SprawlZone
Turf War

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This is the seventh edition of Sprawlzone: Turf War, and is copyright 2026 to Philip Benda/ Ishkabibble Fish Games (IFG). We've been working on this game on and off since 1998. This edition is far different from the first edition, which was a much more number-crunchy system, and was the result of taking some of our favorite miniature games and RPGs and mushing them all together into one TTRPG.

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Maxx checked the straps on his gear one last time and slung his ammo bag of extra shotgun shells across his chest. His pistol was secured in its holster on his hip, and he rechecked the placement of the dagger hidden across the small of his back.

The call had gone out about five minutes ago. The Green Triangles had issued a challenge. They were moving in force into Red Menace turf. Scouts had reported they were heading for the parking garages where Maxx's cousin worked. He was a good guy, always willing to let them know when a choice car came in. Then he'd kill the cameras for a few minutes.



Games Workshop (Conversion)



Some glue, paint, and stickers and this group of stacked caps are ready to be placed as scenery on the game board.

Maxx didn't know if the Triangles were aware that the garages were a source of revenue for the Red Menace, but that didn't matter. The Triangles were where they didn't belong.

Tzar Nikita wanted to meet the Triangles as they crossed the construction site behind the garages. Maxx would have to hurry up, or the action might start without him. The Triangles couldn't afford much in the way of armor, so he loaded up his shotgun with flechette rounds and headed out. Time to rumble.



Games Workshop (Conversions)

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Introduction

SprawlZone is a miniature-based TTRPG (table-top role playing game) set in a dark-future, "cyberpunk" Earth. Players create and control gangs that fight for supremacy and survival in this hostile future.

What is a table-top role-playing game?

Like in the game chess, each player (typically two, but there can be more) controls pieces that move across the game board interacting with other pieces. The game is played until one player wins, either by wiping out their opponent's pieces, or by achieving some sort of objective (such as "checkmate").

However, in TTRPG games, players use the table top as a game board. TTRPG games also differ from chess in that the game board isn't a flat surface, but a 3-D space with multiple levels for game play.

Unlike other board games, SprawlZone players using the Campaign Rules will alter their pieces' abilities through experience gained by their actions during a game. Each model becomes a named character in a story, whose stats and abilities will change as they grow and develop.

Another difference from most role-playing games is that each player in SprawlZone has an entire group of characters to play (their gang) instead of a single character. They choose the models, control their actions, and guide all of their destinies.

Why SprawlZone?

SprawlZone is a miniatures agnostic game designed around the idea of bringing any 28mm miniature line together into one game system. This means a gang of Goliaths (**Games Workshop**) can fight a group of Mishima soldiers (**Target Games/Prodos**), while Tempest Gun Mages (**Privateer Press**) slug it out with Yu Jing (**Infinity**) forces. There are no restrictions on what models can be used, since these rules are not meant to promote any line of miniatures.

If the minis are in their collection, players are free to forge them together into a gang of fighters trying their best to survive the difficult future world of SprawlZone. Since all starting gangs have 10 members, you will need 10 models..

Madison knelt in the circle of candles, eyes closed and breathing deeply. Calm. The rest of the gang moved around her, their eyes fixed on her nude form. Each carried an item to welcome her into the gang. She had proven herself worthy.

When they were done with her initiation, she would be a full S+M Sister, complete with the leathers and habit that would mark her as one. A dull buzzing filled the air. She shivered in anticipation. She had looked forward to the tattoos most of all.

Action Heroes and Villains

Like action films, games of SprawlZone have heroes and villains. Players make and control a gang whose leader is the main character/hero. The rest of the gang is made up of the hero's friends (supporting characters - NPC's/men-at-arms/henchmen/etc.). Their opponent plays the villain with a group of henchmen. Although the opponent will believe that they are the hero, and you are the villain.

In most action films, the villain and their thugs get wiped out by the hero and their friends, who emerge with few injuries and limited fatalities from even the fiercest gun battles. Since both players are playing the hero, a lot of liberties are taken with the consequences of the fighters' actions. This is the concept of "Comic Book Realism," which is described in more detail on the next page.

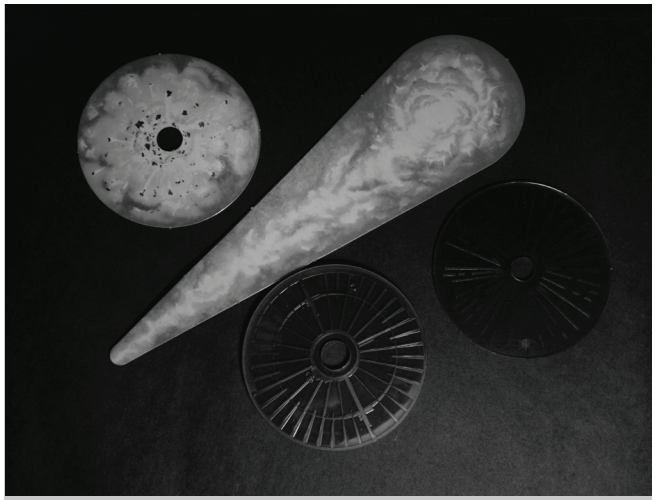
Why are they called "gangs"?

Because "teams" is usually a sports reference and "party" is most often associated with Role Playing Games where each player controls a single character. There are many terms that can be used to describe a group of people operating outside the law. Since this term fits best, it will be used to refer to the groups of fighters throughout the rules of SprawlZone. This can be changed to anything else if preferred: team, party, runners, vigilantes, bands, brotherhoods, squads, etc.

The three parts of SprawlZone

The first section describes how to create and equip gangs of fighters for use in SprawlZone. The second section is the game mechanics, which explains how to move the models around and make them interact with the opponent's models (shooting at them, for example). This section is also used for Skirmish games, which are single game sessions not connected into a Campaign.

The final section is the Campaign section, which contains the rules for developing the gang's fighters. It has an expanded Skills section, rules for Turf, and expanded injury rules. SprawlZone was created to be a Campaign game.



Some commercially available templates.

INTRODUCTION

Concepts

Comic Book Realism

Games like SprawlZone use the principles of "Comic Book Realism". Comic Book Realism is the "Laws of Reality" that governs the worlds of comic books and action films. One example is the never-empty clip. This is common in movies where the hero is armed with two six-shot revolvers, but they never need to reload unless it's to advance the story or makes for a dramatic moment. How many times have the heroes been blown up, shot, stabbed and wrecked their cars in high-speed chases only to get up, slap on a bandage, and keep fighting? If a rule doesn't make sense, try to imagine the events as an action movie scene. A little suspension of disbelief can go a long way towards making the game more relaxed and enjoyable.

Having said that, SprawlZone has also tried to make the game fairly "realistic" without bogging the mechanics and game play down with tons of rules and reams of record-keeping. Almost every rule has some form of an exception. Most of these exceptions come from Skills the fighters can earn by advancing with experience points (XP). Other exceptions come from Gear that allows the fighter to ignore or change a rule in some way.

Dice Rolling Conventions

All dice rolls are made using a 10-sided die (d10). No other dice are needed. The d10 is most commonly used singly for a result of 1-10, with the 0 counting as 10. Two d10 can be used as percentile dice for a result of 01-100, with one d10 read as a 10s die and the other as a 1s die. A single d10 can perform the same function by rolling it twice, with the first roll being the 10s and the second roll being the ones. A single d10 can also be used as a d5 for smaller rolls when needed, or as Odds and Evens instead of flipping a coin.

The shape of the d10 also acts as a pointer. When reading the result of a roll, the die will also point in the direction of the result if that's required. For example, when you need to know which way a grenade bounces if it misses a target.

The rules and tables are designed with a single concept in mind: The Higher the Better. If you are rolling the dice (to hit your opponent or to make an Armor Save for your fighters), it's better to roll a 0 (ten) than a 1. If your opponent is rolling the dice (to hit or wound your fighters), you'd rather have them roll a 1 than a 0.



A pair of 10-sided dice. Most likely made by Chessex.

High rolls are always good or beneficial to *the roller*.

-High rolls hit, low rolls miss

-High rolls save or resist, low rolls fail

-High rolls win, low rolls lose

-Higher stat numbers are better than lower ones

-During an opposed roll, the higher roll wins.

Naturals: A natural roll of 1 is always a failure, sometimes with additional consequences. A natural roll of 0 (ten) almost always has some sort of bonus, such as a critical hit.

d5: Sometimes you will see a d5 Roll. Roll 1d10 and refer to the following table:

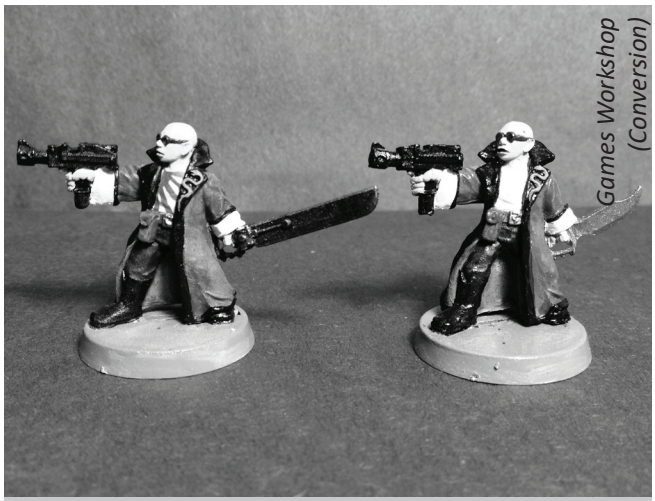
D10 Roll	1-2	3-4	5-6	7-8	9-0
D5 Result	1	2	3	4	5

The White Orchids were well known throughout NEMIS as an all-female gang, mostly of Asian descent. The Waffle Boyz were all skinheads of different races, joined together by their love of Neo-Oi! and Doc Marten's boots. Their turf was adjoining, and relatively peaceful.

The SkarBoyz were known meatheads. They loved pumping iron, shooting steroids, fighting, and wearing chromed body modifications. And they hated the Waffle Boyz.

The Orchids and the Boyz had been partying on neutral turf when the Skars showed up. Things got real quiet real fast as the two sides faced off across the ruined factory floor.

The Skars were not welcome this far north.



Games Workshop (Conversion)

A simple weapon swap and a slight change in paint scheme makes all the difference when using identical models. The same model represents two different gang members, and you can tell who is who. The trench coats are identical (gang "colors"), but the left model has a weapon swap and a graphic t-shirt.

Setting

SprawlZone is set on a dark future Earth, often referred to as a "cyberpunk" setting (*Blade Runner, Total Recall, Cyberpunk: Edge Runners*). Advanced technology is available, and wonders abound, but most of the action takes place in the seedy underbelly of the glistening city. Pollution, poverty, starvation and desperation are all part of daily life in the average SprawlZone game.

The City-Sprawls

As the world's population grew, major metropolitan areas began to spread further and further across the landscape. Eventually, the expanding cities swallowed up entire neighboring towns, converting them into subsectors or districts that often specialize in one aspect of city life (shopping districts, residential areas, etc.). These districts are typically known by their original town names, and they often keep their own elected government. But they are just another part of the ever-expanding sprawl.

A typical sprawl looks like a stain of neon, concrete, and glass spreading across the landscape and up into the clouds. Sometimes natural features are absorbed by the sprawls as well. Hills are razed and valleys filled to create new residential areas and level ground for shopping plazas and parking garages. Entire sectors have turned into massive industrial complexes to support the massive populations.

Security Zones

The insides of the sprawls are divided up into security zones that receive a rating based upon crime rates and the availability of security forces. The ratings run from A+, which include high-security corporate offices and the homes of the super rich, to F. A+ rated areas can have physical defenses like check points and often have private security forces. F-Zones often have little to no police presence. First responders travel here with armed escorts. Public works are almost unheard of, and arrive only when absolutely necessary, usually with para-military security teams. The F Zones are where most games of SprawlZone will take place.

Jetsom Free City

Located on Lake Superior, JFC is a floating collection of ships and boats of all shapes and sizes bound together. At the center of the city are the massive hulks of tankers and freighters that flew the flags of both Canada and the USA. Careful planning has the ships positioned in such a way that the city can move.

The people of Jetsom consider themselves an independent country. Jetsom has it's own constitution and code of laws, upheld by their Lake Marshals. JFC makes it's money from fishing, shipping tolls, and as a trade zone for lake pirates.

Mega-Sprawls

Over time, major cities that had been relatively near each other would find their spreading borders merging them together into one enormous urban jungle: the Mega Sprawl. Mega Sprawls can extend for hundreds of miles and are commonly renamed, despite the continued existence of the cities that were there before the merge.

Triple S California: San Francisco, Sacramento and Stockton have all merged into a single metropolitan complex. Like most sprawls and mega sprawls, the old mayoral seats still govern their particular sectors of the sprawl. These seats make up the Triple S Council, which governs the entire sprawl. This is a typical, heavily urbanized sprawl, filled with concrete and glass.

SoCal Sprawl: Los Angeles, Riverside and San Diego. Unlike Triple S, the SoCal Sprawl hugs the coastline. Feelers from the old LA section extend towards Bakersfield to the north. Only the Mexican border stopped the spreading to the south. Thanks to fault lines, many of the tall buildings commonly found in other sprawls are non-existent here.

NEMIS (New England Metro Industrial Sprawl): Including Hartford, CT, Providence, RI and Boston, MA, NEMIS has swallowed up large parts of Connecticut and Massachusetts, and covers nearly all of Rhode Island. This area is still known as "The Money Belt", with lots of celebrities making their homes in what are called the Green Zones inside the sprawl. CT, MA, and RI are still their own self-governed States.

Any major metropolitan area is a prime spot for a sprawl. And the United States isn't the only country in the world to have generated sprawls or mega-sprawls. Some contemporary cities could be consider well on their way to being a sprawl (Tokyo, London, Dubai, Mexico City).

