note that models may charge through difficult terrain, but may not charge models that are out of line of sight (around corners, for example). Charging does not have a minimum distance. Charging is not just running fast, but rather the attempt to initiate close combat. Models may use the concentrate action on the turn they charge.

Making Attacks

A model may make a close combat attack action against an enemy within Melee Range for 1 AP. The attacker may make additional attacks for 1 AP. Defense is “free” – a model doesn’t need to spend AP to defend itself.

Opposed Test – Melee vs. Melee

To make a melee attack, roll a D10 and add the model’s Melee stat and any applicable modifiers. The target rolls a D10 and adds its Melee stat. All modifiers are cumulative.

Melee Modifiers

Apply the following modifiers as applicable when making a close combat attack.

Modifier	Condition
+2	Enemy is prone
+2	Attacker is concentrating
+1	Model is using two one-handed melee weapons
+1	For each additional friendly model in contact with enemy
-1	Enemy is behind cover

If the attacker wins (total higher than the defender), the target is hit. If the attacker loses, the defender may move the attacker back one inch anywhere within the attacker’s rear 180-degree arc or stay locked in combat (defender’s choice). An attacker may also choose to push the opponent back if the attacker wins, but fails to take the opponent out-of-action. Should a model be prevented from being pushed back, perhaps due to an obstacle, they remain locked in combat as they have nowhere to go. A model can be pushed over an edge or into another dangerous situation. If the result is a tie, the models stay locked in base contact, but no hit is scored.

An attacker who wins a close combat against a model who is behind cover, may cross over a linear obstacle (such as a wall) or to climb up to the opponent’s level if lower. If the opponent is still alive, both models must remain in base contact. The attacker is essentially using the impetus of its attack to come to grips with the foe or to gain safety.

WOUNDING

Opposed Test – Strength vs. Defense

On a hit, the attacker rolls to wound the defender. The attacker rolls a D10 and adds its weapon’s Strength against the defender’s D10 roll plus their Defense stat. If the attacker’s total is higher than the defender’s, the defender loses a wound. Ties will go to the defender.

Models that are wounded in melee must pass a Morale test (MET/TN10) (see *Morale* section), unless they are taken out-of-action.

Important: Unlike shooting, casualties for close combat are determined immediately, even if multiple models can attack the same model. Melee is a deadly and decisive affair; who’s dead and who’s alive is easy to determine.

Concentrating in Melee

Models in melee that concentrate may add a +2 to their to-hit roll. Note that models may not concentrate twice in the same turn, no matter how many AP they have.

Disengaging from Melee

A model in base contact with an enemy may attempt to disengage but must pass an Agility test (Met/TN 10) or Strength test (Str/TN10), the player may choose which test to use, to do so successfully. Failure means the model forfeits an Action Point. Success means it may move with no repercussions from the enemy in base contact.

A model attempting to disengage in a melee with multiple opponents only has to take the Agility test (Met/TN 10) or Strength test (Str/TN10) once, but the model receives a -1 penalty for each opponent after the first.

MORALE

Morale Test (MET/TN10)

Certain situations may make models rethink their continued participation in the fight; this is represented by the Morale test, a form of the Will test. Models test morale under the following circumstances:

Whenever it is wounded in melee but not put out-of-action.

If the designated leader of its force goes out-of-action within 12" and in line of sight.

When its side is reduced to 50% of its original starting size.

When its side is reduced to 25% of its original starting size.

When prompted by a special ability.

Morale tests (MET/TN 10) are made immediately when any of the above situations apply. Models can be forced to make multiple Morale tests in a turn. Note that skill, rules or abilities that apply to Will tests apply to Morale tests, but the reverse is not true.

If the test is passed the model believes that victory is still achievable and there is no other effect. Failure means the model's nerve has broken and it must make an immediate move action towards its board edge, ending in cover if possible. If a model is forced to leave melee because of a failed Morale test, each enemy model in base contact may make a free, out-of-sequence attack against it.

If a model falls back as a result of a failed Morale test (MET/TN10) and crosses its board edge, it must immediately make another Morale test. Failure means the model is removed from play.

Any Fumble rolled while making a Morale test (MET/TN10) is a dramatic failure. The model's nerve breaks completely and it flees from the battlefield in abject terror. Remove the model from play.

Situations will occur where a model may be forced to take a Will test (MET/TN 10) for being grazed and a Morale test (MET/TN10). This most often occurs when a model with more than one wound suffers a wound from gunfire. Should this occur, the Morale test will happen first, as the model is beating a hasty retreat before possibly diving for cover, and then tests for grazing.



