

# Project GoMoCry

v0.4 - OPR edition

in GoMoCry you lead a group of fighters roaming a post-apocalyptic environment both on foot and in vehicles.

## General Principles

**The most important rule:** Whenever the rules are unclear use common sense and personal preference: have fun!

**Modifiers:** Regardless of modifiers, rolls of 6 are always successes (and called crits), and rolls of 1 are always failures.

**Fighters vs Vehicles:** Fighters are at the core. Only them can be activated.

## Preparation

**The Battlefield:** The game is played on a flat 6'x4' surface, with at least one medium to large and 1 to 3 small pieces of terrain per 1' square.

**The Warbands:** The players put together two armies of equal points before the game begins. We recommend 1000pts, and a good balance of fighters and vehicles on both sides.

**Mission:** Place 8 loot tokens. Players roll-off to go first, and then alternate in placing one token each, at cool locations - and more than 9" away from other tokens, table edges, impassable terrain, and deployment zones.

Any fighter within 1" of a loot token may pick it up. The game ends after 5 rounds, and whoever controls most loot tokens wins.

**Deployment:** Deployment zones are 9" square, in opposite corners of the table. Players roll-off, and the winner picks their corner, then places their models. The other player then places all their models in the other deployment zone.

## Playing the Game

The game is played in five rounds. Each round starts with an initiative phase

where players roll-off to determine who goes first.

**Fate points:** Each player receives 3+D3 Fate Points during the initiative phase for this round. These let you twist what happens in the game: spend one to re-roll one dice. You can re-roll only once.

**Fighters profiles:** list their move (in "), toughness, armor, and wounds. They also list the attacks they have available.

**Attack profile:** each attack lists its range (in "), hits, strength, number of damage per hit/crit, and its armor penetration.

## Activation Phase

During the fighter activation phase, players take turns to select one fighter at a time. Fighters then perform two actions: Move, Fight, Drive, ... in any order. They can select the same action twice, but should resolve their first action fully before deciding on their second.

Vehicles can never be activated directly: they can do something only through their passengers.

## Move Action

Fighters can move up to their move characteristic, in inches, and pivot freely. Distances are always measured horizontally. You can measure at any time.

## Fight Action

Models in range and line of sight may perform one of their attacks. A model has either a clear view, obstructed view, or no view to another one. Weapons mounted on vehicles have specific fire arcs.

Roll a number of D6 equal to the hits characteristic of the attack. To determine if each hit is successful, compare the strength (S) of the attack and the toughness (T) of the target:

- 4+ if S is equal T
- 3+ if S is superior to T

- 5+ if S is inferior to T
- 2+ if S is superior to 2xT
- 6+ if 2xS is inferior to T

If the view to the target is obstructed, there is a malus of 1 for each hit roll.

For each successful hit, the target rolls an armor save test, potentially modified by the attack's Armor Penetration. Roll separately for hits and crits. If the armor save fails, add a number of damage as indicated in the attacks' profile. Crits usually inflict more damage.

If the number of damage on a model is equal or higher than their wound characteristic, they are destroyed and removed from play. Passengers of destroyed vehicles take one S3 D1/2 hit per current gear and are placed within 2" of the destroyed vehicle. The carcass of the vehicle is left on the table as an obstacle.

## Drive Action and Vehicles

Fighters can perform specific actions when they are in vehicle seats: drive in the driver seat, fire weapons in gunners seats, ...

Vehicles profiles indicate the available seats and their special rules. They also indicate max gear, engine, brakes, handling, weight class, toughness, armor, and wounds. They also list the attacks they have available in different seats.

When a fighter drives them, vehicles move using trajectory templates. The current gear of a vehicle indicates how many templates they must use.

**Gear selection:** drivers may try to accelerate/break at the beginning or at the end of their drive action. Otherwise, they can also maintain their speed.

Roll a number of dice equal to the engine and brake of the vehicle. A roll of 4+ is a success, and 6 are crits. You must change gear by 1 for each success. Crits let you choose to use the change by 1 or not, giving you more

control over your final gear. Gear cannot exceed max gear, and 0 is the minimum. Use a D6 to keep track of gear for each vehicle. '6' is used to represent gear 0.

