

# Factionous Waste



## Updates to the compact rulebook

The Factionous Waste Core Set is available from our [webstore](#) and [Wargames Vault](#).

The new-format books preserve the rules almost exactly as written in the original compact release, so if you already have a copy don't worry, not much has changed! It would be remiss of us, however, not to take the opportunity to streamline a couple of things and clarify some others. Not least this brings the new format books in line with the 2nd edition release of The Woods, allowing the two to be used with maximum compatibility.

Below you'll find a summary of all the changes we have made in the new format so you can keep using the previous iteration.

### Actions

The cost of a Snatch Relational Action has been increased from 1 to 2 Stamina.

Gitshot, Grip, Shunt and Disarm have been removed from the basic Grapple Actions.

Deputies are restricted to issuing one Order per Game Turn. Leaders can issue as many as their Stamina allows.

### Skills and Traits

One Vision now affects only the XP of the model with the Skill, not the entire posse.

Pyrotechnicians must pay a cost of 5 Scrap any time they wish to create a Pipe Bomb.

Can Do Attitude is now rolled on a 6-sided dice with 5/6 being a success.

Bojutsu now allows a model to choose the Shunt Grapple Action. Note this is no longer a free action for a model with this Skill.

Boryaku now allows a model to choose the Grip Grapple Action. Note this is no longer a free action for a model with this Skill. The Skill now costs 5XP.

Meiwakujutsu now allows a model to choose the Disarm Grapple Action. Note this is no longer a free action for a model with this Skill. The Skill now costs 10XP.

The Impatient Trait now costs 10XP.

### Equipment

Polearms and Bows require 2 hands to use.

### Vehicles

Jumping between vehicles now uses the difference between Speed Brackets of the vehicles instead of the highest speed to calculate additional Stamina expenditure.

An AirJunker's fans prevent Speaking and Shooting actions across the rear of the vehicle.

### Other

Models that are On Fire and Fall Prone extinguish the flames.

An optional rule means models now sustain Stress if they receive more than a single order in a game turn, recover from prone or undertake an extended action that is not completed by the end of their activation. Every time a model refreshes it loses stamina equal to the amount of stress on it. A point of stress may be removed at the end of any game turn the model has not grappled, been shot at, ordered, put on the alert or forced to make an instinctive reaction. An additional point may be removed if it ends the turn hidden or unable to perceive any enemies.