SAMPLE WARBANDS

In this section you will find two sample warbands, representing the peacekeepers and mutants, two of the more iconic warbands of This Is Not A Test. For ease of play these two warbands have limited special rules and their model count has been reduced to five models. If playing one of the six warbands in the main book (raiders, mutants, tribals, peacekeepers, preservers, and caravanners), your warband could be double or even triple in size and the available skills and special options rules would also be significantly greater. Each type of warband in the main book allows you access to different models, and while they all share common

components, they play differently. Further each warband has two sub-types, based on the leader you choose, which allows even more customization. We just do not stop there though. The great thing about TNT is that with a few small exceptions you can give your models whatever you choose. It is up to you if you want to give that giant mutant a club or sniper rifle. You just have to be willing to pay the cost.

Each described warband in this section contains a briefing on the warband type, the stat lines of its models, a list of how they are equipped and descriptions of any skills or abilities they may have (both are described fully later on), and a short story on their motivations.

MUTANTS

Mutants are the children of the atomic age. Years of exposure to toxic pollution and radiation has given mutants a variety of strange forms and powers. Clearly no longer human, mutants can have poisonous breath, bat wings, acidic blood, extra arms and legs, and other attributes that defy categorization. A mutant's lot is a tough one as they are not welcome in many settlements and most either band together to form their own peaceful tribes or become outcasts and live the life of a bandit.

The Kill-Joys

Kill-Roy and his band of mutants, sardonically known at the Kill-Joys, are survivors. Eking out a living outside the major settlements for years now, they go from area to area looking for work, honest or otherwise. They have been recently paid to clear out some ruins and mark possible water sources. Of course, their employers do not know they plan to keep whatever they find for themselves, but it's not like mutants are considered trusted employees.

Name	Type	Defense	Wounds
Kill-Roy	Mutant	6	2

Move	Melee	Ranged	Strength	Mettle
5	6	6	6	7
Special Rules		Motivator, Electric Shock		
Equipment		Assault Rifle and Small Blade		

Name	Type	Defense	Wounds
Pokey	Mutant	6	1

Move	Melee	Ranged	Strength	Mettle
5	4	4	5	5
Special Rules		Spikes		
Equipment		Submachine Gun and Light Weapon		

Name	Type	Defense	Wounds
Snake-Eyes	Mutant	6	1

Move	Melee	Ranged	Strength	Mettle
5	4	4	5	5
Special Rules		Chameleon		
Equipment		Machine Pistol and Light Weapon		

Name	Type	Defense	Wounds
The Twins	Mutant	6	2

Move	Melee	Ranged	Strength	Mettle
5	4	4	5	5
Special Rules		Two-Headed		
Equipment		Flamethrower and Light Weapon		

Name	Type	Defense	Wounds
Davey	Mutant	6	1

Move	Melee	Ranged	Strength	Mettle
5	4	4	5	5
Special Rules		Caustic Blood		
Equipment		Rifle and Light Weapon		





PEACEKEEPERS

Peacekeepers are wasteland rangers. Out in the wastes, they are the only law and then only for a price. For a fee, peacekeepers patrol the roads between settlements, hunt down dangerous raiders and mutants, and do whatever else needs to be done to keep the peace. Most are good men and women trying to make a difference. Some are not. Others are downright villainous. The latter are the most dangerous Peacekeepers and tend to be well-armed and highly efficient. They have to be, given the many dangers of the wastes.

The Law Dogs

Marshal Law leads The Law Dogs, a so-called Peacekeeper group more concerned with strong-arming traders and settlers than performing honest work. The Marshal recently decided to expand his client base and is now scouting for marks to offer "protection services" to. Of course, things have not gone according to plan and he is running low on supplies. But Montoya has spied some mutants rooting around which could be an indication that something interesting is close by.

Name	Type	Defense	Wounds
Marshal Law	Human	6	2

Move	Melee	Ranged	Strength	Mettle
5	6	6	6	7
Special Rules		Hard As Nails and Motivator		
Equipment		Submachine Gun and Light Weapon		

Name	Type	Defense	Wounds
Officer Brick	Human	6	1

Move	Melee	Ranged	Strength	Mettle
5	4	4	5	5
Special Rules		None		
Equipment		Light Weapon		

Name	Type	Defense	Wounds
Officer O'Brian	Human	6	1

Move	Melee	Ranged	Strength	Mettle
5	4	4	5	5
Special Rules		None		
Equipment		Shotgun and Light Weapon		

Name	Type	Defense	Wounds
Officer Dutch	Human	6	2

Move	Melee	Ranged	Strength	Mettle
5	4	4	5	5
Special Rules		None		
Equipment		Assault Rifle and Light Weapon		