**Special handling:** Drivers may decide to test their driving skill: trying to avoid collisions, to drift, ... using the handling score of the vehicle.

Drivers can attempt to drift before OR after they place templates and define their trajectory. When they succeed, they may pivot their vehicle up to 45°.

In case of a collision, drivers can take a handling test. If they succeed, translate the vehicle up to 2" in any direction away from the collision point or pivot up to 45°, and their movement ends there.

**Vehicle Movement Templates:** for each drive action, select a number of templates equal to the vehicle's current gear. Place the selected templates in front of the vehicle, to define a trajectory for this drive action. The vehicle is moved along that trajectory, and must stop to resolve any collision when they hit another model, or a piece of terrain.

**Get in or out of a vehicle:** fighters may get in or out of a vehicle for half of their movement. The difficulty of this action depends on the current gear of the vehicle: always successful in gear 0, on a 2+ in gear 1, on a 3+ in gear 2, and so on. If they fail, they stop where they are and take one S3 D1/2 hit per current gear, and cannot perform more actions this round. Similarly, fighters may jump from one vehicle to another, provided they are within 3" of each other. Consider the difference in gears for the difficulty of this action.

**Boarding a vehicle:** fighters can enter vehicles that are occupied by enemies. While you can only get in a friendly vehicle when there is a free seat, you can assault any seat in an enemy vehicle! Enemy fighters from that vehicle get to perform one reaction attack against the assaulting fighter, even if they have already been activated this round. Doing so does not prevent them from being activated later that round either. Note that all of this happens only

if the fighter succeeds to enter the vehicle in the first place!

Yes, you can (and should) jump from a vehicle and into nearby enemy vehicles.

**Switching seats:** inside a vehicle (only with friendly fighters) takes one action.

**Collisions:** if the driver failed its handling test (or decided to not take it!), the target may try to evade with a handling test. Fighters evade on a 3+ when the current gear of the vehicle is 1, 4+ when it is 2, and so on. Obstacles never evade.

If the collision is not avoided, both parties take hits as follows. Collisions with fighters are considered heads on, never inflict hits to vehicles, and are wounding on 2+.

Number of hits depends on orientation:

- heads on: 3 + attacker current gear + target current gear
- side: 2 + attacker current gear
- rear: 1 + difference between attacker and target current gears

Success depends on relative weights:

- 4+ if equal,
- 3+ if superior
- 5+ if inferior
- 2+ if twice
- 6+ if half

Each successful hit causes "attacker gear" damage ; critical hits inflict +2

Each successful hit can be saved, with an AP of -1.

**Destroyed vehicles:** are kept on the table as obstacles. Fighters are ejected from vehicles that are destroyed: treat as if they failed getting out of the vehicle.

**Slow movements:** a vehicle in gear 0 may do three successive 1" movements forward or backward, and pivot up to 45° after each.

**No driver:** at the end of the round, any vehicle in a gear >0 that has not moved this round and without a driver will go forward with the small template, and decrease its gear by 1. Resolve collisions normally...

## Terrain and obstacles

**Difficult terrain:** is impassable for vehicles.

**Dangerous terrain:** each time a model moves through dangerous terrain, they are targeted by an attack: H2 S5 D2/4

**Objectives:** point of interest, cannot be moved, controlled by fighters within 3"

**Loot tokens:** can be picked up or dropped freely during movement by fighters (not vehicles)

**Small obstacles:** are destructible scatter terrain like crates, barrels, ...

When vehicles collide with them, those obstacles inflict 1 hit S 3 D1/2 and are destroyed. They have 5 wounds and T3 when shot at.

**Medium obstacles:** are destructible small building/shed, vehicle carcasses, pile of scrap, brick wall, trees, ...

When vehicles collide with them, collision is always considered heads on, with gear 0 and weight 2. Their number of wounds should be determined by players... but 10 is a good indication. They are removed when destroyed. They have T4 when shot at.

**Large obstacles:** are not destructible, buildings, rocks/hills, larger walls...

When vehicles collide with them, collision is always considered heads on, with gear 0 and weight 4. They cannot be destroyed by vehicles.

