

JUNK RUN

The Galaxy is vast, and full of opportunity for a daring crew with the "right stuff". For everyone else it can be hard just keeping your ship running, keeping your crew in one piece, and still have a few credits to spend at the next space port. But there are opportunities to be had.

One side of galactic civilisation that most choose to ignore is the massive amount of trash being created. Automated construction has made it essentially redundant to repair, recycle, or even break down outdated. The solution to this build up was to simply designate some backworld planets as junkyards and dump the lot.

Any crew desperate enough can usually make a quick credit by grabbing certain components from these planets, though it's risky! Hastily abandoned tech tends to be volatile, to leak, or explode, or keep working when it really shouldn't. Not to mention the local fauna, engineered creatures deliberately seeded on each planet to slowly break down the junk and ruin your day.

Times are tough, and sometimes the only way to keep your ship and crew together is to make a quick Junk Run.

ABOUT THE GAME

Junk Run is a miniatures game played on a small tabletop surface with around a dozen miniatures, some representing your crew, others the enemies you encounter. You will have 3 rounds to grab as much valuable junk as you can while dealing with the hazards you encounter along the way. The game can be played with 1 player running their crew and the enemies can either be played by a second player or act according to a few simple rules.

The rules for Junk Run are based on the **Cadence System** which has a Creative Commons by Attribution 4.0 License (<https://creativecommons.org/licenses/by/4.0/>). The rules for the Cadence System can be found at <https://cadence.games>.

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Game designed by Callum Rexter



GETTING STARTED

WHAT YOU WILL NEED

- **A space to play:** around 2ft along each edge or larger, and some simple terrain.
- **Some miniatures:** 5 or 6 to represent your crew and at least 8 to represent the enemies. You can use the minis that are part of this game or use whatever minis you like.
- **A number of six sided dice (D6s):** you can never have enough dice, in as many colours as it takes to fill the void.
- **A ruler marked in inches:** used for measuring movement of your models and attacks.
- **Some markers:** to represent junk that can be collected, any kind of token, dice or other marker can be used.

YOUR MINIATURES

Each of your miniatures has a profile that lists their attributes, weapons, and special rules, these attributes are:

Command (Cmd): The number of actions this model can perform each round.

Movement (Mov): The number of inches this model can travel when moving.

Skill (SkI): The model's ability when attacking with it's weapons.

Defence (Def): The model's armour or ability to evade attacks.

Toughness (Tgh): The model's ability to counter or absorb damage and keep fighting.

Hit Points (HP): How much damage the model can take before being destroyed.

Special Rules: Rules that change how the model operates within the game.

WEAPONS AND ATTACKS

Each type of attack also has it's own attributes:

Range (Rng): The distance the weapon can make an attack up to.

Attacks (Att): The volume or intensity of the attacks from the weapon.

Piercing (Prc): The weapons ability to negate armour.

Damage (Dmg): How destructive a hit from this weapon is.

Special Rules: Any specific modifiers that apply to the weapon.

SETTING UP YOUR GAME

First set up your table, it's usually a good idea to include some terrain, to block line of sight, preferably with a junk appearance.

Place 6 markers representing possible valuable junk scattered around the table and at least 10 inches from the centre. Place all of your crew models as close to the centre as possible. You will then play through 3 rounds performing the following steps:

Replenish Command Dice

At the start of a new round, each member of your crew should have a dice placed next to it with the same value as their **Cmd** attribute, they will reduce this dice as they take actions. This is called a Command Dice.

Activate Models

You now begin activating each of your models one at a time as explained in the next section, at the end of each activation you roll a dice to determine whether enemies will activate.

ACTIVATING MODELS

WHICH MODELS ACTIVATE?

During a round you begin by selecting one of your crew models and choose between 1 and 4 actions to perform. Reduce that models Command Dice by the number of actions you chose to perform then perform each in turn as shown below.

If you only perform 1 action you reduce the dice by 2. You may only perform a given action once per activation, if for any reason you cannot complete an action you still lose the point.

At the end of your activation make a D6 Surge Roll. If you roll equal to or less than the current round number you trigger an enemy surge, as detailed later.

After this has finished, so long as you have models with points left on their Command Dice you may select another crew model to activate.

ACTION: MOVE

Move your model up to it's Movement attribute in inches. It's base can't move over the base of any enemy models, but can move over the bases of friendly models - so long as they do not overlap at the end.