Types of Sprawls

Single*: centered on one major city.*

Ex*: Chicago, Seattle, Tokyo, London, Rio de Janeiro*

Binary*: two major cities that merge into one, even across state lines.*

Ex*: NY/NJ (New York, NY and Trenton, NJ)*

Cluster*: multiple large cities merging into one.*

Ex*: Triple S California, NEMIS*

Strip*: a cluster sprawl in a long, narrow shape, usually defined by natural features such as a coastline or mountains.*

Ex*: SoCal*

Islands*: Hawaii, Hong Kong and Singapore have been turned from island chains into single sprawling cities thanks to massive bridges and floating city blocks.*

Cities Within Cities

Commonly known as *Archologys*, these are self-contained corporate city-states found within a sprawl. An archology is a massive construct entirely dedicated to a single corporate entity. They can be miles across at their base, and are often a pyramid in design. Archologys are divided into sections or levels dedicated to one aspect of the company that built them. These could be management offices, manufacturing complexes, shipping and storage, residences (worker to executive level), and social areas (shops, restaurants, theaters, clubs, etc.). Each archology has its own (corporate) police force, power supply, water supply, and is run by a Board of Directors. Technically, they are still bound by local laws, but since most will not open their gates to anyone who doesn't work for the company (including local law enforcement), they are often seen as mysterious and sinister.

The Resisters

Not every small town on the outskirts of a metropolis was incorporated into the sprawls as they expanded. A few have made a stand, refusing to sign away land rights or to allow pavers and bulldozers across their borders. Some have even constructed border fences and check points. For all the good it did them. The sprawls may not have absorbed them, but they still swallowed them up. The resisters are now small islands of green in a sea of concrete and steel. Some are nature preserves, some are vacation spots, some are treated like big parks, and a few have become homes and communities for the super rich.

The Outskirts

The sprawls and mega-sprawls are spreading across the face of the globe, but they haven't covered the entire surface. The Earth in SprawlZone hasn't turned into a Coruscant-style world (the Imperial capital world from *Star Wars*) or the future Earth shown in the movie *The 5th Element*. Yet. Small towns and small cities still exist outside the boundaries of the sprawls. Deserts are mostly untouched, national parks and wildlife refuges struggle on against the pollution generated by the sprawls, and economic ruin or natural disaster has turned some areas into ghost towns slowly being reclaimed by the wild.

Elite Police Forces

NEMISIS*: NEMIS has embraced the future with it's dreaded elite police force, NEMISIS. A separate entity from the normal police forces, the NEMIS Investigative Services are highly trained and equipped with the latest technology. Their Strike Teams have replaced normal SWAT forces. Criminals beware.*

NYNJA*: Rivaled only by NEMISIS, the New York / New Jersey Authority is one of the most advanced public police forces in the world of SprawlZone. Officers have jurisdiction in both states, but only within the sprawl.*

Choosing The Setting

The Rules and Campaign sections are both designed around SprawlZone being set in either a sprawl or mega-sprawl. This doesn't mean that all games need to be. With a little tweaking of tables (especially the Turf tables), a game of SprawlZone can be set in a border town on the edge of a desert, inside a corporate archology, in an under-construction district, upon a floating fishing and shipping city in the middle of the Great Lakes, etc. The possibilities are endless. Future supplements are planned that will open up other settings on the SprawlZone Earth. And maybe off of it.

Notes on Technology

The cyberpunk setting of SprawlZone is not the super-tech setting of many science fiction novels and movies. There are no flying cars, hover vehicles, teleporters or hand-held energy-based weapons. SprawlZone gangs cannot hijack a sub-orbital shuttle or use a warp-gate to head to Alpha Centurii. Weaponry is still projectile-based, vehicles are similar to those of today, and humans haven't yet met the nearest cosmic neighbors.

Medical advances have been enormous though, including not only replacement parts but also enhanced replacements (how could a cyberpunk setting not have the cyber?). A lot of technology that does not affect game play has been developed and is commonplace. However, since it has no game effects, it's not included in the rules.

That doesn't mean you can't invent rules for any of this other stuff. Just make sure that those you're playing with agree to whatever you come up with.

NEMIS*: also known as the Green Sprawl or the Wannabe Sprawl, NEMIS differs from other sprawls by it's patchwork nature. Large areas still resist the urbanization commonly found in other sprawls. These areas are known as "Green Zones" and keep the rural feel of pre-sprawl New England, especially in Autumn. They tend to be enclaves of the rich and/or famous, although some still include working farms.*

The MagLev Network is another feature unique to NEMIS. Connecting each of the capital cities with few stops in between, this high-speed train carries commuters vast distances in record time. A passenger can leave one capital city and make a complete circuit of all three capitals in just over an hour.

The Skyway is an elevated highway system created to help keep congestion off the land-bound road system. There are a limited number of off and on ramps. The Skyway requires an access fee to use an on ramp to enter the system. The Skyway is popular with shipping companies and mass transit.

In addition to NEMISIS, there are multiple dedicated police forces in NEMIS, such as the Port Authority and Skyway Patrol..

What You Will Need

Models

Players can use any and all human-type miniatures they own (non-humans may come later). There are many different manufacturers of quality miniatures out there, and most are produced to the same scale (28mm). The majority of miniatures shown within come from Games Workshop. There are also models from Target Games, Bombshell Miniatures, Hasslefree Miniatures, and Urban Mammoth. Feel free to mix and match models as you see fit to represent your 10 member gang. **There are no plans to produce our own line of miniatures.**

It is suggested that all models be based on 25mm round or similar bases. Many of the manufacturers out there sell them separately, so if you have models you want to use that are on a smaller base, you can pick up a package of bases and attach your models. This is suggested as base-to-base contact is used in some situations, and distances are measured from the model's base. A standard base size helps keep everything even. If models are based on different sizes or square bases, this is fine. NEMISIS isn't going to show up on your doorstep and take away your game if you don't rebase everything onto 25mm bases.

WYSIWYG (What You See is What You Get)

Each model on the tabletop represents a single fighter and their equipment. Your opponents are going to make some decisions based upon the look of your models, and you'll do the same based on their models. Since this edition of SprawlZone has done away with points costs for starting gangs, models must be armed and equipped with the weapons and gear that is sculpted on the model.

A model with an assault rifle should not be used as a gang fighter with two pistols and a sword. A model with two pistols should not represent a Gunner with a Heavy Machine Gun. Pick the models you like and equip them as they appear. Small items can be assumed to be in pockets or hidden away on the model (knives, grenades, etc.), and a holster can hold any type of pistol. A model's base can be used to contain large gear you cannot or do not want to attach to the model itself. For example, a MedKit is a large duffle bag or back pack and could be placed by a model's feet.

While there should be no nasty surprises for the opponent, appearances may be deceiving; especially when it comes to armor. Models can appear to wear armor that they don't have, and it can be assumed that it's fake or otherwise decorative. Some armor can be hidden under clothing or made to look like regular clothing (a business suit made of ballistic cloth, for example). The lighter the armor, the easier it is to hide. You won't know if a model with a black vest on is just wearing leathers or has light armor until they are attacked. On the other hand, the heaviest armors cannot be disguised as regular gear.

Altering WYSIWYG Models for Campaigns

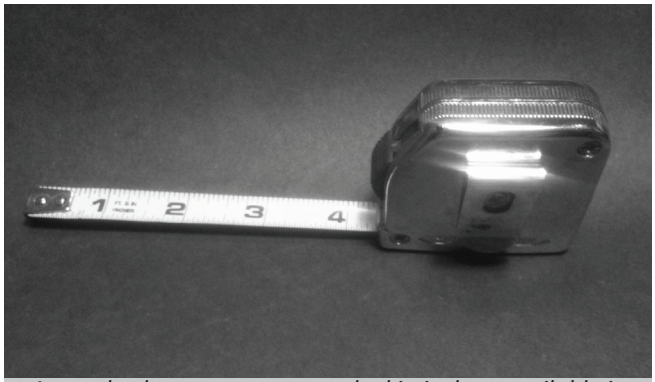
The starting gang needs to be WYSIWYG. Major changes should be represented, but there's no need to cut up and repaint models, or purchase new models, for every change in gear or weapons. If a fighter upgrades from a light assault rifle to a heavy assault rifle, that's fine. However, if they gain the Exotics skill and ditch the assault rifle for a flame thrower, the model should be updated or replaced.

Some Dice

As stated earlier, you will need at least one 10-sided die (d10) to play SprawlZone. Two would be best, as some of the tables are percentile based or require you to roll 2d10 and add the rolls together to get a result. Some d10 are available as 10's dice and 1's dice to make the rolling of percentiles even easier.

A Measuring Device

You need to know how far the models can physically move across the game board, and if your opponent's juicy sitting duck is within range of your weapons. Anything that allows measurement in inches is fine. Tape measures are available in all shapes and sizes from hardware and gaming stores. A straight-edge ruler or a string with 1" intervals clearly marked are perfectly acceptable as well.



A standard tape measure marked in inches, available in most home improvement stores. Some hobby stores sell keyring-sized versions for table top wargaming.

Hell Night 2065: After weeks of escalating gang violence, nearly 10 square miles of NEMIS F-zones went up in flames during an all-out gang war. The Opal Fangs, Crimson Reign, Wyldfyres and S+M Sisters temporarily joined forces to drive the Killer Klowns out of NEMIS.

The Klowns, however, had forged alliances with the Waffle Boyz, Dark Warlocks, and the Sewer Rats. They refused to give up an inch of their turf. Neighborhoods turned into war zones as they fought back.

NEMISIS strike teams reportedly watched from the perimeter. Local police rescued civilians, but refused to let fire and rescue enter the combat zone for days.

Templates and Counters

Although not strictly necessary, these can often make game play much easier. They can allow you to keep track of who's doing (or done) what, and can give clear results that may otherwise be fuzzy with a different method.

Templates are commercially available in clear plastic in a variety of colors. They represent blast areas for grenades or radii for special effects. Some are tear-dropped shaped, which makes them perfect for showing who's getting hit by that nasty flame thrower.

Counters can be made from card or plasticard and used to represent anything that can happen to a model. Damage taken, hiding, using OpFire, and Stunned are just a few examples. Simply place an appropriate counter next to the model it applies to. Whatever makes it easier for you to keep track of a models actions and consequences.

A set of counters numbered 1 through 10 is needed for initiative during a round of game play. These can be custom counters, or scrawled across old poker chips. A single set of cards A-10 could also be used to determine initiative.

Scenery

SprawlZone takes place in a dark, dirty urban environment, which is easily enough imagined. But unlike a normal RPG which is played in the imagination, SprawlZone is played with physical models as game pieces. These game pieces need something to move across, up, and down. This is where scenery comes in.

Anyone who has ever played a miniature war game knows exactly what this is. Entire books have been written on making scenery, both for wargamers and other hobbyists (model railroaders for one), so we won't dwell too much on the actual construction of scenery.

In essence, scenery makes up the game board that the models will fight across. Instead of a black and white checker board, scenery can be ruins, buildings, roads, trash piles, vehicles; literally anything you can imagine and build.

Models will hide behind or in scenery, climb scenery, run around scenery and interact with scenery. Scenery can be as simple or as complex as you like. Just remember, since models need to physically interact with it, scenery needs to be sturdy and there needs to be room for models to easily fit into. Make sure there are flat places to put the models and that any ledges are wide enough and strong enough to support their weight. There's not much worse in gaming than watching a carefully converted prized miniature fall off a catwalk 6" above the table and having its swapped-out weapon snapped off and sent spinning into oblivion.

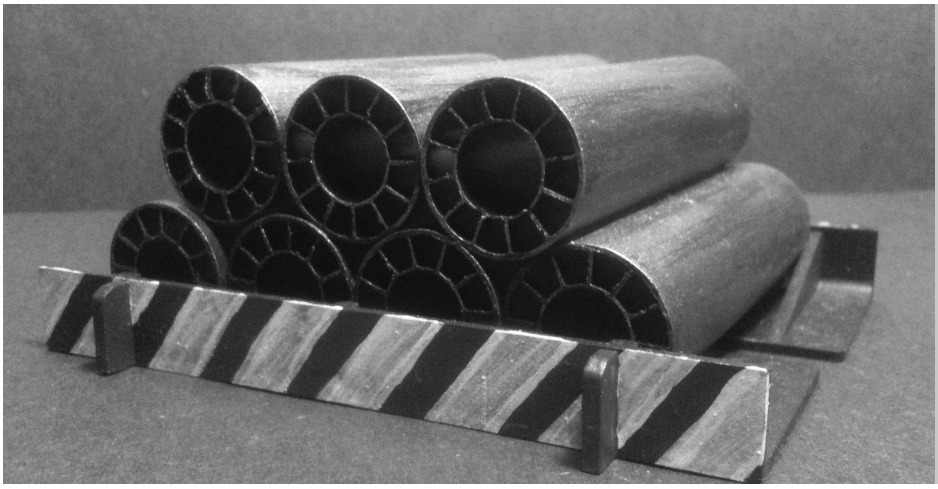
Keep in mind that while the sprawls are cities, they aren't just hundreds of miles of skyscrapers. Industrial parks, manufacturing areas, shopping districts, and suburbs full of tract housing are all part of the sprawls spreading across the landscape.

Parks are also common sights in a city, or maybe your games are in one of the hold-out "green zones." If so, then forests of trees and green grass mats are perfectly acceptable.

Scenery can be scratch-built from specialty materials, purchased as kits from hobby shops, and converted from junk that you almost threw away, but thought "Wow… That's a really cool shape. I could do something with that." Or any combination of the three.

Some players make specific pieces to represent Turf, such as a specific bar in their territory. Some players randomly throw stuff together, such as large pieces of machinery that can be mixed and matched to make a factory. Or maybe a power plant. Some theme their scenery and paint it all in a particular color scheme. Others make each piece completely unique.

One thing to keep in mind is if the piece represents a specific type of terrain (such as Difficult or Impassable). This should either be clear by the type of piece it is, or it has to be explained to opponents before the game begins. (This green stuff is acid, so models cannot move through this area.)



This piece of scratch-built scenery is made from empty register tape cores glued to plastic dividers taken from an old musical cassette tape holder. This is often called "trash terrain."