## What you need to play

For your first games, we recommend you select 1 leader, 2 specialists, 4 gangers, 2 juves, 2 bikes and 1 car.

The game was designed for 28mm miniatures, but you can use any models you like to play. In fact, this ruleset was created to let you make awesome new models for vehicles and fighters!

Print templates and tokens from this file:

<https://drive.google.com/file/d/18NYoFQn0Wlqp9TbQ9Zc8gUGGkHUHprFL/>

## Profiles

| Attacks       | Range | Hits | Strength | Damage/Crit | AP    | Special                                  |
|---------------|-------|------|----------|-------------|-------|------------------------------------------|
| Unarmed/fists | 1"    | 1    | 3        | 1/2         | -     |                                          |
| powerful gun  | 18"   | 3    | 5        | 1/3         | -1/-2 |                                          |
| Stubber       | 24"   | 1+D3 | 4        | 2/4         | -1    |                                          |
| Rokkit        | 24"   | 2    | 6        | 6/12        | -2/!  |                                          |
| Gun           | 18"   | 2    | 3        | 1/3         | -/-1  |                                          |
| Shotgun       | 12"   | 1    | 4        | 2/3         | -1    |                                          |
| Pistol        | 8"    | 1    | 3        | 1/2         | -     |                                          |
| Club          | 1"    | 2    | 3        | 1/3         | -     |                                          |
| Big club      | 1"    | 4    | 4        | 1/3         | -1    |                                          |
| Hull gun      | 18"   | 2    | 3        | 1/3         | -     | fire arc: straight line forward, 2" wide |
| Hull stubber  | 24"   | 3+D3 | 4        | 2/6         | -1    | fire arc: 360°                           |
| Hull rokket   | 24"   | 2    | 6        | 6/12        | -2/!  | fire arc: 90° front                      |
| Big Gun       | 12"   | 3    | 4        | 2/5         | -1    | fire arc: 90° frond                      |
| Big Saw       | 3"    | 2    | 6        | 5/10        | -4    | fire arc: 180° front                     |
| Cannon        | 48"   | 1    | 10       | 8/25        | -2    | fire arc: 45° front                      |

| Fighters   | Move | Toughness | Wounds | Armor | Attacks                           |
|------------|------|-----------|--------|-------|-----------------------------------|
| Leader     | 5    | 4         | 15     | 5+    | powerful gun, big club            |
| Specialist | 5    | 3         | 12     | 6+    | stubber OR rokket                 |
| Ganger     | 5    | 3         | 10     | 6+    | gun OR shotgun OR pistol and club |
| Juve       | 5    | 2         | 8      | -     | pistol                            |

| Vehicles    | Max gear | Engines | Handling | T | Armor | Weight | Wounds | Seats and Attacks; special                                                                                    |
|-------------|----------|---------|----------|---|-------|--------|--------|---------------------------------------------------------------------------------------------------------------|
| Bike        | 5        | 3/3     | 3+       | 3 | 5+    | 1      | 10     | Driver (Hull gun), passenger                                                                                  |
| Car         | 3        | 2/2     | 4+       | 4 | 4+    | 2      | 25     | Driver, passenger, gunner (Hull stubber OR Hull rokket)                                                       |
| Heavy truck | 2        | 1/1     |          |   | 2+    | 4      | 35     | Driver, 4 passengers, 2 gunners (Hull stubber, Cannon)                                                        |
| Walker      | 3        | -       | -        | 4 | 3+    | 3      | 20     | Driver, big gun, big saw.<br>Walking movement: up to 3 short templates, free 45° pivot between each template. |



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|----------------|-----------|------------|-------------|----------------|--|--|---|--|--|-------|--|----------------|---------------------------|--|--|
| Name, class    |           |            |             |                |  |  |   |  |  | Runes |  | Stars          | Creds                     |  |  |
| Move           | Toughness | Armor save | Wounds      | Current damage |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  | Nice picture   | Fluff, special rules, ... |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| XP             | 1         |            |             | 4              |  |  | 7 |  |  | 10    |  | Serious Trauma | 1                         |  |  |