You must move your models around your terrain objects. If you have included terrain that allows you to place your models at a higher level - then any vertical distance moved also counts towards the total.

ACTION: ADVANCE

An Advance action follows the same rules as a Move action but it may only be taken immediately after a Move action.

ACTION: ATTACK

The attack action is used for both ranged and close range attacks, you may only use one weapon during this action. The first step is to choose a weapon from your profile and then a target enemy model:

- Your model must be able to see it's target - check this by looking "through the model's eyes". If you can see any part of the model it can be seen. It does not matter which way your model is facing for this.
- Your target must be within your chosen weapons **Rng** attribute in inches.
- Your target must not be partially obscured by a friendly model.
- If there are enemy models within 3 inches of your attacking model then you must select one of those as a target.
- You may only choose one model as your target.

Step 1: Attack Rolls

Roll a number of D6s equal to your weapons **Att** attribute, any that score your models **SKL** attribute or higher are a **Hit**.

You suffer a -2 modifier to this when performing more than 2 actions or when attacking a model within 3 inches with a weapon without the **Assault** special rule.

Step 2: Defence Rolls

For each hit against a model, the hit model rolls a D6, any that fail to score that model's **Def** or higher cause **Damage**.

When making Defence Rolls you reduce the rolled number by the attacking weapons **Prc** attribute. If this modifier means it is impossible to make a successful Defence Roll then it automatically fails and you do not roll any dice.

Step 3: Counter Damage

For each point of damage caused, that model may attempt to counter it. Compare the attacking weapon's **Dmg** to the target model's **Tgh** attribute and roll a D6 on the counter table:

| Damage vs Toughness | Roll |
|---------------------------------|------|
| Damage is half or lower | 2+ |
| Damage is lower than Toughness | 3+ |
| Damage is equal to Toughness | 4+ |
| Damage is higher than Toughness | 5+ |
| Damage is double or higher | 6+ |

For each failed counter roll, reduce the **HP** of the target model by 1. Once a model is reduced to 0 hit points it is destroyed and removed from the game.

It can be useful to use a D6 next to a model to track it's remaining hit points.

Remember to use a different colour to those you are tracking Command Points with or those you are rolling.

ACTION: SPECIAL

Some models have a special rule that works like an action, the details of how this is performed is given in the special rule and cost 1 Command Point as normal.

ACTION: INVESTIGATE

Any time your model is within 1 inch of a junk marker you may investigate the location to see what you discover.

Roll 2D6, add the result together, and consult the investigate chart opposite:

| Roll | Result |
|------|---|
| 2 | Nothing Found! The marker is removed and cannot be used again. |
| 3 | No Luck! Nothing was found this time but there is more searching to be done. Leave the marker in place. |
| 4 | Those aren't cables! Place an Iron Snake and remove the marker. |
| 5 | Communications array parts, but they're infested! Gain 1 Junk and place 1 Rust Bug. |
| 6 | A nest! But they've got something shiny! Place 2 Rust Bugs, gain 1 Junk and remove the marker. |
| 7 | Explosion! Every model within 3 inches must make 3 counter rolls against a Damage 3 Hit. |
| 8 | Oh an old style tranzzzzz...zzzzporter. Your model moves to any other marker of your choosing and gains 1 Junk. Place an Iron Snake within 3 inches of the original marker. |
| 9 | It looks like a tachyon sympathiser, maybe, is that a thing? Gain 1 Junk and leave the marker in place. |
| 10 | Some corroded plasma coils, and the Rust Bugs corroding it. Gain 2 Junk and place 2 Rust Bugs. The marker remains on the table. |
| 11 | You discover a cache of coolant panels, gain 2 junk and remove the marker. |
| 12 | Jackpot! You find untouched shield emitters. Gain 3 Junk and the marker remains on the table. |

Any enemies you encounter on this chart are immediately placed anywhere you choose within 3 inches of the junk marker. Any time you roll a quantity of junk, you should note down the quantity. The total quantity of junk recovered by the end of the game is your final score, a measure of your success and luck on your Junk Run.

PUTTING TOGETHER A CREW

You may choose up to 5 crew members to take on your Junk Run, either choose one of the characters provided or create your own using these as a template.

CAPTAIN AMADAN

Amadan approaches each encounter with Kindness and Understanding, his prized pistols, strapped to his belt.



| Cmd | Mov | Skl | Def | Tgh | HP |
|-----|-----|-----|-----|-----|----|
| 6 | 5" | 3+ | 4+ | 4 | 4 |

Weapon: Kindness and Understanding

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|----------------------|
| 8" | 3 | 4 | 1 | Assault, Rending (2) |

Commander: Friendly models within 3 inches of this model may perform a second Investigation in a single activation.