Since this is a scenery piece, the entire thing was primed black, and then painted with regular hobby paints. The black primer gives the piece a darker hue when finished.

This piece counts as hard cover, and is sufficiently large enough to provide full cover to models placed behind it.

PART I: CREATING A GANG

Choosing The Gang

One of the first things a player needs to do to play Sprawlzone is choose their gang of ten (10) fighters. Each fighter has a specific role that they play in the gang (see table below). Their role dictates the skill lists they will use, and affects their choice of equipment. Players will also need to name the gang and choose any "colors" the gang will use to identify themselves to others on the streets.

WYSIWYG: Starting models physically represent your gang's fighters. Build them the way you want to use them. The fighters main weapon is what the model is physically holding. Any secondary weapons should be represented on the model in some way: a holstered pistol, a sheathed blade, etc. A Gunner armed with a Heavy Machine Gun should not be represented by a model that is armed with a light pistol. There should be no "nasty surprises" in store for opponents. The point is to play with cool models, not spring "gotchas!" on your opponent. The Pts Per Model is only used when hiring new fighters during a campaign.

Starting Skills: Each fighter gets to make one random roll on one of their primary skill lists. Instead of a random starting skill, Leaders start with Leadership Aura, and Gunners have the ability to use Support Weapons. Noobs are just starting out, and start with no skills.

Skirmish Gangs: Skirmish Gangs are created for quick games of SprawlZone that are not part of a campaign. The gangs are created using the same ***Choosing Your Gang*** rules, but none of the Campaign Rules. There are no ***After Hours*** injury checks, no ***Turf***, and fighters gain no rewards from scenarios. Skirmish gangs also use a smaller skills selection.

Where's the Points?: Still want to spend points to make your gangs even? Fine. Campaign gangs get 5000 points and Skirmish gangs get 7500 points to create the starting gangs.

Starting Equipment

After you select your fighters roles, you need to equip them. A brute or samurai may be okay walking around the sprawl with just their fists, but gunners and shooters are going to feel pretty naked without some weapons. Look at the model itself, and select equipment that is actually part of the model (WYSIWYG). Most weapons will be considered "medium" unless they obviously aren't. Models sculpted with grenades may take Open Market grenades. Models sculpted with armor, other wargear or bionics may choose basic versions to make the model WYSIWYG.

When you recruit (spend money to hire) or receive new gang members (for free) during campaigns, they will need to spend money on their equipment. The Open Market lists are weapons and gear readily available to any gang. Simply select the items you want and deduct their cost from your cash for the new members.

Since support and exotic weapons are Black Market items, starting Gunners in campaign games can use the Support Weapons and Exotic Weapons lists found in the Black Market section to select their starting weapon. They only get one weapon and nothing else off the Black Market.

Check out Encumbrance and Death of a Fighter before going crazy with free gear.

Colors

Each gang has something that identifies its fighters to other members, rivals, and law enforcement. These identifiers are the gangs "Colors". Often these are items of a specific color or a symbol that all gang members wear, but they might also be certain affectations that all gang members must adopt, like face paint or helmets. You can make your colors as complex or as simple as you wish. Colors should be based on the model's sculpted appearance and your own painting ability.

Gang Role Table

Role	Type	Pts. Per Model	Primary Skill Lists	Notes
Leader	Leader	350	By Chosen Role	Each gang must have one.
Brute	Brawler	250	Brute/General	
Gunner	Support Weapons	300	Gunner/General	Max 1 for every 10 Gang members
Samurai	Melee Weapons	250	Samurai/General	
Shooter	Gun fighter	250	Shooter/General	
Sneak	Thief	250	Sneak/General	
Tank	Defender	250	Tank/General	
Techno	Fixer/Fabricator	250	Tech/General	
Noob	Newbie	150	Random	Cannot hire as more than half the gang

Leader (1)

The Leader of the gang is your main character. All other fighters are supporting characters. Each gang must have one Leader. The Leader's WILL is used to make Rout tests and help the other fighters recover if Panicked.

The Leader is the only gang member allowed to visit the Black Market and search for rare items during the After Hours segment.

Leaders need to have a role, so you need to choose what type of Leader you're going to have (shooter, samurai, sneak, etc.). Starting Leaders cannot be Gunners or Noobs.

Leadership Aura *(Special): All friendly fighters within the Leader's WILL range (WILL stat in inches) can use the Leader's COOL or WILL stats when making tests, as the Leader's presence inspires them. If the gang fighter should have a higher stat, they will get a +1 bonus to their test instead. As long as the Leader is on the board, nearby fighters will get the bonus, even if the Leader is Injured.*


Target Games (Conversion)

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	4	4	4	4	4	1	4	5	4	11	151

Brute (0-9)

These fighters are the muscle-bound brawler. They love the feel of fist on face, and are often tough as nails. They are not above using close combat weapons or fire arms; they love anything they can used up close, they just take a different approach to it than the samurai. Their primary skill list contains abilities based on the STR stat and being tough.

Brutes tend to love loud, powerful, and brutal weapons. They are more likely to wield clubs, hammers and maces over swords and daggers, but appreciate anything that can do some serious damage, like shotguns and heavy pistols.

Brawn admired himself in the mirror. His physique was ripped. Everything he wore had to be specially made to fit on his awesome form. No one in the Skar Boyz even came close to his sheer level of manliness.

He did have a grudging respect for the Killer Klown's Bigbelly. Not because of his physique. That guy was a fat slob. But he was tough, and he could hit damn hard.


Urban Mammoth

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	3	3	4	3	3	1	4	4	4	6	51

Gunner (0-1)

A specialist type of shooter, the gunner is able to use and maintain exotic and support weapons. This is often the result of military training, or they may be a prodigy with natural talent.

There can be no more than 1 Gunner per 10 fighters in a gang when hired (including other Gunners). If fighters are lost, extra Gunners are not removed if this requirement is no longer met. You cannot, however, hire more Gunners until the proper conditions are back in place. It is perfectly acceptable for the Gunner to be the first hire of the next grouping of ten gang fighters.

Gunners Table	
Total number in gang	Gunners allowed
1-10	1
11-20	2
21-30	3
31-40	4
etc.	+1

Ajax loved his heavy MG. The heft, the kick, the roar, pulping his targets into mist.


Games Workshop

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	4	3	3	3	3	1	4	4	4	7	71

Samurai (0-9)

Samurai is a slang term for fighters that prefer using melee weapons over fire arms. They're the close combat experts of your gang. Many will carry some type of pistol as they're useful weapons in close quarters. Their primary skill list affects the way they fight in close combat with their weapons.

Samurai come in many different varieties. The only thing that unites them is their proficiency with close combat weapons. Swords are not necessary for a samurai, but they do tend to prefer weapons that require more agility and finesse than brute strength.

Carbon nano-steel made for modern blades that matched even the ancient Japanese master sword-smiths. Maybe not in pure craftsmanship, but their strength and sharpness were pretty even.

With a pair of these blades, Sister Silver considered herself a modern Samurai. Anyone attempting to cross blades with her was signing their own death certificate.


Games Workshop

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	3	4	3	3	3	1	4	4	4	6	51

Shooter (0-9)

Shooters are gang fighters who primarily use ranged weapons. Most often this is a fire arm of some type, such as pistols, shotguns, or rifles. However, some prefer to use high tech versions of older projectile weapons, such as crossbows or even bows. Many are dependent on their weapons, and feel lost without them. Their primary skill list affects the way they use their weapons of choice (even the older style weapons).

No two Shooters are alike. Dual pistol wielding gunslingers, snipers, bow hunters and masters of throwing weapons are all types of shooters.

Junko just didn't understand Lithe. Why anyone would prefer to not use a gun in this day and age just didn't make any sense.

Okay, so she got a tighter cluster on the targets than he did, and she carried so many it seemed like she never ran out, but they couldn't match his range or stopping power. Then again, her knives were quiet and never misfired.


Urban Mammoth

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	4	3	3	3	3	1	4	4	4	6	51

Sneak (0-9)

These fighters are experts at stealth, striking from the shadows, getting into places, and generally being a nuisance to other gangs. They can find out another gang's secrets, steal their stuff, and ambush their members. Their primary skill list is heavily based on subterfuge.

Most sneaks are not well suited to standing toe-to-toe with other gang fighters, preferring to strike from ambush. Sneaks can function as scouts, assassins, spies, thieves, or in any position that requires stealth and secrecy. They tend to prefer small, easy to conceal weapons.

The fire fight raged around him. Roger knew he was their only hope to escape the Crimson Fang's trap. He had his scanner and tools out, and was working feverishly on the keypad lock that was blocking their escape. He popped the panel, spliced in his code generator and let the little dedicated computer do its work. Seconds later the lock clicked and the door slid open on a darkened hall. Time to get the hell out!


Games Workshop

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	3	3	3	4	3	1	4	4	4	6	51

Tank (0-9)

These fighters are the tough guys of the gang. They tend to have an iron constitution, and can soak up damage that would take another fighter out. While they love a good throw-down, they will not hesitate to use close combat weapons or fire arms. Their primary skill list contains abilities based on the CON stat.

Tanks tend to appreciate a good suit of armor, but their sheer physical toughness means that they often just don't need it. Coupled with damage reduction skills and the ability to quickly recover, these fighters are tough to take down and keep down.

Yama stood unbroken. The trio of Crimson Reign lookouts were hitting him with everything they had, but it barely moved him. He slashed at one with his knife, and kicked another. He wasn't trying to take them down, his job was to keep their attention.

He saw the last of his mates slip into their hideout as another blow he barely felt landed. Time for phase two.


Target Games

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	3	3	3	3	4	1	4	4	3	6	51

Techno (0-9)

These fighters are non-combat specialists. They do a lot of the behind-the-scenes work necessary to keep the gang rolling. Their skill list includes skills that require a lot of training, and which are difficult to learn but are very useful. Some are gifted individuals (prodigies) with a knack for the tech stuff, while others are highly trained individuals; perhaps ex-military or corporate renegades.

Technos can work on weapons, armor, and human bodies. This variety of skills makes them individuals highly prized by gang leaders. It can also make them primary targets of rival gangs.

The F-Zones were a horrible place to live, and Wyatt knew that he didn't stand much of a chance on his own out there. Luckily, the Opal Fangs had taken him in. In exchange for protection, he made sure they were well equipped. Everyone's weapons were taken care of, and he had a decent workshop hidden beneath an abandoned Chinese food stall, where he could make them custom guns and ammo.


Games Workshop (conversion)

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	3	3	3	3	3	1	4	5	4	6	51

Noob (0-1/2 Gang)

Noobs are trying to become full-fledged gang fighters. They are inexperienced and looking to prove themselves. Many are youths from the local neighborhoods, but they can also be adults new to life on the streets.

When you are hiring Noobs, you cannot hire so many that they make up more than half your gang. It is possible to have a gang that is more than half Noobs due to loses. As Noobs advance, they will get randomly determined stats or skills until the become real fighters at 6th level.

Graduation*: At Level 6, Noobs become a regular gang fighter, and need to decide which Role they will perform. This locks in their skill choices according to their new Role. If a Noob has managed to get two or more Tech skills, they may graduate into a Techno. Noobs cannot graduate into Gunners.*

Noob's Panic*: Noobs are subject to Panic at all times as they are either young and/or inexperienced. When a Noob gains enough experience to graduate into a regular fighter, they lose* Noob's Panic*.*


Games Workshop

M	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA	LEVEL	XP
10	2	2	3	3	3	1	3	4	4	1	0

Stats

A models statistics (Stats) determine how effective the fighter they represent is in certain combat situations. Stats tell how good a fighter is at shooting or with melee weapons, how tough they are, how cool they are under fire, and whether or not their opponents will get the drop on them.

Every fighter has 10 stats on their profile which reflects each roles strengths. During a Campaign, fighters will grow in experience and their stats will change depending on how you want them to develop.

Every time a fighter gains enough Experience Points (XP) to go up a level, they can chose to either improve a random stat or gain a new random skill.

Character Role Stat Profiles										
Role	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA
Leader	10	4	4	4	4	4	1	4	5	4
Brute	10	3	3	4	3	3	1	4	4	4
Gunner	10	4	3	3	3	3	1	4	4	4
Samurai	10	3	4	3	3	3	1	4	4	4
Shooter	10	4	3	3	3	3	1	4	4	4
Sneak	10	3	3	3	4	3	1	4	4	4
Tank	10	3	3	3	3	4	1	4	4	4
Tech	10	3	3	3	3	3	1	4	5	4
Noob	10	2	2	3	3	3	1	3	4	4
Maximum	11	10	10	6	6	6	½ CON	10	10	10

MOVE (Move): This is the number of inches a model may move in a single action. Using both actions to move is considered a Run. Move is the only Stat that cannot be increased during Campaign games.

RA (Ranged Attack): The fighters ability to hit a target with projectile weapons. This includes everything from guns to bows and thrown weapons. If the RA stat is ever reduced to 0, the fighter is out of the game (KO'd). Models that start with a RA score of 0 cannot use ranged weapons (animals, for example).

CC (Close Combat): The fighters ability to use weapons in hand to hand combat. Fighters with a very high CC stat may overwhelm their opponents in close combat. If the CC stat is ever reduced to 0, the fighter is out of the game (KO'd).

STR (Strength): Strength affects an opponents armor saves in close combat. Fighters with a higher STR are more likely to pierce their opponent's defenses and wound them. STR can also be used to perform feats that require brute force through a STR test, such as forcing open a door.

Strength Armor Save Modifiers										
STR	1	2	3	4	5	6	7	8	9	0
Mod	+2	+1	0	0	-1	-1	-2	-2	-3	-4

AGI (Agility): This is the ability to dodge, move through areas of rough terrain, and avoid certain hazards of city life, such as moving vehicles and falling objects. Fighters with higher AGI stats will have easier times moving across narrow places, such as catwalks and ledges, and will have a better sense of balance.