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|----------------|-----------|------------|-------------|----------------|--|--|---|--|--|-------|--|----------------|---------------------------|--|--|
| Name, class    |           |            |             |                |  |  |   |  |  | Runes |  | Stars          | Creds                     |  |  |
| Move           | Toughness | Armor save | Wounds      | Current damage |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  | Nice picture   | Fluff, special rules, ... |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| XP             | 1         |            |             | 4              |  |  | 7 |  |  | 10    |  | Serious Trauma | 1                         |  |  |

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| Name, class    |           |            |             |                |  |  |   |  |  | Runes |  | Stars          | Creds                     |  |  |
| Move           | Toughness | Armor save | Wounds      | Current damage |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  | Nice picture   | Fluff, special rules, ... |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| XP             | 1         |            |             | 4              |  |  | 7 |  |  | 10    |  | Serious Trauma | 1                         |  |  |

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| Name, class    |           |            |             |                |  |  |   |  |  | Runes |  | Stars          | Creds                     |  |  |
| Move           | Toughness | Armor save | Wounds      | Current damage |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  | Nice picture   | Fluff, special rules, ... |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| XP             | 1         |            |             | 4              |  |  | 7 |  |  | 10    |  | Serious Trauma | 1                         |  |  |

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| Name, class    |           |            |             |                |  |  |   |  |  | Runes |  | Stars          | Creds                     |  |  |
| Move           | Toughness | Armor save | Wounds      | Current damage |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  | Nice picture   | Fluff, special rules, ... |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| XP             | 1         |            |             | 4              |  |  | 7 |  |  | 10    |  | Serious Trauma | 1                         |  |  |

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| Name, class    |           |            |             |                |  |  |   |  |  | Runes |  | Stars          | Creds                     |  |  |
| Move           | Toughness | Armor save | Wounds      | Current damage |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  | Nice picture   | Fluff, special rules, ... |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| Name of weapon |           |            |             |                |  |  |   |  |  | Runes |  |                |                           |  |  |
| Range          | Hits      | Strength   | Damage/Crit | AP/Crit        |  |  |   |  |  |       |  |                |                           |  |  |
| XP             | 1         |            |             | 4              |  |  | 7 |  |  | 10    |  | Serious Trauma | 1                         |  |  |

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| Name, class |  |        |  |          |  | Weight    |  |        |  |            |  | Runes |  |  |  |  |  |  |  |  |  |  |  |
| Max Gear    |  | Engine |  | Handling |  | Toughness |  | Wounds |  | Armor save |  |       |  |  |  |  |  |  |  |  |  |  |  |
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| Name of weapon |  |  |  |      |  |          |  |             |  |  |  | Runes   |  |  |  |  |  |
| Range          |  |  |  | Hits |  | Strength |  | Damage/Crit |  |  |  | AP/Crit |  |  |  |  |  |
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| Name of weapon |  |  |  |      |  |          |  |             |  |  |  | Runes   |  |  |  |  |  |
| Range          |  |  |  | Hits |  | Strength |  | Damage/Crit |  |  |  | AP/Crit |  |  |  |  |  |
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| Name of weapon |  |  |  |      |  |          |  |             |  |  |  | Runes   |  |  |  |  |  |
| Range          |  |  |  | Hits |  | Strength |  | Damage/Crit |  |  |  | AP/Crit |  |  |  |  |  |
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| XP | 1 |  |  |  | 4 |  |  |  | 7 |  |  |  | 10 |  |  |  |
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|                                                                    |  |  |  |  |  |  |  |  |  |         |  |   |  |  |
| Current damage                                                     |  |  |  |  |  |  |  |  |  |         |  |   |  |  |
| Stars                                                              |  |  |  |  |  |  |  |  |  | Credits |  |   |  |  |
| Nice picture                                                       |  |  |  |  |  |  |  |  |  |         |  |   |  |  |
| Fluff, special rules, ...                                          |  |  |  |  |  |  |  |  |  |         |  |   |  |  |
| Seat: Driver<br>Seat: Gunner<br>Seat: Passenger<br>Seat: Passenger |  |  |  |  |  |  |  |  |  |         |  |   |  |  |
| Serious Trauma                                                     |  |  |  |  |  |  |  |  |  |         |  | 1 |  |  |