Name	Type	Defense	Wounds
Outrider Montoya	Human	6	1

Move	Melee	Ranged	Strength	Mettle
5	4	4	5	5
Special Rules		None		
Equipment		Rifle and Light Weapon		





SPECIAL RULES

Special rules are what make models “special”. Special rules are divided into type, skills, general abilities and mutations. Type is what kind of thing a model is, such as human, mutant, animal, etc. General abilities are inherent functions a model starts with or gains that is either beyond their control or not an ability a player can readily select for his models. For the time being, neither of these are used in the demo and are only listed for completeness. Lastly, we have skills and mutations. Skills are abilities that models can start with or learn through experience. Leaders and elite models start with a small number of skills and most of you lower ranks models have none. Skills are available to all models. Mutations, however, are only available to mutants and give them unusual advantages; making the mutant warband one of the most diverse in the wastes. Below is the list of skills and mutations The Law Dogs and the Kill-Joys possess.

SKILLS

Hard As Nails – This model knows how to take a hit, either a stoic refusal to show weakness or a fervent belief in itself. After being hit by any attack, but before the roll to wound, this model may roll a D10. Reduce the Strength of the attack by the result of the die roll. If this would make the attack’s Strength 0 or lower, the attack is negated entirely. This special ability may only be used once per game.

Motivator – Through inspiring speeches, bullying, or threats, this model can get others to give their all. All friendly models within 6" of this model receive a +1 bonus when making Activation tests. A model may only benefit from the Motivator skill once per Activation test, regardless if multiple sources are within range.

MUTATIONS

Caustic Blood – This model seems normal, but its blood is dangerously acidic when exposed to air. Whenever this model is wounded or taken out-of-action, all models within 2" suffer an immediate Strength 7 hit.

Chameleon – This model can change its appearance to naturally blend into the background while hiding. Any model that is 12" or farther away from this model must pass an Intelligence test (MET/TN 10) if it wishes to attack the model with ranged attacks. Failure means it cannot make the attack, but may target another model that it can see.

Electric Shock – This model can generate electrostatic bursts. Any enemy model that comes in base contact with this model, or starts their activation in base contact with them, must pass an Agility test (MET/TN 10) or suffer an automatic Strength 6 hit. Determine the result of this hit before any actions are performed by either enemy or the mutant. Regardless of the result of any hits, only one enemy may be affected by this ability per game turn as the mutant needs time to recharge.

Spikes – This mutant has large spikes that jut out from various parts of its body. Any model that makes a melee attack against this model must pass Agility test (MET/TN10) or suffer a Strength 6 hit. Models armed with a weapon with a Melee Range of 1" or greater may ignore this ability.

Two-Headed – This mutant has two heads and two different personalities that may sometimes be in conflict, but is quick to react when in agreement. When taking an Activation test (MET/TN 10), the model may reroll a failed result. A second failure means the heads have had a falling out and the model may gain no AP that turn at all. Note that all rules of the normal Activation test, such as turnovers, still apply.

ARMORY

Life in the wastelands is defined by the weaponry a person carries and their willingness to use it. The amount of weapons, equipment, and more esoteric items available in the wastes can be mind-boggling. Weapons both great and small were used and can still be discovered today.

The armory is divided into two sections: **Melee** and **Ranged** weapons. In the *This Is Not A Test* rulebook there are also armor, equipment, and relics – the powerful technology from before the Great Fall, but for now we are deliberately keeping things simple.

The overview provided here details the characteristics and rules that these weapons have and well as two additional rules.

Carrying Capacity - These rules do not generally keep track of how many particular pieces of equipment a model carries. However, models cannot simultaneously use everything they carry. Models can carry any number of weapons, but may only count as being armed with one two-handed weapon or two one-handed weapons at any given time. Models may switch configurations by spending 1 AP.

Looted Items - Looting the dead and dying is a wasteland tradition practiced by all. Looted weapons and items function for the capturers for the duration of the game they are taken, albeit with a -1 penalty for all tests related to the weapon due to lack of familiarity, and then are lost. For rule purposes, the weapon is regained by the weapon's original owner, unless they are killed. This rule is in place to stop the unbalancing effect a one-sided battle might have on a warband's inventory. Model death and the effect this has on possessions are discussed further in the Campaign section of the main rulebook.

MELEE WEAPONS

Melee Weapon Characteristics

Weapon Type - The in-game name for the melee weapon.

Melee Range - Most weapons can only effect enemy model's within base contact. Some weapons have a slightly longer reach and may be used to make melee

attacks up to that range; when models do this the combatants are not considered locked in combat after the attack resolves, but all normal close combat rules apply.