CON (Constitution): The fighters physical fitness and general health. CON is used to affect recovery rolls and to resist poisons or drugs. The CON stat is also used to resist Stun effects. In a campaign, CON also determines maximum hit points. CON is not necessarily pure muscle.

HP (Hit Points): The number of wounds a fighter may take before becoming impaired. HP may never be higher than 1/2 the model's CON. All fighters start with 1 HP. When HP reach 0, the fighter fights at -1CC/-1RA. Fighters can actually take more damage than their HP seems to allow. Depending on Injury Rolls during the game, they can also take less damage than their HP stat seems to allow.

In Campaign games, having multiple hit points also lets a fighter heal faster. Fighters that are KO'd, but with "extra" HP left at the end of a game may shorten any recuperation time by the number of wounds they have left. However, they will start their next game with only the HP they had left after the game where they were injured.

COOL (Cool): How together the fighter is when under fire or in a stressful situation. Cool is used to resist or break being pinned down by enemy fire (Shock) and in many other situations that test a fighter's nerve.

A Note on Movement: *With a scale of 1" to 3' a typical human movement rate would be over 14. This aligns with movement rates in many RPGs. It doesn't align with the "10" used throughout SprawlZone. So, assuming at least a semi-cautious movement, the rate was moved down t0 10. In scale, fighters cautiously move 30 feet per action, and can run 60 feet per round using both actions to Move.*

WILL (Will Power): A measure of the fighters leadership and intellectual strength, Will Power is used for Rout tests, intelligence-based tests and in psychological situations.

REA (Reaction): The reaction stat is a mix of initiative and perception. It covers how quickly the fighter acts in combat, and how well they perceive their surroundings. Fighters with a high REA are more likely to notice things like hidden enemies through one of their physical senses. They are also more likely to act first in a combat phase, which can be a huge advantage as they may be able to take enemies out before they can act against the fighter.

Mysti had the agility of a cat, which came in handy in her line of work. She strolled nimbly along the ledge, 40 feet above the street, to the unguarded window.

Stat Tests	
Value	d10 Roll
0	10+
1	10+
2	9+
3	8+
4	7+
5	6+
6	5+
7	4+
8	3+
9	2+
10	1+

Avery has one HP. They take a wound, which reduces them to 0 HP. The Wound Roll is a 1 (Just a Scratch), which allows them to keep fighting. However, they fight with a -1CC/-1RA due to the wound. This model gets hit 3 more times, all with Wound Rolls of 1. They've taken 4 wounds, but are still in action unless either their CC or RA stat has reached 0. When either stat is reduced to 0, they are KO'd.

Barbosa has 3 Hits. They take a wound, reducing them to 2 Hits. However, the Wound Roll is a 9, which takes them out of the game.

During the After Hours segment, Barbosa rolls an injury that requires them to miss 2 games. However, they have 2 HP left, so they can return next game (Miss 2 games – 2 leftover HP = 0 Missed games) but they will start the next game with only 2 HP instead of 3. Their speedy recovery isn't totally healed, and they only had 2 HP left at the end of the last game.

If Barbosa had been reduced to 1 HP, they'd have to miss 1 game instead of 2, and could return the following game, but with only 1 HP left. The only way to return with full HP is by missing all required games.

Stat Tests

At times fighters may be required to make a test vs. a certain stat (COOL Test, STR Test, etc.) to determine an outcome. Refer to the Stat Tests chart to find the roll needed to pass the test. Stat tests are taken at the start of a new round, or when an action/skill is performed.

STR Test: Used to perform feats requiring some muscle. Forcing open doors, or keeping them closed. Lifting things.

CON Test: Used to resist stuns, drugs, or poisons the fighter may encounter. Tear Gas, hallucinogens, weapon venom, and even poisonous bites can all be encountered on the streets of Sprawlzone.

COOL Test: Most often used to resist Shock and Panic, which are conditions a fighter will encounter in combat.

WILL Test: Leaders can make these tests to bend others to their way of thinking, and Sneaks use Will Tests when using their *Bypass* skills to defeat locks and traps.

REA Test: REA tests are made to notice something that may not be obvious, by using one of the fighter's senses. While you may not be able to *see* the enemies hiding behind the low walls, you may well *hear* them moving around or maybe even *smell* them.

All fighters may make a REA Test to spot Hidden enemies. There is a +1 bonus if the Hidden opponent is within their Reaction stat in Inches. There is a -1 penalty if the opponent is over x2 reaction stat in inches. Maximum range to spot hidden enemies is 3x the REA stat, but this may be modified by lighting conditions or other issues.

Modifiers: Depending on the situation, a modifier of +1 or -1 may be added to any stat test. +1 is added to the roll for an easier test, -1 for a more difficult test.



A gang fighter's role affects their stat line. Is this fighter a Samurai, making him more dangerous with that blade, or a shooter who will prefer the gun? Maybe a Brute?

Skirmish Skills

When playing the skirmish version of SprawlZone, each fighter created will get one skill from one of the following lists. Even Leaders and Gunners. Noobs, as inexperienced gang fighters, do not get to roll a skill.

Roll the skills for each game played, even if using the same gang over and over. While most of these skills are part of the campaign game, some of them differ from their campaign counterparts.

If multiple games are played in one session, and all players agree, players may keep the skills they have rolled up for all games played with this gang during the session.

General Skills (all Roles)		
Roll	Ability	Description
1	Alertness	When used on guard duty, the fighter may reroll all failed REA Tests. The second roll applies.
2	Climb	The fighter may climb areas without plentiful hand holds at normal speed. If they have the *Dash* skill, they may use it when going up ladders or other areas with plentiful hand holds.
3	Confident	The fighter can reroll all failed COOL Tests. The second roll applies.
4	Dash	When doing a Run action, the model moves 3x instead of 2x. The fighter must rest for one round (they may perform two normal actions except moves) before they can dash again.
5	First Aid	Fighters with this skill can modify a friend's Recovery rolls with a -1 bonus when the models are in contact on the game board.
6	Inspirational	The fighter can give friendly models aid if they are pinned or shocked. If they are within 3", the friendly models add +1 to their rolls due to encouragement from this fighter.
7	Nerves of Steel	Nothing fazes this fighter. They may reroll all failed Panic and Shock tests. The second roll applies.
8	Pugilist	An expert with their fists, the fighter can make close combat attacks without weapons. When unarmed, they may still add their CC Stat to attacks rolls. Opponents get a +1 AS.
9	Scout	Fighters with this skill are placed on the game board after all other set up is complete. They may be placed anywhere on the board except in an opponent's start zone, and must be Hiding when the game starts.
10	Specialist	+1 to hit with a specific type of weapon, either ranged ("light pistol" for example) or close combat (such as "sword"). Most likely the weapon the model is sculpted as using.

Brute Skills		
Roll	Ability	Description
1	2 Weapon Combo	The brute can use 2 close combat weapons with only a -1 Off-hand penalty.
2	Combat Monster	The brute loves taking on more than one enemy, and gets a +1 to hit whenever in close combat against multiple opponents. (+1 vs. 2 opponents, +2 vs. 3 opponents, etc.)
3	Crushing Blow	The brute may reroll To Wound results in close combat. The second roll applies.
4	Headbutt	A surprise bonus close combat attack. Opponents have a CC of 0 due to the surprise. The attack is +1 to wound if wearing a helmet or -1 to wound if opponent is wearing a helmet, but the fighter isn't. Usable once per opponent per game. May not be combined with *Stunning Blow* skill.
5	Hurl	After making a successful attack, the brute may hurl an opponent their STR in inches in a chosen direction instead of causing damage. This will break Close Combat.
6	Mighty Strike	All close combat attacks get an additional -1 AS penalty.
7	Stunning Blow	The brute may attempt to subdue an opponent they defeat in close combat instead of causing wounds. Their opponent must fail their Armor Save, then make a CON Test for each wound, or become KO'd.
8	Thick Skin	All Wound rolls made against the brute have a -1 penalty.
9	Thunder Strike	A close combat attack that causes d5" of Knockback on top of normal damage.
10	Vicious Assault	When engaging an enemy target, the brute adds +2 to hit instead of +1 for the first round of close combat.

Gunner Skills		
Roll	Ability	Description
1	Bulls Eye	If the gunner spends one action aiming, they may chose the Hit Location of their next attack. This skill can carry over into another round.
2	Crack Shot	-1 to all of their target's cover modifiers
3	Dead Eye	-1 to all of their target's armor saves
4	Eagle Eye	The gunner may freely chose any target within their front and peripheral fire arcs. There is no additional penalty for firing at a target in the peripheral arc.
5	Gun Smith	This fighter upgrades a gun to +1 to hit. If using the Points option, they create a gun for free. Randomly determine an already chosen gun, and you may re-spend those points.
6	Lock On	Reroll a single missed ranged attack each round. May not be used with Full Auto attacks.
7	Marksman	+1 to rolls on the Wound Table when using ranged weapons.
8	Munitions	The gunner creates a random type of special ammo for one of the gang's weapons (for free) or they may Rearm d5 fighters with normal ammo (ignore first failed *Out of Ammo* checks for those fighters).
9	Set Up	The gunner can combine Hide and Op Fire into a single action. Since setting up Op Fire takes two actions, this cannot be used as a second action.
10	Weapon Tech	The fighter is an expert at maintaining, fixing, and keeping weapons in good working order. Add +1 to the entire gang's Clear Jam rolls for the game.

Castle peered down the barrel of the disassembled rifle and sighed. No wonder the damn thing had jammed up on Beefcake during their last fight. The dumb ass had probably been using it to dig holes or something because he was bored by guard duty.

Castle selected a thicker brush off the workbench and started cleaning the grit out of the barrel. No way this gang would survive without his skills.

Flick knew he was in the fight of his life against Lily White of the Crimson Fangs. She was deadly with bladed weapons. But Flick knew a trick that had earned him name. Seeing an opportunity, he gave his wrist a twist and flicked the sword from her hand, sending it spinning down the alley.

"She's mine!" he thought. Until she coolly back-flipped away from him and drew twin long knives. Oops.

Samurai Skills		
Roll	Ability	Description
1	2 Weapon Combo	The samurai can use 2 close combat weapons with only a -1 Off-hand penalty.
2	Counter Attack	When engaged by an enemy, the samurai attacks back with full engagement bonuses. This is a simultaneous attack that uses no actions.
3	Counter Strike	If the samurai is the defender, and wins the close combat roll by 2 or more, they may attack their opponent without using an action, and with normal close combat bonuses.
4	Deadly Strike	The samurai adds +1 to all rolls on the Wound Table when in close combat.
5	Disarm	Disarm replaces an attack action. If the attack succeeds, make a STR vs STR test. If successful, the opponent's weapon is stripped away. They may not use it for their next set of actions, but it is recovered for future use. If the samurai is the defender, and they win the roll by 2+, they may attempt to disarm without using an action.
6	Disengage	The samurai can leave close combat by making a successful COOL Test. Place the models 2" apart. If the test is failed, the combatants are still locked in close combat.
7	Dodge	The samurai gets an AGI Test to avoid being hit by an opponent's close combat attacks. If successful, the strike misses. If failed, roll location and armor save as normal.
8	Lethal	All successful close combat attacks have a -1 AS penalty.
9	Sweep/Throw	Replaces a Close Combat attack. A successful Sweep will force the opponent prone and cost them one action to get back up. If the opponent fumbles a close combat roll (attacking or defending), the samurai may throw them in any direction (AGI in inches).
10	Tumbling	Add +1 to close combat attacks when attacking or -1 to opponents close combat attacks when defending.

Shooter Skills		
Roll	Ability	Description
1	Bulls Eye	If the shooter spends one action aiming, this skill allows them to pick the Hit Location with a shooting attack if it's their next action. This skill may carry over into another round. This skill may only be used with ranged weapons.
2	Crack Shot	The shooter knows how to ignore their target's cover, and get a -1 to all Cover modifiers.
3	Dead Eye	The shooter aims for weak spots in armor. All successful shooting hits add a -1 penalty to all Armor Saves.
4	Disarming Shot	If successful, this attack does no damage. Instead, it knocks the held weapon out of the target's hand. The target may not use the weapon for their next set of actions, but it is recovered for future turns. Make a Tech Roll to see if it's damaged or still usable.
5	Eagle Eye	The shooter may freely choose any available target within their front and peripheral fire arcs. They also have no penalty for shooting at a target in the peripheral arc.
6	Hip Shot	This skill combines a move action and a fire action into a single action. There is a -1 to hit penalty, and sights cannot be used.
7	Marksman	The shooter adds +1 to rolls on the Wound Table when using ranged weapons.
8	Munitions	The shooter creates a random type of special ammo for one of the gang's weapons (for free) or they may Rearm d5 fighters with normal ammo (ignore first failed *Out of Ammo* checks for those fighters).
9	Quick Shot	The shooter may attack twice with a weapon as a single action. The second attack is at -2 to hit. Full Auto weapons do not suffer the penalty for the second attack due to their high rate of fire. May not be used with single shot or one shot weapons.
10	Sniper	The shooter is an expert at targeting at long ranges. They must take one action to prepare before firing, and may then reroll missed shots at long range. When armed with a sniper rifle long range uses medium rolls, and snipers get to make Extreme range attacks useing long range target rolls without having to roll a 10 first. This skill may not be used with full auto attacks, and may not be used with thrown weapons, exotic weapons, or support weapons.