EXPERIMENT X13



Science never ceases in its drive to achieve new and wondrous things. Things like "can we get this weird alien slime to run Doom?"

| Cmd | Mov | Skl | Def | Tgh | HP |
|-----|-----|-----|-----|-----|----|
| 5 | 5" | 3+ | 6+ | 5 | 5 |

Weapon: Phase Sword

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|----------------|
| 1" | 4 | 5 | 1 | Assault, Shred |

Weird Slime: At the start of each new round this model regains one lost Hit Point. This cannot take it above its starting Hit Points.

Rip and Tear: If this model has any enemy models within range to make an Attack action, it cannot make a Move action until those models have been destroyed.

D1-T0 - "DITTO"

Everyone loves to have a droid around since they always come with built-in affectations. D1-T0, usually called "Ditto" has a tendency to repeat even the most sensitive military secrets.



| Cmd | Mov | Skl | Def | Tgh | HP |
|-----|-----|-----|-----|-----|----|
| 5 | 6" | 4+ | 4+ | 5 | 6 |

Weapon: "Defence" guns

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|---------------|
| 6" | 3 | 3 | 0 | |

Weapon: Big Robot Arms

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|---------------|
| 2" | 4 | 4 | 1 | Assault |

Scanning Equipment: D1-T0 may roll 3D6 and discard 1 of those dice when making an Investigation roll.

VOZ



Voz is a highly skilled warrior from a long tradition of Insectoid warriors. But the buzzing! The buzzing never stops and it makes finding work among other crews particularly difficult.

| Cmd | Mov | Skl | Def | Tgh | HP |
|-----|-----|-----|-----|-----|----|
| 5 | 10" | 3+ | 3+ | 3 | 3 |

Weapon: Twin Stingblades

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|-------------------------|
| 1" | 4 | 3 | 2 | Assault, Rapid Fire (1) |

Flying: When moving this model ignores all terrain and models until it is placed in its final location.

The Buzzing: This model must make two Surge Rolls after its activation is complete.

ER'ROL



Er'rol loves guns. They're the only thing in the galaxy that keeps you safe and frankly should be considered a fundamental RIGHT to any sentient species in the galaxy.

| Cmd | Mov | Skl | Def | Tgh | HP |
|-----|-----|-----|-----|-----|----|
| 4 | 3" | 4+ | 4+ | 5 | 6 |

Weapon: Personal High Powered Plasma Rifle

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|---------------|
| 18" | 4 | 4 | 2 | Accurate |

Weapon: Vicious Bite

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|---------------|
| 1" | 2 | 3 | 0 | Assault |

Gun Nut: If this model has any valid targets when it begins its activation then it must make an Attack Action.

Extra Hands: This model gains an additional Junk when rolling an 11 or 12 on an Investigation.

ROG



No one knows how exactly Rog got on the crew. He keeps to himself and does the job. He does look a lot like the guards from that heist job though.

| Cmd | Mov | Skl | Def | Tgh | HP |
|-----|-----|-----|-----|-----|----|
| 6 | 4" | 4+ | 4+ | 4 | 4 |

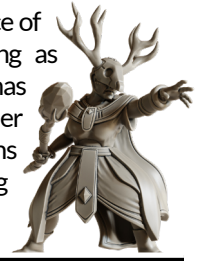
Weapon: A strange energy weapon that's somehow also a shotgun.

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|--------------------------|
| 6" | 2 | 6 | 3 | Assault, Torrent, Volley |

Just a Job: This model may never perform more than 2 actions in an activation.

THE RED WITCH

Science is nothing in the face of other science masquerading as magic. The Red Witch has ostracised herself from her affluent inner sector origins to cosplay as something more supernatural.



| Cmd | Mov | Skl | Def | Tgh | HP |
|-----|-----|-----|-----|-----|----|
| 5 | 5" | 5+ | 6+ | 3 | 3 |

Weapon: Divine Smite

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|---------------|
| 6" | 1 | 6 | 3 | Accurate |

Weapon: The Staff of Arkina

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|-----------------|
| 1" | 3 | 4 | 0 | Destructive (2) |

Protective Crystal: This model always succeeds their Defence roll on a 6+ regardless of modifiers and may re-roll Counter Rolls.