Thrown Range - Some weapons may be physically thrown up to the range indicated. A weapon listed as N/A cannot be thrown. Once a model throws its weapon, it is gone for the duration of the game. It regains it for free after the battle for subsequent games.

Strength - The ability of a weapon to bypass the target's defenses. Weapon Strength is added to the model's Strength.

One-Handed/Two-Handed (1H/2H) - Designates melee weapons handedness for Carrying Capacity purposes.

Special Rules - Any exceptions or extra rules inherent to the weapon.

Melee Weapon Types

Fist – Though not as dangerous as other weapons, a good solid kick or punch may be just as good when getting stuck in a close fight. Fists can never be disarmed and do not count against a model's carrying capacity. Models are always assumed to be equipped with fists, but do not count as one-handed weapons.

Improvised (Light and Heavy) – Improvised weapons are generally not designed for combat, but can be used in a pinch. Light variants include sign posts, thrown plates, the butt end of a rifle, and other small items; heavy variants include chairs, bulky appliances or electronics, and other large debris.

Light Weapon – Perhaps the simplest of all melee weapons, the light weapon is a catch-all for most weapons that are held in one hand, including clubs, hatchets, machetes, and swords.

Small Blade – Knives, cleavers, or the like can be carried easily and can also be thrown.



MELEE WEAPONS

Type	Range		Strength	1H/2H	Special Rules	BS Cost
	Melee	Thrown				
Fist	Base	N/A	STR-1	N/A	N/A	Free
Heavy Improvised	Base	N/A	STR+1	2H	Heavy, Improvised	Free
Light Improvised	Base	3"	STR+0	1H	Improvised	Free
Light Weapon	Base	N/A	STR+1	1H	N/A	3
Small Blade	Base	6"	STR+1	1H	N/A	4



RANGED WEAPONS

Ranged Weapon Characteristics

Weapon Type - The in-game name for the ranged weapon.

Maximum (Max) Range - The farthest a weapon can reasonably shoot. Some weapons use the flamer template instead for range. See the Flamer Template under Ranged Weapons Abilities for further information this.

Strength - The ability of a weapon to bypass the target's defenses. Ranged weapon Strength is usually a static number.

Reliability - The likelihood of the weapon to run out of ammo or become jammed.

One-Handed/Two-Handed (1H/2H) - Designates ranged weapon's handedness for Carrying Capacity purposes.

Special Rules - Any exceptions or extra rules inherent to the weapon.

Ranged Weapon Types

Assault Rifle - The assault rifle was the mainstay of military forces the world over prior to the Great Fall. Though not as common as the civilian rifle and pistol, it is still found in great numbers.

Machine Pistol - A small and compact weapon, the machine pistol is also fully automatic. Though lacking the range of the SMG and assault rifle, the machine pistol does have a high rate of fire and is more portable.

Rifle - The rifle is a single chambered firearm designed to be fired from the shoulder and is capable of accurate fire at long range.

Shotgun - A very simple and brutal firearm, the shotgun is a single or double barrel firearm that shoots a burst of smaller projectiles. Designed for close-range work, the shotgun is a favorite of many wastelanders due to its ruggedness and solid thump when fired.

Flamethrower - During the End War, flamethrowers made a resurgence among the world's militaries. Designed to throw gouts of flame over short distances, the flamethrower is a sinister weapon that inflicts horrific burns on its victims. The flamethrower uses the flamer template for range and the user does not suffer the -1 penalty to firing if they move.

Weapon Abilities

Burst - Burst weapons, also known as automatic weapons, allow the shooter to keep firing as long as the trigger is pulled and ammo is available. When using a weapon with the Burst ability, the shooter is no longer limited to shooting once per turn. If the model uses all

RANGED WEAPONS						
Type	Max Range	Strength	Reliability	1H/2H	Special Rules	BS Cost
Assault Rifle	24	7	2	2H	Burst	15
Flamethrower	Flame Template	6	2	2H	Flammable, Limited Ammo, Ignores -1 Movement Penalty	15
Machine Pistol	12	6	2	1H	Burst	7
Rifle	30	7	1	2H	N/A	10
Shotgun	18	7	1	2H	Close Ranged	10
Submachine Gun	16	6	2	2H	Burst	10

available AP to shoot, they gain an additional 1 AP that may only be used to fire the weapon one final time. All shooting with a Burst weapon follows the rules for multiple shots.

Close Range – Some weapons are meant to be deadly when used at extremely close distances. When this weapon is used at a range of 9" or less, the attacker adds +1 to the weapon's Strength.