Sneak Skills		
Roll	Ability	Description
1	Ambush	When successfully attacking from the Rear or Flank, the sneak adds +1 to the Wound Table roll. This skill is usable with close combat attacks and when shooting.
2	Back Stab	When attacking from the rear arc in close combat, the sneak may force an opponent to reroll a successful Armor Save. The second roll stands.
3	Blind	The sneak tosses a handful of something into an opponent's face. Make a CC attack roll. If it hits, the opponent must make a REA Test or be Blinded for their next set of actions. If it misses, the opponent has defeated the attempt. The opponent may not strike a blow in return if they posses a skill that might allow it.
4	Bypass	With a successful WILL Test, the sneak can defeat locks, electronic locks, security systems, surveillance equipment and traps.
5	Evasive	A sneak with this skill makes it difficult to land a solid hit in close combat, and can force opponents to reroll a single Wound roll each round. The second roll applies.
6	Hard Target	The sneak ducks and dodges as they move. Attacks with ranged weapons have a -1 to hit the sneak at Short and Medium range, and -2 to hit at Long range.
7	Nerve Strike	On a successful attack, this strike Stuns an opponent instead of doing damage. Two successful nerve strikes in a row will KO an opponent.
8	Nimble	The sneak is an expert at moving across narrow objects, such as ledges, tightropes, high wires, and the tops of walls; objects other fighters cannot move across. They may not Run across these objects. If hit while moving in this way, make an AGI Test to see if they fall.
9	Quick Throw	The sneak may throw two weapons as a single action. If used with grenades, they will automatically scatter.
10	Vanish	The sneak combines a Move action and a Hide action into a single action.

Tank Skills		
Roll	Ability	Description
1	Absorb Blow	All close combat attacks against the tank have a -1 wound roll.
2	Damage Damper	The tank gets a +1 to their Armor Save against weapons with a blast radius or other area of effect.
3	Fireproof	The tank may reroll all saves and tests against Immolation effects and heat-based attacks. The second roll applies.
4	Hold the Line	The tank gets a reaction attack at -1 to hit whenever an opponent moves within 1" of the model. When defending an obstacle, the tank may reroll a failed attack or other action (such as holding a door closed) once per round.
5	Immovable	The tank is resistant to knockback attacks. Their opponent must roll two dice for the knockback, and must use the lesser of the rolls.
6	Iron Constitution	The tank may reroll failed saves against drugs and poisons. The second roll applies.
7	Persistent	The tank may reroll all failed saves against stunning and subdual attacks. The second roll applies.
8	Shrug it Off	The tank ignores wound penalties obtained during the game.
9	Thick Skull	The tank is hard to keep down. They get a -1 Bonus to all in-game recovery rolls.
10	Warcry	The tank utters a blood-curdling war cry, forcing all opponents within their WILL stat in inches to make a Cool Save. If they fail, they must target this Tank.

Captain Hu knew that something wasn't right in NEMIS. Someone was moving in the shadows, and he didn't like the rumors that he was hearing. "Slinky" had come through with a solid tip: three of the color gangs had joined together and were going to raid a known hangout of the Opal Fangs. Those gangs hated each other, so why would they band together?

When the NEMISIS Strike Teams arrived, the action was over. Blue Circle Bruisers, Red Menace, and Yellow Scarves had been seen fleeing the scene. Slinky had been right.

The weird thing was, Opal Fangs and Crimson Fangs were found together inside the hideout. Like they were fighting together against the invading gangs.

Techno Skills		
Roll	Ability	Description
1	Armor Smith	Upgrade one piece of armor from light to medium or one armor add-on from medium to heavy.
2	Armor Tech	Experts at adjusting, repairing and enhancing armor, the techno "tweaks" the gang's armor before the game, allowing all gang fighters to reroll their first failed armor save of the game
3	Boost	A single weapon gets a boost of +1 to hit (ranged) or -1 AS (close combat) thanks to the Techno modifying it. The boost is temporary, and will only last a single game.
4	Bypass	With a successful Will Test, the techno can defeat locks, electronic locks, security systems, surveillance equipment and traps.
5	Demolitions	The techno creates a random grenade. Roll a d10. On a 10 they create another one. As long as they keep rolling 10s, they keep making random grenades.
6	Fabricator	The techno creates a single piece of Gear worth up to $500 that may be assigned to a fighter.
7	MedTech	The techno has medical skill. They may aid Injured fighters with a -2 to recovery rolls as long as they get into base-to-base contact.
8	Munitions	The techno creates a random type of special ammo for one of the gang's weapons (for free) or they may Rearm d5 fighters with normal ammo (ignore first failed *Out of Ammo* checks for those fighters).
9	Upgrade	A single piece of technological gear gets either a +1 bonus to use or allows a reroll with a failed test when using that piece of gear, whichever is appropriate. The second roll applies.
10	Weapon Tech	The techno is an expert at maintaining, fixing, and keeping weapons in good working order. Add +1 to the entire gang's Clear rolls for the game.

The Open Market

The open market is where gangs go to purchase commonly available gear and weaponry. All items listed are readily available from a wide variety of vendors and shops. Simply find the item and pay the listed cost. As long as the funds are available they can purchase as many Open Market items as they want. If an item cannot be found on these lists, try looking for it in the Black Market section.

The combined Open Market, Black Market, and Cybernetics sections make up the complete list of gear that can be purchased for gang fighters.

The Black Market

Black Market items are not readily available to anyone. They can only be purchased by the Leader on special trips during the After Hours segment. This is the place to find support weapons, exotics, grenades, military tech, and even things available in the open market. These are often at a discount, because they're probably stolen. Black Market items can be sold to the open market during a campaign, but only at a fraction of what it's worth.

Encumbrance

There is a limit on the amount of equipment a fighter can carry. Fighters can carry no more than six "hands" worth of weapons. So a fighter could carry 3 two-handed weapons or six single handed weapons, or any combination of the two. Support Weapons are considered 2-handed weapons, but are heavy pieces of gear, so Gunners are limited to carrying just one. These need to be modeled on the figure.

For other gear, keep it reasonable. A fighter is trying to stay alive, so light and quick is the way to look at the fighter's gear. Giving a medkit, which is the size of a backpack or satchel bag, to a fighter armed with a medium sniper rifle as main, light assault rifle for back-up, and a 2-handed hammer for melee may not be the best idea.

Armor

Armor is purchased by each location it will cover. Use the Location chart in the Wounding section as a reference. Armor covers all sides of a location. If a fighter wants to be wearing an armor jacket, they will need armor for their Chest, Abdomen, Right Arm and Left Arm (four locations). If they want armor pants, they need the Right Leg and Left Leg. So if you have gladiator-style models, they only need to buy armor for locations actually sculpted on the model.

Bruno finished wrapping the electrical tape tight around the cloth scraps on the end of the iron pipe. Some type of broken valve at the opposite end gave the makeshift club a little extra weight at the impact point. Why spend extra money if you didn't have to? He gave his new weapon a few practice swings.

Armor add-ons only cover one part of the location they're bought for. Greaves will protect the leg from frontal attacks. Multiple add-ons may be purchased to cover a location from the front and back.

Campaign Weapons

The Open Market lists are weapons readily available to new gangs. Simply select the ones you want for each model based on what the model physically possesses.

Campaign gangs start with no Black Market items. However, support and exotic weapons are always Black Market items, so this rule is bent a little for starting Gunners. Each Gunner can chose a single support or exotic weapon during creation. They may chose nothing else from the black market during creation.

Campaign Gear

Only items listed in the Open Market are available to new campaign gangs. Because of WYSIWYG, if a model has a piece of gear that is listed in the Open Market, it may be given to the fighter in the starting gang. Extras may not be chosen and put in the stash for later.

Campaign Armor

Models sculpted wearing obvious armor can start with either light or improved light armor. All other armors must be purchased through the Black Market during the After Hours segment. The heavier armor variants are reserved for police and military use.

If the models are sculpted wearing armor add-ons, they may also be chosen as starting gear, but only in the light and medium versions.

Savings (Campaigns)

Cybernetic enhancements, black market weapons, and lots of other gear are not available to a brand new gang. These things tend to be expensive, so saving up for them may not be a bad idea. Profits not spent during After Hours can be saved in the gangs Stash.

Extra weapons and gear may also be kept in the gangs stash. These may be given to any fighter between games so long as the fighter can use them.

Ambrose couldn't believe his luck. His big brother had invited him to join up with his crew, the Dark Warlocks. All he had to do was get his own gear, so here he was in Gun-Mart looking over pistols. He had enough for one of the smaller pistols, but he wanted a big one.

He eyed the store guard with the shotgun. The guard was eyeing him back. Maybe boosting one wasn't a good idea. He chose a light pistol, some ammo, and went to the front counter to pay for it.

Death of a Fighter (Campaign)

If a fighter dies, all the gear and weapons they're carrying may be lost as well, either through damage or looting by the enemy. See ***Looting the Dead*** in the ***After Hours*** section. In a Skirmish game, all gear is lost with the fighter.

Tech Level (Campaign)

Most equipment has a Tech Level that is used when ***Looting the Dead***. Roll 1d10 for each piece of equipment the deceased carried. If the roll is equal to or less than the Tech Level of the item, it is broken or otherwise damaged beyond repair.

Selling Old Equipment (Campaign)

As gang fighters advance, they may want to upgrade their stuff. Maybe they gained a new skill (like *Exotics*) or they've increased their stats (with a higher RA, the Gunner needs a Heavy MG instead of a Light MG). Or someone's died and the gang managed to salvage their equipment. They now have extra stuff, but could use some cash.

All normal equipment may be sold back to the open market for 25% of its cost. Gangs are very hard on their stuff, so the vendor is going to have to do some refurbishment in order to resell. They can try to get a better price selling to the Black Market, but only the Leader has access, so if they're laid up healing, the gang will have to settle with the open market prices.

A gangs starting equipment may only be sold back if the gang fighter who possesses it is getting an upgrade or has died. This is to stop new gangs from overloading on free equipment and then immediately selling it for cash. Remember, they only get starting equipment for WYSIWYG.

Jordan hated baby-sitting the snot-nosed Noobs that kept trying to join up with the Starboyz, but here he was, hunting for Rude Boiz with some kid ready to pee his pants. Granted, the kid was big, but Jordan doubted he knew how to make use of his size. At least he could hold a gun steady.

Jordan dropped to a crouch and the kid copied him. Gesturing to the kid to keep quiet, Jordan readied himself for the attack. Someone was coming up the stairwell in front of them. The shadow was too thin, definitely not one of their Starboyz. It did seem familiar. The shadow looked bald, which fit with the Rude Boiz style. The footsteps rang with each step, a clang of metal on metal with the rattle of chains.

The stranger stepped through the doorway. Jordan leapt to his feet, baseball bat poised to knock their head off. He froze, blood chilled and mouth dry.

Sally Suicide smiled sweetly. "Well, hello boys." She opened fire with her twin SMGs. Jordan collapsed in a bloody heap on top of the noob, who did wet himself.



Following WYSIWYG, these two gladiator-style samurai could purchase armor for their left arm and leg, chest and abdomen. They could also buy bracers, helms, and grieves, but do not have to. They have pistols, close combat weapons, and the popular "elf" type skinjob.

Scott looked up as the gang leader settled the helmet upon his head. The horns weighed more than he imagined they would, but he squared his shoulders and raised his head in pride.

Odinsson grinned down at him. He was now a full fledged Viking, proudly wearing the purple and yellow horned helmet of his gang. "Scott" was no name for a Viking. Scjorn was his name now. A real Viking name. The Vikings howled and stamped their approval.

Close Combat Weapons	
Type	Cost
Hand Stunner	75
Blade	50
Club	50
Maul/Hammer	50
2-H Blade	100
2-H Club	100
2-H Maul/Hammer	100
Pole Arm	125
Chain	35
Whip	35

Open Market Grenades	
Type	Cost
Concussion	5
Flash	5
Smoke	10

Archaic Weapons	
Type	Cost
Short Bow	150
Long Bow	200
Light Crossbow	200
Heavy Crossbow	300
Throwing Stars/Daggers	20

Pistols	
Type	Cost
Light Pistol	100
Medium Pistol	150
Heavy Pistol	200
Light SMG	150
Medium SMG	200
Heavy SMG	250
Hand Flamer	200
Needle Pistol	300
Hand Bow	150
Stun Pistol	75

Rifles	
Type	Cost
Light Semi-Auto Rifle	100
Medium Semi-Auto Rifle	150
Heavy Semi-Auto Rifle	200
Light Assault Rifle	150
Medium Assault Rifle	225
Heavy Assault Rifle	300
Shot Gun	200
Light Sniper Rifle	200
Medium Sniper Rifle	300
Heavy Sniper Rifle	400

Two-Snake picked up Ol' Bertha, his favorite shotgun, and checked her load. The Obsidian Nightmares had been spotted guarding a warehouse near Lightning turf. Time to kick some butt and steal some shit.

Flechettes were his favorite shell, and perfect for close quarters. Some Immolator shells in case they tried to hunker down. And some Thunderbolts for Red Roxx, 'cause that guy's an ass. They might be overkill, but he seriously hated that guy.

He packed a box of regular old solid slugs, just in case. He was running a bit low on the specials. If there were enough Nightmares, he didn't want to run dry.

Ammunition	
Ammo Type	Cost
Light Reload	50
Medium Reload	75
Heavy Reload	100
Tranquilizer Rounds	75
Shotgun Ammo	
Standard Shot Reload	50
Solid Slugs	50

The growth of the sprawls had a corresponding effect on the growth of the home defense market. Retail shops such as Gun-Mart or 7-.357 would have been unrealistic only a few decades ago.

Now the average citizen can go down to the corner store and stock up on all the weapons and ammo they need to protect themselves from violent criminals and street gangs.

Of course, violent criminals and street gangs can also frequent the same shops. Strict legislation was supposed to prevent such a thing. However, with scarce to no police presence, even licensed gun dealers tend to look the other way. Especially when presented with large amounts of cash.