Divine Intuition: If this model does not roll any Junk in an Investigation Roll they automatically gain 1 Junk.

NINA

Often dismissed as simply a rodent, Nina is invaluable to a crew that needs to keep a low profile.



| Cmd | Mov | Skl | Def | Tgh | HP |
|-----|-----|-----|-----|-----|----|
| 6 | 7" | 3+ | 5+ | 3 | 2 |

Weapon: Slicer Pistol

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|--------------------------|
| 4" | 3 | 3 | 1 | Assault, Destructive (3) |

Tiny: Enemy models that are more than 6 inches away from this model will ignore it when deciding which model to move towards. If there are other models that are valid targets they will choose those instead of this model.

JUNK PLANET ENEMIES

One of the many hazards of looting a junk planet are the current inhabitants. Mainly this means the surprisingly tough Rust Bugs but also the Iron Snakes that feed on them.

ENEMY SURGES

Unlike crew models, enemy models all activate during an Enemy Surge.

When a model fails its Surge test then you immediately place 1 Rust Bug anywhere within 6 inches of that model, until you have 8 on the table, then activate all of the enemies one by one. As the crew draw more attention to themselves the bugs get whipped up into a feeding frenzy that can quickly overwhelm a crew.

During a surge each enemy model will make two actions: a Move action towards the nearest crew model, and an Attack action towards the nearest crew model if possible. If there are multiple possible targets you may choose which they target.

2 PLAYER GAMES

If you wish to play Junk Run as a two player game, the second player controls the enemy models. When they are placed on the table they must always be the maximum distance away from the triggering model.

The second player may choose where to move each of their models when they activate and which models they will target but they may still only perform a move and attack action. These may be performed in any order.

If the second player eliminates 3 or more crew models then they win the game. If they eliminate 2 models the game is a draw.

RUST BUGS

Rust Bugs were engineered to break down technology by feeding upon it and excreting it in large, harvestable deposits. Junk or crew makes no difference to them when they are hungry.



| Mov | SkI | Def | Tgh | HP |
|-----|-----|-----|-----|----|
| 4" | 4+ | 3+ | 4 | 2 |

Weapon: Deadly Pincers

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|----------------|
| 1" | 3 | 3 | 2 | Assault, Shred |

Deadly Swarms: If this model is attacking a target that is within 1 inch of another Rust Bug it gains +1 to it's Attack Roll. This is not cumulative.

IRON SNAKES

When it was discovered that Rust Bugs can often over breed and become too dangerous for harvesting the planets, a second creature was introduced to help keep their population in check. The deadly Iron Snake can bite clean through armour or swallow a creature whole.



| Mov | SkI | Def | Tgh | HP |
|-----|-----|-----|-----|----|
| 6" | 3+ | 4+ | 4 | 4 |

Weapon: Iron Jaws

| Rng | Att | Dmg | Prc | Special Rules |
|-----|-----|-----|-----|--------------------------|
| 3" | 3 | 5 | 3 | Assault, Destructive (3) |

Predator: when deciding which models to move towards and attack, this model will count any Rust Bugs within 3 inches as crew models and select those.

SPECIAL RULES

Accurate: This weapon has a +1 modifier to it's Attack rolls.

Assault: This weapon does not suffer the usual -2 modifier for attacking an enemy within 3 inches.

Destructive (X): Each failed Defence Roll against this weapon causes X damage instead of 1.

Rapid Fire (X): When this weapon has completed making an attack, it may immediately make X additional attacks against the same target or a target within 1 inch of the original target.

Rending (X): When an attack is made with this weapon, any Attack Rolls of 6 count as doing X additional hits.

Shred: Counter Rolls against this weapon have a -1 modifier.

Torrent: Attack Rolls made with this weapon hit on any unmodified roll of 2+.

Volley: Each Attack Roll which rolls a 6 allows the attacker to roll 1 additional attack. This additional attack cannot generate additional attacks.

SOME NOTES

This game was designed and created within a little over 2 weeks as part of a self imposed challenge, it was a free-wheeling creative process with little time for planning, or testing, or editing... well you get the idea. That said the game is great fun, I wouldn't release it if it wasn't and I suggest any prospective player approaches it with the same carefree attitude take in it's development. If something seems broken, change it, or do something different. Bend it and break it and please, let me know what you think, or let me know about the many errors that will surely be present. There will be more games coming and a lot more miniatures.

-Callum