Flamer Template - Some unusual weapons do not fire a singly, but instead spray out their deadly payload over multiple targets and do not follow the normal rules for templates. To use the flamer template take the teardrop-shaped template and place its small end so it is touching the firer's base. All models, enemy and friendly, even partially covered by the template are possible targets of the weapon. Roll to hit as normal against each individual target using the normal firing rules, except all benefits of cover are ignored and the firer does not suffer the -1 penalty to firing if they moved this turn. Flamer template weapons are notorious for reaching around bends and getting into small spaces and are too indiscriminate to account for user movement. Finally, the Concentrate action cannot be used when firing any weapon that uses the flamer template as it is rather hard to focus fire such a weapon.

Flammable – Flamethrowers were built to sweep enemies out of cover and to cause horrific injuries, a tradition that continues to this day. When a weapon with this ability hits a target, there is a chance the model will ignite and take secondary damage. Any model hit by a weapon with the Flammable rule, whether wounded or not, must pass an Agility test (MET/TN 10) during the Cleanup Phase of the game turn or suffer a D6 Strength hit. If the Agility test is passed then the flames are put out and no additional damage is taken.

Heavy – Heavy weapons are large and unwieldy, though capable of great harm when used. Models using a weapon with this rule suffer a -1 penalty to their Melee stat due to the cumbersome nature of the weapon.

Improvised – Improvised weapons can be lamps, bricks, sign posts or small rocks. Any model may spend 1 AP to scrounge around and immediately pick up an improvised weapon of its choice (light or heavy); a model cannot start the game equipped with an improvised weapon. Improvised weapons cannot also be used to gain a +1 bonus in melee for using two one-handed weapons.





TANKS FOR NOTHING

An Introductory Scenario for Two or More Players

Background

In the wasteland, water is king. Control over water supplies brings wealth and power. Almost all above-ground water sources have been poisoned or irradiated, leaving them unsuitable for consumption. It is no surprise then that many look for alternative sources for this precious resource. Some settlements, like the Free City of Cumberland, have low-yield water treatment facilities built on creeks and rivers. Others are not so lucky. The desperate are forced to drink from irradiated sources or are forced to hunt for untapped potable water. One such source is the water heater found in many Pre-Fall homes. These old water heaters can hold 20 to 50 gallons of water. While the water is stale and a little dirty after sitting in a rusty tank for over a century, the sealed vessels kept out the majority of fallout and left the water quite drinkable. Hunting water heaters, which are becoming increasingly rare as they are exploited, can be quite lucrative. In prime hunting grounds, such as old suburban neighborhoods, warbands will often come to blows over the right to drain any left-over heaters.

The Models

This scenario is designed to be played by the models included in this booklet. Each player may select a single warband to use. If both players agree weapons may be switched around to accommodate available models.

The Board

The board should have one central ruin that contains a single water heater. This ruin should be 4 inches in diameter or big enough to allow a good scrap. The rest of the board should have a mix of terrain to provide cover and block line-of-sight.

Note that players should not be too concerned with the look of their terrain. In the post-apocalypse anything is possible. Everything from forests to barren deserts exist and buildings can be anything from, pre-Industrial hovels to super science centers. Just use what you have and have fun.

Mission

In this scenario, the warbands are attempting to tap the water heater in the center ruin before their opponents. Once a warband has removed the water from the tank, they must attempt to get the water off the board or retain possession of it until the end of the game. It is assumed that all warband models each carry a container capable of holding approximately 5 gallons of water; referred here on out as a “unit” of water.

Victory Points (VP)

Action	VPs
Wounding Enemy Model or Taking One Out-of-Action	1
Getting a unit of water off the board	4
Each unit of water in your possession (not off the board)	3

Deployment

Players deploy along opposing table edges. Players should roll off to see who deploys their models first. Their models may deploy anywhere up to 6 inches from their selected board edge. For more than two players use additional table edges or try to get an even distribution so models do not start too close to each other. Players will roll for initiative as normal.

Special Rules

Water Heaters – The water heater remains where it was originally installed and is still attached to the residence's water supply. To access the water a model must either puncture the tank with a spigot or unhook the tank from the main water line and engage the release valve. Either way, it will take two Action Points (AP) to accomplish this. Once complete the water may be removed. The tank holds a variable number of gallons determined by rolling a D3+3* to determine the number of actual units. It costs a model 1 AP to fill up their container with a unit of water. The water will need to be spread across multiple models or be left behind. Models may continue to retrieve water units until the tanks runs out or all containers are filled. Carrying a unit of water is a challenge, but does not seriously inhibit the model; they suffer no penalties for doing so. A model may choose to carry two units of water, perhaps taking one from another model, but will halve their movement unless they pass a Strength test (TN/10) at the beginning of each activation. Units of water may be given to another model at the cost of 1 AP per unit. Units may also be looted if the carrier goes down.