Gear		
Type	Cost	Tech Level
Alarm Screamer	20	6
BASE Chute	750	8
Bone Stimulator	1000	8
Boot Knife	35	4
Climbing Rig	100	5
Flash Visor	250	6
Grapple Rod	300	5
Infra Goggles	600	7
Laser Sight	350	7
MedTech Kit	1000	7
Motion Detector	350	8
Nasal Filter Plugs	50	6
One Shot Reload	1/2 Base	6
Photo Contacts	150	5
Photo Visor	100	6
Range Finder	225	6
Range Finder Sight	300	7
Respirator Mask	100	5
Smartgun Visor	750	7
Telescopic Sight	500	5
Thermal Goggles	1200	7

Body Armor Table				
Armor Type	Armor Rating	Save	Example	Cost per Location
"Lucky Bastard" save	1	10+	Watch, amulet, flask, medallion.	Free
Light Body Armor	2	9+	Leather/SynthLeather/Ballistic Cloth	50
Improved LBA	3	8+	Flak Jacket	75
Medium Body Armor	4	7+	Bulletproof Vest	100
Improved MBA	5	6+		150
Heavy Body Armor	6	5+	Battle Plastic	200
Improved HBA	7	4+	Combat Armor	275
Powered Armor	8	3+		N/A
Powered Armor Plus	9	2+		N/A
Juggernaut	10	1+	Walking Tank. "Omega Class"	N/A

Common Body Armors							
Item	LBA	ILBA	MBA	IMBA	HBA	IHBA	Coverage
Vest	100	150	200	300	400	550	Chest / Abdomen
Jacket	200	300	400	600	800	1100	As vest, plus both arms
Pants	100	150	200	300	400	550	Both legs

Armor Add-Ons					
Item	Save	AS Bonus	Coverage	Cost	Tech Level
Bracers, Light	8+	+1	Arms	30	7
Bracers, Medium	6+	+1	Arms	50	6
Bracers, Heavy	4+	+2	Arms	70	5
Greaves, Light	8+	+1	Legs	30	7
Greaves, Medium	6+	+1	Legs	50	6
Greaves, Heavy	4+	+2	Legs	70	5
Girdle, Light	8+	+1	Abs	40	7
Girdle, Medium	6+	+1	Abs	60	6
Girdle, Heavy	4+	+2	Abs	80	5
Shoulder Pads, Light	8+	+1	Arm/Torso	30	7
Shoulder Pads, Medium	6+	+1	Arm/Torso	50	6
Shoulder Pads, Heavy	4+	+2	Arm/Torso	70	5
Helmet, Light	7+	-	Head	100	6
Helmet, Medium	5+	-	Head	150	5
Helmet, Heavy	3+	-	Head	250	4
Riot Shield	6+	+2	-	150	5
Ballistic Jump Suit	9+	+1	Body	300	8
Ballistic Cape	9+	+1	Arm/Torso	200	8
Ballistic Cloak	9+	+1	Body	300	8

The Black Market

Any gang fighter that isn't healing can visit the Open Market and purchase or sell equipment, even Noobs. There's no need to declare who's going, as long as there is at least one healthy gang fighter not in recovery.

In campaign games, only the Leader has the ability to visit the Black Market and search for rare items due to it's sensitive nature. The more people who know about the Black Market, the more chances the authorities have of finding it. Some gang fighters can forge their own contacts and learn where it is through the *Streetwise* skill. If these fighters do nothing else during After Hours, they may use this skill to visit the Black Market. They just don't have as much luck finding stuff as the Leader does. For Skirmish games, each gang fighter can have no more than one Black Market item because of their rarity.

Most anything can be found in the Black Market at one time or another: exotic weapons, specialty ammo, explosives and grenades, drugs (medical/illegal/combat), security tech/thief's tools, cyber weapons/armor, cyber enhancements, body armor, and even regular gear normally found in the Open Market. Gangs can also sell stuff they don't want to Black Market merchants.

Purchasing: Leaders visiting the Black Market get d5 items offered for purchase by various dealers. Roll up these items randomly using the Black Market Offering Table. Fighters using *Streetwise* get offered a single random item from their contact. The listed price is the base cost, which is modified by a roll on the Buying chart.

Visitors can also look for specific items. Leaders can search for a number of items equal to the number of offerings they received. (A high roll means that there are a lot of vendors present, a low roll means vendors are sparse.) Fighters with *Streetwise* can look for a single item. Each item listed on the Black Market charts has an Availability stat. This is a straight roll to see if someone currently at the Black Market has the item up for sale. Only one availability roll may be made when looking for an item. If it's not there, it's not there, no matter how many times you ask. If it's available, then roll on the Buying table to determine the vendor's asking price.

Any items offered or found in the Black Market must be bought at the time they're discovered, or they get sold to someone else (not necessarily a rival gang) and the process starts all over again with the next visit. Each gang leader/streetwise fighter has their own contacts with the Black Market, so items passed over by one gang will not be offered to the others.

There are 5 levels of underground garage beneath the mall. Four are used by shoppers. The fifth is a whole different type of mall, accessed only through construction barriers. It is dimly lit and filled with vendors of a type you won't find in the mall above.

Selling: If gangs happen to have some items of ill-gotten gain that they don't want to hang onto, they can try to sell them to Black Market vendors. Look up the List Price of the item, and then roll on the Selling Chart to see how much is offered for the item they're trying to sell. Gangs don't have to accept the offered price, but they cannot try to sell the item to the Black Market again until their next visit.

Black Market Offerings	
Roll	Table
1	Body Armor
2	Combat Drugs
3	Common Items
4	Cybernetics
5	Drugs & Poisons
6	Exotic Weapons
7	Gear
8	Grenades/Missiles
9	Special Weapons
0	Support Weapons

Those S+M Sisters were getting too big for their own good. Three of his best guys were currently laid up thanks to those bitches, and Dante Blue wanted some payback. Word was that Madam Style was back in town with some factory fresh military hardware. That'd show those Sisters, but first he had to find her.

Madam Style wasn't known for setting up shop at Down Five. She preferred a more private setting to display her wares and make her deals. Unfortunately, she also had roughly a dozen favorite places. She claimed it was to keep the law off her back, but it probably had as much to do with avoiding Down Five's "taxes". Man, he wanted that hardware.

Buying from the Black Market	
Roll	Price
-2	+100%
-1	+90%
0	+80%
1	+70%
2	+60%
3	+50%
4	+40%
5	+30%
6	+20%
7	+10%
8	List Price
9	-10%
0	-20%

"I got a friend on the inside" was Tiny Troy's favorite phrase. Whatever the reason, he always had stuff at the best prices. Today was no exception. He had a trio of Belgian shotguns at just below retail, and a suit of some German body armor at a decent price. But his best deal was a crate of Celt heavy pistols at half price.

Buying Common Items	
Roll	Price
1-2	-10%
3-4	-20%
5-6	-30%
7-8	-40%
9-0	-50%

Haggling: Fighters with the *Haggle* skill can try to get a better deal out of a Black Market vendor. The fighter and the merchant (a GM or an opponent) both roll 1d10. If the fighter rolls higher, add the difference to the original roll. If the merchant rolls higher, subtract the difference from the roll. Fighters may haggle when buying and/or selling at the Black Market.

Selling To the Black Market	
Roll	Price
<1	$1
1-2	-90%
3-4	-80%
5-7	-75%
8	-70%
9	-60%
0	-50%
+1 to the roll for Black Market Items.	

Special Orders: Gang Leaders and fighters with *Streetwise* can try to order specific items through the Black Market. They put out the word that they're looking for something, and how much they're offering to pay for it. They can then make rolls to see if someone has turned up with their item the next time they visit the Black Market. Rolling for a Special Order does not count as an offering or a normal search.

To special order an item, the gang needs to offer at least the full list price of the item + 10%. Availability will go up -X% for each +% point of cost the player is willing to pay extra above the first +10%.

Special Orders that arrive but which are not picked up will be added to all other gang Leader's offer rolls until someone picks it up. Each gang will be offered the item only once (in addition to normal offerings, not as special orders) and then it will disappear and have to be reordered. Reordering an item that was not picked up will have an increased base offer of +20% to start, as the vendors now have it in their mind not to trust the gang.

Black Baron is offered a $500 item, so they roll 1d10 on the Buying Chart. They roll a 3 (+50%), so the item will cost them $750. Black Baron has Haggle and gives it a shot. He rolls a 6 and the merchant rolls a 4. The difference is 2 in the Black Baron's favor, so the original roll is modified by +2 to a 5 (+30%), so he talks the vendor down to $650. If the rolls had been reversed, the roll would now be a 1 (+70%), so the now-angered vendor won't part with the item for less than $850.

Black Baron managed to acquire a $500 weapon from an enemy fighter. He decides to sell it, and rolls a 5. The vendor offers to buy it off him for $125. He decides to Haggle, but rolls a 4. The merchant rolls a 7. The original 5 is modified down to a 2. The vendor has had enough haggling, and tells Black Baron he'll give him $50 for it, take it or leave it. And get out.

Fencing: If a gang has a *Fence* as a part of their turf, they may sell ill-gotten items to the fence instead of the Black Market vendors. Roll a d10 and add the result to the items price to see how much is offered. A Rejection means the item is too hot for the fence to deal with. The only option is to try the black market, after the next game is played..

Fence Table	
Roll	Price
1	Rejection
2-4	-75%
5	-60%
6	-50%
7	-40%
8	-30%
9	-20%
0	-10%

Skoober wants a Thermal Sight for $1000 (base price). One hasn't been offered at the black market for awhile, so his gang leader decides to place an order with one of the vendors.

As a special order, it'll cost at least $1100 (base cost +10%) and they will have to roll a 60+ (Availability 60) to see if it shows up on a future visit. Roll every time the Leader visits the Black Market.

The leader really wants Skoober to have this scope, and is willing to pay. He decides to add an extra 20%, which ups the cost to $1300 (base cost +10% special order +20% extra), but now he'll only have to roll a 40+ to see if it shows up on a future visit.

The one time he makes the Availability roll, the gang doesn't have enough cash to buy it. So the vendor offers it to all other gang leaders that visit the Black Market in order to get rid of it. If they try to reorder, they must offer at least $1200 instead of $1100.

Exotic Weapons Offered					
Roll	Type	Base Cost	Availability	Tech Level	Notes
1-3	Flame Thrower	400	50	6	Template, Immolate
4-5	Net Gun	350	60	6	Template, 1S
6-8	Grenade Launcher	1250	70	6	LoS not required
9-0	Assault Stunner	300	70	7	Template, Stun

Special Weapons Offered					
Roll	Type	Base Cost	Availability	Tech Level	Notes
1-3	Gauss Pistol	400	80	8	
4-6	Gauss Rifle	1000	90	8	
7-0	Stun Baton	100	65	7	Close Combat Weapon

Support Weapons Offered					
Roll	Type	Base Cost	Availability	Tech Level	Notes
1-2	Light Machine Gun	1000	50	6	Auto
3-4	Medium Machine Gun	1500	60	6	Auto
5-6	Heavy Machine Gun	2000	70	6	Auto
7-8	Rocket Launcher	2000	75	7	Template by Warhead
9	Rail Gun (Heavy Gauss)	2750	95	8	
0	Mini Gun	2500	85	7	Auto

Doctor D liked to make house calls, which made him a bit of an oddity in the underground. He didn't worry too much about his clientele since he always traveled with an entourage of muscle. Mostly so he didn't have to carry the crates of merchandise himself, but also to keep the little street rats from getting any funny ideas about stiffing him on a delivery tip. Which, honestly, was the only reason he liked making house calls.

"I dunno about this..." Sister Bitsy said, eyeing the weapon. "It's a bit... small, isn't it?"

"Yup. Japanese GDF advanced polymer technology. Uses standard LMG ammunition and comes with a Mark 1 recoil suppressor built in. Ammo drum is standard issue to help keep the profile sleek and compact, but it will accept a magazine or belt feed. Only $3000."



Low tech to high tech, all types of gear can be found on the streets of Sprawlzone.



The Black Market is the place to find military grade gear, like the grenade launcher this fighter is carrying.

Gear Offered					
Roll	Type	Base Cost	Availability	Tech Level	Notes
1	Infrared Sight	750	50	6	
2	Thermal Sight	1000	60	6	
3	Auto-gunsmith	1250	65	7	Automatically Clears Jams
4	Bio Scanner	500	60	8	
5	Silencer	150	70	6	Can fire from hiding and stay Hidden.
6	Tech Scanner	1250	75	8	Reroll failed Bypass rolls.
7	MedTech Scanner	1500	80	8	Acts as MedTech or treat 2 victims
8	Recoil Suppressor Mark 1	500	70	7	+1 to all Full Auto Target numbers
9	Recoil Suppressor Mark 2	650	80	8	Roll 2 die for Full Auto attacks, and keep best roll.
0	Stabilizer Harness	800	85	8	Readies Support Weapons

Combat Drugs Offered						
Roll	Type	Cost/Dose	Availability	Tech Level	Addiction	Notes
1-2	Lightning	20	65	0	7+	+1 REA/+1 AGI
3-4	Monster	35	70	0	7+	Causes user to go Berserk
5-6	Sniper	30	65	0	7+	+1 RA/+1 REA
7-8	Zephyr	40	85	0	8+	+1 Move
9-0	Zombie	35	80	0	8+	Numbs pain receptors. Ignore Shock.
Addiction: Models that use combat drugs in a game must roll over this score at the end of the game, or they become addicted to the drug. Whenever they cannot use one dose in a game, they perform at 1/2 CC, RA, REA and WILL. They also are subject to Panic thanks to the jitters. Two doses are now required for effects. The first is to control the addiction, the second is to actually get the effects of the combat drugs.						

Body Armor Offered					
Roll	Armor Type	Cost Per Location	Availability	Tech Level	Notes
1-3	Light Body Armor	50	60	5	
4-5	Improved LBA	75	70	5	
6-7	Medium Body Armor	100	70	5	
8	Improved MBA	150	80	6	
9	Heavy Body Armor	200	80	6	
0	Improved HBA	275	90	6	
X	Powered Armor	1500	98	7	Cannot be Special Ordered
X	Power Armor Plus	2250	99	7	Cannot be Special Ordered
X	Juggernaut	3000	00	7	Cannot be Special Ordered

Grenades Offered					
Roll	Type	Base Cost	Availability	Tech Level	Notes
2-4	Concussion	5	50	7	Deafen
5	Demolition	35	60	8	
6	EMP	40	80	9	
7	Fireball	15	50	8	Immolate
8-10	Flash	5	40	8	
11-12	Fragmentation	10	40	8	
13	Plasma	20	70	8	Immolate, Gas
14	Sleep	15	60	7	Gas
15-17	Smoke	10	40	7	Gas
18	Tear Gas	10	40	7	Gas
19	Thermite	50	80	8	Immolate
20	Toxic Gas	20	70	8	Gas
In Skirmish games, you may purchase multiples of a grenade as a single item. For example, a leader might purchase 5 plasma grenades as a single Black Market item if they have the funds to pay for it.					