**If the game is being played as part of a campaign with full warbands, the players may wish to add another water tank somewhere else near the center of the table or increase the water units in the tank to D6+3.*

Conclusion

The game will last for 8 turns, until all the water is taken off the board, or a warband concedes. The warband with the most VP is considered the winner.

Rewards

If you are playing this game as an introduction to *This Is Not A Test*, there is no need to use this section. However, this scenario may be used for normal campaign play where rewards are used to improve the warband. See the full *This Is Not A Test* rulebook for campaign rules.

The winning warband may redraw up to two cards from the Wasteland Deck when determining income after a campaign game. This is described further under Income in the Campaigns section of the main *This Is Not A Test* rulebook. Additionally, for each unit of water recovered, that warband gains 20 Barter Scrip.

Finally, to determine the Experience Points earned for this scenario, which are cumulative, consult the following table:

TANKS FOR NOTHING EXPERIENCE POINTS	
Activity	XP's
Wounding an enemy model or taking one out-of-action	1
Participating in current scenario	2
Retain possession of a unit of water at end of game, or get unit of water off the table	2
Winning warband leader	1

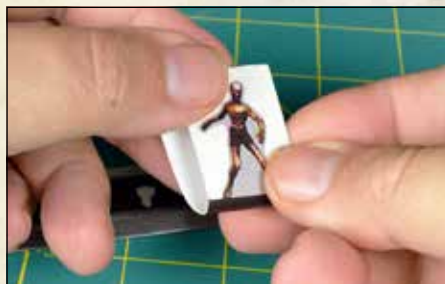


THIS IS NOT A TEST - PAPER MINIATURES, TEMPLATES, AND MARKERS



Miniature Instructions

1. Cut the miniature out along the outside rectangle.



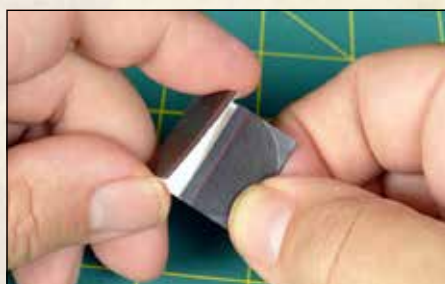
2. Fold the miniature along red line at the bottom of the miniature. You may want to use a straight edge to get a straight fold. If you are using very thick card stock or poster board, you may need to score with a knife.



3. Apply glue to underside of miniature to hold miniature front and back together.



4. Cut out base rectangle along outer edge.



5. Fold the textured base top (black) over the base bottom (grey). If you are using very thick card stock or poster board, you may need to score with a knife.



6. Fold the two outermost rectangles (grey) up 90 degrees to form two tabs.



7. Apply blue to the underside of the base top to adhere to the base bottom. Do not yet glue the two tabs together.



8. Cut away excess gray material outside of black-lined circle.



9. Insert paper miniature between the two tabs and attach each tab to the bottom back and front of the miniature.

MATERIALS

- Cover/Card Stock (recommended to be at least 67 lb.)
- Scissors and/or knife
- Glue Stick/Tacky Glue/Tape
- Straight edge



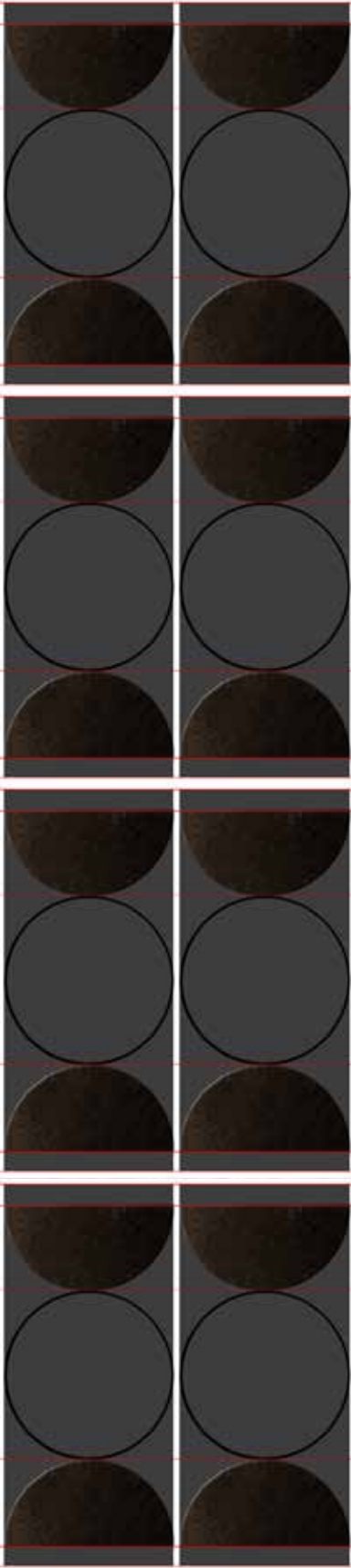
Templates and Markers Instructions

1. All templates are the same. Cut along the outer black lines.
2. For best appearance, take a black marker and "edge" the sides of the cut edges to help hide the white areas, which tend to draw the eye.
3. Let template fully dry before use.

PEACEKEEPERS - THE LAW DOGS



MUTANTS - THE KILL-JOYS



THIS IS NOT A TEST

TEMPLATES AND MARKERS



WATER MARKERS



SMALL BLAST TEMPLATE



FLAMER TEMPLATE

Permission granted to duplicate for personal use only.

THIS IS NOT A TEST - QUICK REFERENCE SHEET

TESTS

Stat Test: D10 + stat + modifiers, equal or beat the Target Number (TN)

Opposed Test: D10 + stat + modifiers, the highest score wins.

ACTIVATION

Stat Test – Mettle, TN 10

Pass: two actions, and may activate another model

Fail: one action, and play passes to opponent.

1 AP ACTIONS

Move: Up to Move stat in inches.

Stand: May stand from prone position.

Ranged Attack: Fire weapon once.

Un-jam Weapon: Remove one Jammed Token.

Close Combat Attack: Make a melee attack.

Concentrate: Bonuses to combat (see right)

Use Ability: Use a special ability.

Climb: Climb at 1/3 normal movement rate.

Charge: Move and free close combat attack

Switch Weapons: May drop, draw, or put away weapons.

2 AP ACTIONS

Hold: Sacrifice all current AP, holding model may interrupt the Active model's action with its own during the turn. May take any action requiring 1 Action Point; ranged attacks by the Holding model may only be in its front 180° arc.

MORALE

Stat Test – Mettle, TN 10

Test Morale when: model wounded but not killed; designated leader is killed; when a model's side is reduced to 50% starting models; when a model's side is reduced to 75% starting models

Pass: No effect

Fail: Figure makes an immediate Move action towards its board edge, ending in cover if possible.

MELEE COMBAT

Opposed Test – Melee vs Melee

RANGED COMBAT

Stat Test – Ranged, TN 10

FIRING MODIFIERS	
Modifier	Condition
+3	Attacker is using suppressive fire
+2	Attacker is concentrating
-1	Attacker moved or stood up from the prone position this turn
-1	Target used two move actions this turn
-1	Target is prone and more than 6" away from attacker
-1	Target is in light cover
-2	Target is in heavy cover

Reliability: Whenever a model rolls a 1 on any to-hit roll while firing the model receives Jammed Tokens equal to Reliability number.

Multiple Shots: Models spending multiple AP to shoot may only targets models within a 3" radius.

Suppressive Fire: Model counts as Grazed instead of rolling to wound, unless to hit results in critical.