Missiles Offered					
Roll	Type	Base Cost	Availability	Tech Level	Notes
1-2	High Explosive	70	75	8	
3-4	EMP	80	80	9	
5-6	Plasma	40	75	8	Immolate/Gas
7-8	Fragmentation	20	50	8	
9-0	Thermite	100	80	8	Immolate
In Skirmish games, you may purchase multiple missile as a single item (this fighter has 5 frag missiles as their single Black Market item).					

Drugs & Poisons Offered					
Roll	Type	Cost/Dose	Availability	Tech Level	Notes
1	Anti-Toxin	175	65	8	Cure 1 Toxin
2	Anti-Venom	250	65	8	Cure 1 Venom
3	Counter-Agent	150	70	8	Counter-acts the effects of 1 poison
4	Poison	100	70	8	Synthetic +1 Wound Level, +10 After Hours Roll
5	Toxin	150	75	8	Plant-Based +1 Wound Level, +10 After Hours Roll
6	Venom	225	75	8	Animal-Based +1 Wound Level, +10 After Hours Roll
7	Contact Anesthesia	200	60	8	Con Test or become KO'd. Recover fully during After Hours.
8	Med Patch	250	70	8	-10 To After Hours Injury rolls.
9	Bio-Boost	300	80	8	Reroll 1 After Hours Injury
0	Regen	500	85	8	Decrease Recovery by 1 Game

Common Items Offered	
Roll	Type
2	Light Pistol
3	Medium Pistol
4	Heavy Pistol
5	Light SMG
6	Medium SMG
7	Heavy SMG
8	Light Assault Rifle
9	Medium Assault Rifle
10	Heavy Assault Rifle
11	Light Semi-Auto Rifle
12	Medium Semi-Auto Rifle
13	Heavy Semi-Auto Rifle
14	Shotgun
15	Assault Shotgun
16	Hand Bow
17	Hand Flamer
18	Needle Pistol
19	Stun Pistol
20	Ammo (Roll on Ammo Offered Table)

Down Five had a certain understanding with local law enforcement. For a rather hefty fee, paid from vendor "taxes," the construction barriers never went down. Some IT jockey had essentially made the lowest level of the garage vanish from public records, which also served to keep NEMISIS from discovering their little operation.

If you want it, chances are Down Five has it.

Ammo Offered Table		
Roll	Type	Cost
2-5	Armor Piercing	100
6	High Explosive	100
7	HEAP	300
8	Super Teflon	350
9	Tungsten Core	250
10	Depleted Uranium	400
11-12	Tranquilizer	75
13	Poison	100+poison
14-17	Shotgun - Slugs	50
18	Shotgun - Immolators	100
19	Shotgun - Flechette	150
20	Shotgun - Thunderbolt	200

Cybernetics Offered	
Roll	Type
1-2	Arm Gear
3-4	Leg Gear
5-6	Head Gear
7-8	Torso Gear
9-0	Cyber Weapon

Capt. Augustus rubbed his right eye a little too vigorously. Office/cross hairs in the dark/office/cross hairs in the dark. Stupid smartlink hadn't worked properly since that damn Sister Silver had managed to pull off that daylight data-snatch last week. He had come in early that day to check on the day shift's discipline, and hadn't even made it into the staff locker rooms when she had come flying around a corner and elbowed him right in the cyber-optics.

The investigation had proven to be a real nightmare. Somehow she had made it into the building, made her way to the fifteenth level, and entered security's inner sanctum. Then she found an empty cubical, accessed a secure terminal and used its link to copy sensitive R+D files. He didn't envy first shift's Capt. Willis, under whose nose the whole thing had happened. Poor bastard would be lucky if they let him guard the staff toilet supplies after this.

Hoping for a quiet night, he accessed his terminal and looked for any reports from the three away teams that were out trying to recover the data. So far it looked as if this Sister Silver had gotten away with the files. At least it wasn't his job to make that particular report to the Board. He had barely finished the thought when the emergency frequency lit up on his comlink.

"Capt. Augustus, this is Sgt. Boyle. We have intruders on Sub-Three. Section 12. I've dispatched three teams."

"Section 12? There's nothing there. It's just..."

"Food storage, sir. Cam Recognition has tentatively identified the intruders by their gang colors. They appear to be Sewer Rats."

"This is an archology! How'd they get in?!?"

His mind raced. Sub-Three? Sewer Rats? Damn them! Somehow they had accessed the utility tunnels. But the archology was self-sufficient. They weren't even linked into the local sewage.

He headed into the command center. He suddenly felt a certain camaraderie with Capt. Willis. Two break-ins in two weeks. Maybe they used the same entry point.

"Martin, call up a schematic of the sub levels. Find me likely access points. Boyle, don't kill them all. I need at least one that we can interview."

Gear

Gear is very important to surviving in the harsh world of Sprawlzone. The dark streets of this future Earth are very different from our own. It is not unusual to walk into a corner store and pick up some snacks, a new shotgun and some more ammo for your heavy pistol.

Items listed in the Open Market can be easily found and purchased with no legal restrictions. Items listed in the Black Market are illegal in one form or another. They could be military hardware or stolen goods you could normally find in a regular shop.

Gear Descriptions

Alarm Screamer: Small devices that are set up to alert of intruders, alarm screamers use trip wires, vibration sensors or light beams that will trigger the device if broken. The screamers emit a loud alert signal when triggered. Alarm screamers cover a 6" area, and are good for a single use. Screamers that are not triggered are recovered for future games.

Auto Gunsmith: This is a large, table-sized device and is not easily portable. The auto-gunsmith will maintain weapons placed into it and can be used to clear jams. If used to maintain, treat the gang's weapons like they were checked over by a fighter with the *Weapon Tech* skill. If used to clear, roll as normal, but no one will get hurt if the weapon explodes. Instead, make a Tech roll at +1 to see if the device is still usable. The bonus is due to the device being designed for this purpose.

BASE Chute: The ultimate equipment for thrill seekers, the BASE Chute replaced parachutes for BASE jumpers. The BASE Chute is a back-pack sized device that contains a tiny gravitic motor that slows the fighter if they should fall or jump from a high level so that they do not suffer injury on impact. The motor is not large enough to lift or suspend anything, so it cannot be used in reverse (to help jumps) or to levitate.

Bio-Scanner: A hand-held device that scans for life forms and displays the readings on a visual display screen. A model equipped with a bio scanner will detect any Hidden enemies within 12" and in their front arc. The bio-scanner will not give LOS, but fighters will be Aware of hidden models, and may attempt to engage them with the appropriate penalties.

Bone Stimulator: Medical device that decreases the healing time of broken bones by one game.

Boot Knife: A hidden blade secreted in the toe or heel of a boot. The blade is often spring-loaded, and may be popped out as needed. Fighters equipped with a boot knife may use it to escape if captured. However, if used for this purpose, all their other gear is left behind.

Climbing Rig: This is a harness with straps and clips that the fighter can use to secure themselves in a high location so that they do not have to worry about falling if hit or injured.

Flash Visor: Special goggles or glasses with ear protection that will safeguard a fighter against flash attacks. A fighter with this device may reroll REA saves against Blindness and Deafness due to Flash attacks.

Grapple Rod: A hand-held device containing a grappling hook and climbing wire. Some are shaped like a simple tube, some like a gun. Whatever their appearance, a fighter equipped with one may climb areas with no hand-holds at half their movement rate.

Infra Goggles: These goggles allow fighters to see better in low-light conditions. Double the sighting range in darkness conditions for models wearing these goggles. They are of no help in Pitch Black conditions.

Infra Sight: A weapon-mounted version of the infra goggles. It is usable only with the weapon it is mounted on.

Laser Sight: A weapon-mounted laser that helps with aiming by painting the target with a small dot showing where the weapon is aimed. The laser is small, and gives a +1 bonus to hit at short and medium ranges.

MedTech Kit: This kit is large, often backpack or duffle bag sized. The kit contains everything needed for treating wounds in the field. When used on its own, the kit will give a -10 bonus to Recovery Rolls during After Hours. In the hands of a fighter with *MedTech* Skill, the bonus is -25 instead.

MedTech Scanner: A specialized computer system, the scanner allows the user to act as if they have the *First Aid* skill. A fighter with *First Aid*, *MedTech,* or *Street Doc* using the device can treat an additional gang fighter during After Hours.



A geared up fighter with some form of optic, a customized flame thrower, backup pistol, and what could be an armored trench coat.

Motion Detector: Models equipped with this hand-held device can detect unseen enemies moving within 12" of the model. The device covers a 90 degree arc where pointed, and will not detect life forms that are Hidden but not moving.

Nasal Filter Plug: Actually two devices, these filters slide up into the nostrils and protect the fighter against gas attacks. Fighters equipped with these plugs may reroll a failed save against a gas attack.

One Shot Reload: Typically, a one shot weapon may be used once per game, and are reloaded during the After Hours segment for use in the next game. A One Shot Reload may be used in the field to prepare the weapon to fire again. A One Shot Reload may only be used once, and then it is gone and must be purchased again.

Photo Contacts: Contact lenses that protect against Flash attacks that cause Blindness. Fighters wearing these contacts may reroll saves against blinding attacks.

Photo Visor: Similar to the Flash Visor, but this visor does not have ear protection against deafening attacks.

Range Finder: A small device that allows a fighter to judge the distance to a target. If the chosen target is out of range, they may select a new target as per the Changing Target rule, but without the To Hit penalty.

Range Finder Sight: A weapon-mounted version of the range finder. This device may only be used with the weapon it is mounted on, and may be combined with a second type of sight.

Recoil Suppressor: These weapon add-ons help compensate for the recoil caused by firing weapons on Full Auto, allowing the user a single reroll of a missed or failed dice. The Mark 2 is the more advanced version, granting rerolls of two different missed or failed dice.

Reload: A reload negates the first Out of Ammo failure. More than one reload may be carried, but once it's used to negate a failure, it's gone. Reloads are purchased by weapon type, and are normal bullets, not specialty types.

Respirator Mask: A face mask that will protect the fighter from gas attacks. Fighters wearing a respirator mask do not have to make saves against gas attacks.

Trez moved carefully down the deserted street. The range finder attached to his assault rifle kept registering on possible hiding spots and sending the information to his smart visor. He panned over to a ruined car just as a couple steaming canisters came flying over it.

He fired off a burst into the car as he dodged behind a media kiosk. He dug into an inside pocket, then shoved his nasal filters in place. It was probably just smoke, but why take chances? He pointed the smart gun around the corner of the kiosk for a look around.

Silencer: Silencers will allow a Hidden model to fire their weapon and remain hidden. Silencers are not available for revolvers, shotguns, exotic or support weapons.

Smartgun Visor: Allows a fighter without a Smartgun Link to use a weapon that is modified to be a smartgun. The visor can be upgraded like the implanted link version.

Stabilizer Harness: A rig worn by Gunners to support heavy weaponry. The weapon is mounted on a swing arm attached to the rig, which helps offset the weight of the weapon and keeps it around waist height. Weapons mounted in the rig count as Readied without having to use up an action. The harness may not be used with shoulder-fired weapons, like the rocket launcher.

Tech Scanner: Used by technicians to help diagnose repairs on electronic systems, the Tech Scanner can also used by unscrupulous persons to help them get around electronic systems and safeguards. Fighters with *Bypass* skill get a +1 when using the tech scanner with their skill.

Telescopic Sight: Often used by hunters, this sight works by magnifying the target and giving a +1 to hit at M and L ranges.

Thermal Goggles: Usable even in pitch-black conditions, these goggles allow the wearer to "see" patterns of heat, with cold items appearing dark and hot items appearing yellow, red, or white depending on how hot they are. Fighters with these goggles can spot Hidden models within 12", and can ignore cover penalties for soft cover and smoke.

Thermal Sight: A weapon-mounted version of the Thermal Goggles. This item is usable only with the weapon it is mounted on.

Tracker Sight: A high-tech weapon sight, the tracker locks on to moving targets and helps the shooter compensate for the movement. Attack penalties based on Movement are ignored.



Not all Samurai are big, burly and heavily armored.

Body Armor

Armor is bought per location. Use the Location Chart in the Wounding section as a reference. Each leg and each arm are considered separate pieces. The chest and abdomen are separate locations and cover both the front and the back. When purchasing armor it is possible to buy a chest plate to protect the chest and abdomen from the front, but leaving the back exposed, as a single location. This will give you much more flexibility when armoring your fighters, or if you are armoring fighters based on how the model is sculpted for WYSIWYG purposes. Gladiator-style models may only have sleeves of armor held on with straps, so all they would need to buy is the armor for that specific location.

Fighters may mix and match armor types if they desire. It is perfectly acceptable to have an IHBA torso piece with MBA sleeves. Power armor and Juggernaut armor require an internal power source, so they will not function without their chest piece. Gangs cannot by those armors anyway.

Armor should be represented on the model, but armor can be deceptive. Is that vest basic synth-leather (9+ armor save), or is it enhanced with mesh (medium armor, 7+ save) or internal plates (heavy armor 5+ save)? Bracers could be either Heavy Bracers or painted-plastic-just-for-show bracers.

There are many different armor manufacturers, so there's no limit on what armor may look like. The appearance of armor will vary widely from armorer to armorer, while the performance will remain the same in game terms.



Shooter with a motion scanner and shoulder pad add-on armor. The vest could be normal clothing, light body armor, improved light body armor, or even medium armor. Heavier armors tend to be stiff and plate-like.

Armor Types

Light Body Armor: These armors are made of "soft," flexible, bullet-resistant fibers and materials. They are lighter and less encumbering than the higher armor ratings.

Improved Light Body Armor: ILBA often consists of different types of LBA woven together or layered for increased protection.