WOUNDING

Opposed Test – Strength vs. Defense



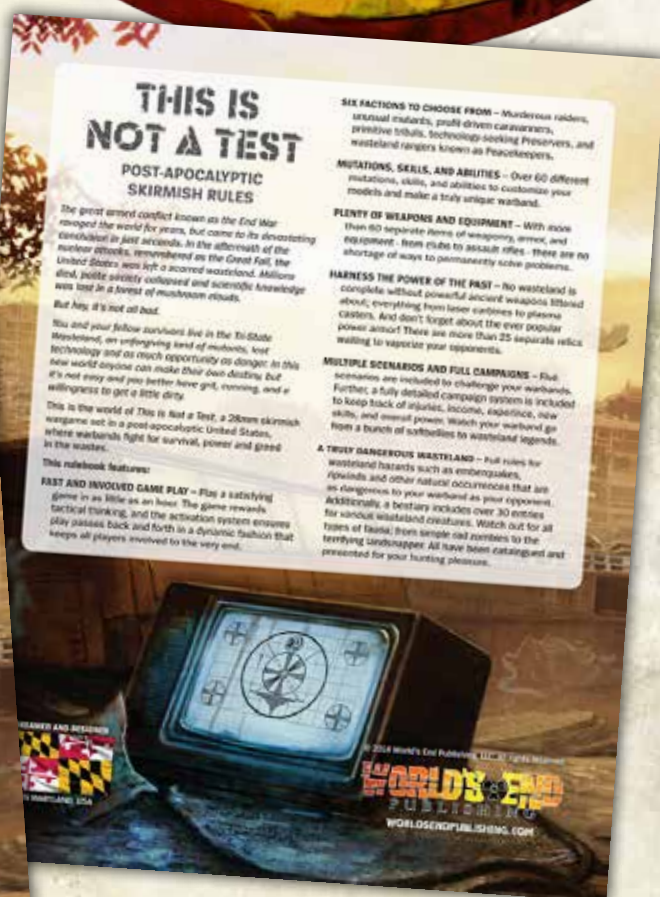
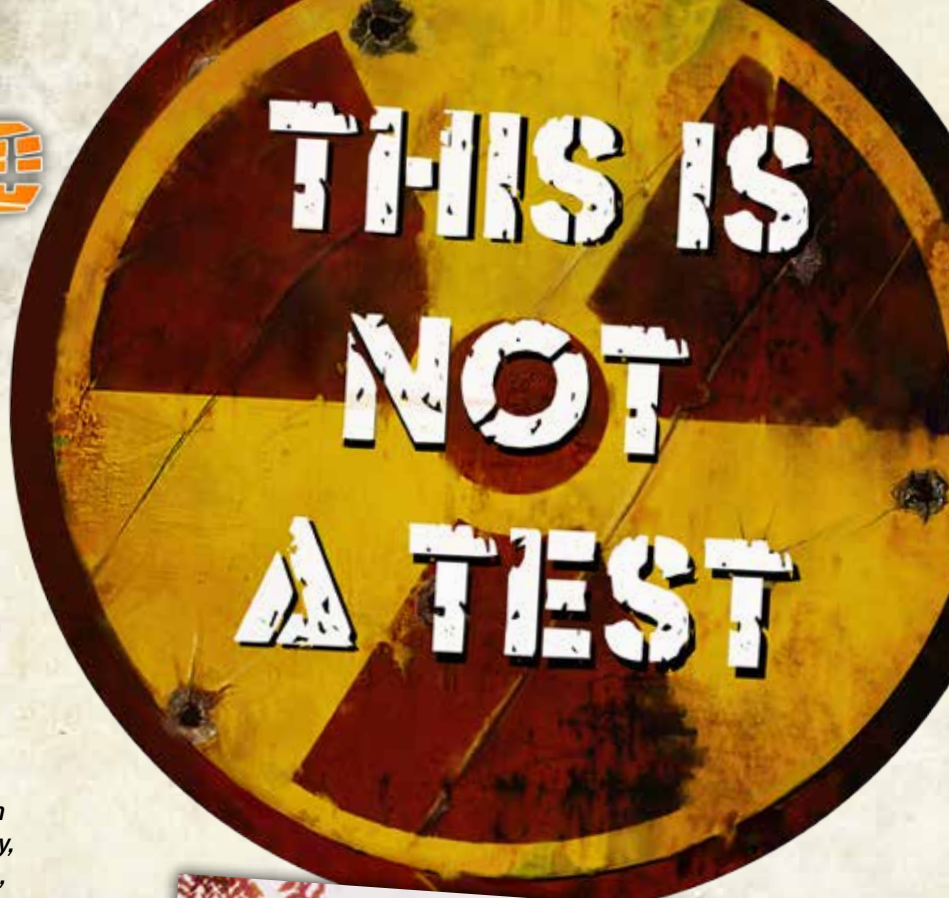


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Wasteland Essentials 1 is the first supplement for *This is Not A Test*, available as a downloadable PDF. It not only provides you with over 20 templates and markers - for such wasteland hazards as Emberquakes, Ripwinds, and Zombie Nests - it also features more than 40 paper miniatures, including Irradiator Zombies, Rad Zombies, Caravanners, and Cargo Animals. Finally, *Wasteland Essentials 1* also brings you a new scenario - *Caravan Lost*!

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13 Pages - Written by Joseph McGuire



Mutant Cannibals is the second supplement for *This is Not A Test*, available as a downloadable PDF. This jam-packed, downloadable PDF brings you a completely new warband for you to sink your teeth into. Everything you need to build a Mutant Cannibal warband - from the warband listing, through to the special rules and armory - is included. Additionally, there are two new scenarios themed around these frightening monstrosities (that are able to be played by other warbands too).

Price: \$3.99 - PDF

19 Pages - Written by Joseph McGuire



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**Peacekeeper
Outrider** - \$6.50



Peacekeeper Officers
\$13.00



Old School Mutants Pack 1
\$12.00



Old School Mutants Pack 2
\$12.00