Medium Body Armor: Tougher and heavier than the LBA, these armors are often made of meshes or tiny plates woven together. Some MBA styles appear to be scales or even chainmail.

Improved Medium Body Armor: IMBA often includes extra coatings, glazes or layers to increase protection.

Heavy Body Armor: Most of the HBAs are made of rigid plates constructed of battle-grade plastics, hardened ceramics, or metals.

Improved Heavy Body Armor: IHBA consists of layered plates, composite materials or special glazes to improve the protection.

Power Armor: Powered armor is included for completeness. Gang fighters have no way of getting a hold of a suit of powered armor. Like HBA, power armor is made of rigid plates of protective materials. Power armor also includes fiber bundle muscles and a power source to counter the weight of the suit. These suits also contain built-in enhancements to increase the wearer's combat ability and survivability. Power armor is incredibly rare and reserved for elite forces.

Juggernaut Armor: If gang fighters can't get a hold of power armor, they will probably never even see a suit of Juggernaut Armor. Larger, thicker and heavier than power armor, Juggernaut armor is so bulky and heavy it cannot be purchased as separate pieces. Legs/abdomen/chest are the minimum requirement for this armor (that would be a starting cost of 18000). Juggernaut armor is currently in it's R&D phase, and is only available as prototypes.

Fellisya wants an MBA Jacket, which covers the chest and abdomen, front and back (2 locations) and both arms. The cost of the jacket would be 400. Or she could get an MBA jacket with LBA sleeves for 300.

She could then get some LBA pants for 100 (two locations: both legs) or upgrade to ILBA pants for 150.

Since there are multiple miniature companies making quality models, there is no set rule on what appearance counts as which type of armor in SprawlZone. Depending on construction materials, the same model could represent multiple types of armor, as the caption to the left describes. You can use multiple identical models, but equip them with different armor types.

Armor Add-ons

Armor add-ons can be used on their own or combined with body armor. If combined, they will give an AS bonus. If used on their own, they will use their listed Save value. You must decide which way they will be used before making an Armor Save roll; either as a bonus or a stand-alone save.

Bracers: Bracers are coverings on the forearms which snap, buckle, or strap into place. Some have plates that cover the back of the hand for some added protection.

Greaves: Greaves are similar to bracers, except they protect the shin and the calf. Some have plates that help protect the top of the foot.

Girdle: An archaic form of armor, they have seen a resurgence on the dark streets of Sprawlzone, where the possibility of a knife in the gut hides in every alley. Girdles are a thick, heavy belt that protects the abdomen. Some also perform double duty by holding in beer bellies.

Shoulder Pads: These usually attach to another armor type (such as a torso piece), but may be worn on their own using belts and straps to hold them in place. However they're held on, they will provide protection to both the arm and the chest.

Helmets: Regardless of style, helmets will protect against any and all head shots. A helmet doesn't need to be modeled with a face plate to protect the face.

Riot Shield: Riot shields are used by police forces in the sprawls. They are usually large, square shields with a slight curve to wrap around the body, covering one side from chin to shin, but they do come in a wide variety of styles and shapes.

Ballistic Cloth: Light, bullet-resistant fabrics are very necessary in the world of Sprawlzone. Ballistic cloth is a common term for a wide variety of fabrics used to fashion armor that doesn't look like armor. Very popular with the upper ranks of corporations, all types of formal and casual wear can be found made of ballistic cloth. The jump suit is a skin-tight body suit worn under regular clothes. The cape is popular with the upper classes, and covers from shoulder to waist. The cloak is a floor-length version of the cape, and often comes with a hood.

The elf kids were out of place in the Crimson Fangs. Hell, they'd be out of place pretty much anywhere, even here in the F-Zones. Both were skinjobs, and they claimed to be brother and sister. They had adopted some weird names nobody could pronounce, so everyone just called them the "elf kids" or "The Chunibyo Duo".

But what really set them apart was the strange, customized armor they wore. They claimed it was based on some sort of ancestral elven gladiator design or something equally absurd. Only their left arms were fully armored. Their torsos were half armored, and armor add-ons made up the rest of their gear. Everything was highly ornate and colored blood red.



This fighter has a communicator, armored vest (covers 2 locations), shoulder guards, bracers, and leg armor. His assault rifle has been upgraded with a scope sight. He has a pistol back-up which is holstered, and so it can be any type of pistol. He could have all sorts of goodies stashed inside his pockets and belt pouches. This model could be a Tech or Shooter based on their appearance.



This Shooter is loaded with gear. Dual pistols with a shotgun back-up (the held weapons are considered the primary weapons). Dagger. Multiple ammunition types, helmet w/respirator, vision enhancement visor, communicator, a variety of grenades, a sight on the left-hand pistol, and a suit of light armor or perhaps ballistic cloth. Who knows what's hidden away in their pouches?

Fire Arms

Brand Name Weaponry: Many TTRPGs provide their firearms with unique profiles based on style, manufacturer and caliber; Sprawlzone divides firearms into broad categories based on weapon type. Each weapon in the type shares a common profile, regardless of weapon style or manufacturer. A light pistol is a light pistol, no matter if it's a revolver or an automatic, or if it was made by Smif & Weston or by Celt. Gangers also don't have to worry about ammo types, such as 9mm or .45 caliber. All light pistols use the same ammo, all light rifles use the same ammo. However, light rifle ammo will not work in a light pistol.

A rule of thumb is to compare weapon sizes. Smaller weapons will be light weapons, larger ones heavy. It doesn't matter what the weapon actually looks like, since there are tons of different weapon manufacturers in the world of Sprawlzone (and many different miniature companies that models can come from).

WYSIWYG comes into play here. A model holding a pistol can reasonably be holding any type of pistol, but should not be representing a fighter armed with an assault rifle or a missile launcher.

Weapon Categories

Pistols – Smaller projectile weapons easily held and fired with a single hand. They have a shorter effective range than the larger projectile weapons, but may be used in close combat. They are also very easy to conceal, which makes them the favorite weapon on the streets of Sprawlzone.

SMG – (Sub Machine Gun) Brutal short range weapons with a high rate of fire, their small size allows them to be fired single-handed. Their rate of fire helps them keep their accuracy at longer ranges. SMGs use pistol ammunition instead of rifle ammunition.



This model is obviously a gunner with some type of machine gun, not a shooter with twin pistols.

The armor could be any type of armor, depending on construction materials. Or maybe it's just elaborate cosplay.

Rifles – Long barreled projectile weapons, rifles require two hands to use effectively. They may not be fired while engaged in close combat, although they may be used as a club or fitted with a close combat attachment for close quarters. There are three types used in Sprawlzone, and they all use the same ammo.

Semi-automatic rifles: These rifles fire a single shot whenever the trigger is pulled.

Assault rifles: Assault rifles have two fire modes: semi-auto (as above) and Full Auto, which has special attack rules.

Sniper rifles: These are specialty rifles that fighters with the *Sniper* skill can use at extreme range without having to roll a 10 to hit first. If used at S or M range, it will take 1 action to return the weapon to sniper mode

Exotics – Strange and unusual weapons, exotics require a degree of training to effectively use and maintain. Only Gunners and fighters who gain the *Exotics* skill may use these weapons. Exotics include the Net Gun, which is a one-shot weapon with an ammo cartridge containing a specially folded weighted net that must be recovered and repacked between games; the Grenade Launcher which can be used as an indirect fire weapon and that fires a variety of grenade types; the Assault Stunner is a non-lethal area-affect crowd control weapon utilized by police forces, and the flame thrower, which sprays a cone of flaming material from a cartridge or back-pack style fuel tanks.

Support – These large caliber long range weapons are difficult to adjust for close targets. Models carrying Support weapons have a lot of weapon to haul around, and ammunition tends to be bulky and heavy, so Support weapons cannot be moved and fired in the same round (movement is an action, readying the support weapon for use is another). For encumbrance purposes, Support weapons count as 2-handed weapon. Only Gunners may use Support Weapons. In addition to the machine gun, support weapons include the shoulder-fired Rocket Launcher, the rotary-barrelled minigun, and the heavy gauss weapon known as a rail gun.

Descriptors

+1 W (Wound Level): Weapons with this descriptor add +1 to the Wound Rolls during the game, so targets are more likely to be seriously wounded by these weapons.

1S (One Shot Weapon): These weapons can only be used once per game. They are reloaded between games through Rearm & Repair, so that they may be used in the next game.

Auto: fully automatic weapons. Players with *Quick Shot* skill can fire these weapons twice in one action without the usual *Quick Shot* penalty. These weapons can also use the special Full Auto attacks.

Entangle: Weapons such as chains, nets, and whips may entangle an enemy instead of doing damage. Roll location as normal, but do not roll to Wound for limbs. AGI Tests are used to avoid entanglement. Fail the test, and the location is entangled.

Entangled limbs may not be used for combat or movement. If the Head (neck) is entangled, roll to wound. If they are KO'd, they have been choked out. For all other results they stay conscious and have to make Wound checks until they break free or are KO'd.

If the location is chest or abdomen, roll to wound as normal. Only nets may entangle on a chest or abdomen strike. Chest hits will also entangle the arms. Abdomen hits also entangle the legs. Once any location is entangled, STR Tests are made using an action to break free.

Flame: Flame weapons use a template to represent a torrent of flame the weapon projects. Models under the template (friend or foe) suffer an attack from the flame weapon. Models partially under the template suffer an attack on a d10 roll of 6+. If they do not suffer a hit, move the model so that it's just outside the template's area (they jumped out of the way). All models that suffer a hit may Immolate. If a fighter Immolates, they erupt in flames, and continue to suffer hits until the flames are put out, or they are KO'd. Flame weapons ignore soft cover.

Immolate: Fighters hit by Flame weapons may Immolate. Roll 1d10. On rolls of 8+ the fighter is now on fire and will automatically take a hit at the beginning of each round until the fire is put out. Roll for location and armor saves each time a hit is taken. Models that are on fire may take no actions except trying to put the fire out. Other models may spend an action to try to put out the flames. Roll 1d10 for each attempt. On a 9+, the fire is extinguished and the fighter will stop taking hits. Add +1 for each helping fighter.

Gauss: Gauss weapons (aka Magnetic Linear Accelerators or MLA- weapons) operate on principles very similar to the MagLev trains. A series of magnets down the barrel of the weapons grab and fling a metal projectile at hypersonic speeds. Most gauss weapons have a very long barrel and make a distinctive whine when fired. Gauss weapons come in a variety of types, reflecting preferences of the manufacturers. Some fire slugs, some fire spikes, and some fire razor-sharp discs known as shuriken.

SS (Single Shot Weapon) These weapons may only be fired once per action round. Reloading a SS weapon takes two actions. Old style black powder weapons and crossbows fit into this category.

Stunners: These are non-lethal weapons. Instead of taking damage, models that fail their AS must make a CON Test. Failed tests become Stunned, and a successful test shrugs off the effects of the weapon. Models that roll a natural one to save are KO'd.

Specialty Ammunition

Special types of ammunition are available for some firearms. Specialty ammo doesn't change the normal profile for a weapon, it adds a special effect. Once a weapon is purchased, it will always use standard ammo unless the use of specialty ammo is declared before an attack is rolled.

Since specialty ammunition is purchased in limited amounts, all types will use the Out of Ammo rule. Every time it is used, make a check. If the check fails, you're out of that specialty ammo for the rest of the game, but can switch back to standard ammo or a different special type.

Specialty ammunition is replenished through Rearm & Repair. If the gang cannot afford to Rearm & Repair, then it has been completely used up and must be purchased again.

Specialty ammunition must be purchased by weapon type, and may not be swapped between weapons. Light pistol AP ammo simply will not work in a light rifle or a light machine gun. Most specialty ammo is only available through the Black Market.

Immolator: Fires an incendiary blob that may cause the target to Immolate. Often called "Dragon Breath" rounds.

Flechette: The slug is filled with slivers of razor sharp metal that comes out in a cloud that can shred flesh.

Poison: A dart that injects a poison, causing +1 Wound level and +10 on any After Hours rolls that need to be made during campaign games.

Thunderbolt: HEAP rounds that behave more like mini fire-and-forget rockets than conventional ammo.

Tranquilizer: A dart that injects anaesthetics.

Specialty Ammunition	
Ammo Type	Effect
AP (Armor Piercing)	-1 Armor Save
Depleted Uranium	-1 Armor Save/+2 Wound Level
HE (High Explosive)	+1 Wound Level
HEAP	-1 Armor Save/+1 Wound Level
Poison	Poison
Super Teflon	-2 Armor Save
Tranquilizer	KO'd (Stunned if Resisted)
Tungsten Core	+2 Wound Level
Shotgun Ammo	
Flechette	Template, +1 Wound Rolls
Immolator	Target may *Immolate*.
Solid Slug	-1 Armor Save
Standard Shot	Template
Thunderbolt	No range penalty, -1 AS/+1 Wound

Regular Weapons

Type	Range			Bonus			Armor Save	Clear Jam	Tech Roll	Notes
	S	M	L	S	M	L				
Light Pistol	0-5	5-10	10-15	+1	-	-1	+1	6	6	
Med Pistol	0-5	5-10	10-15	+1	-	-1	-	6	6	
Heavy Pistol	0-5	5-10	10-15	+1	-	-1	-1	6	6	
Light Semi-Auto Rifle	0-8	8-16	16-24	-	-	-	+1	6	6	
Med Semi-Auto Rifle	0-8	8-16	16-24	-	-	-	-	6	6	
Heavy Semi-Auto Rifle	0-8	8-16	16-24	-	-	-	-1	6	6	
Light Sniper Rifle	0-10	10-20	20-40	-	-	-	-	6	7	
Med Sniper Rifle	0-10	10-20	20-40	-	-	-	-1	6	7	
Heavy Sniper Rifle	0-10	10-20	20-40	-	-	-	-1	6	7	+1 W
Light Assault Rifle	0-8	8-16	16-24	-	-	-	-	6	7	Auto
Med Assault Rifle	0-8	8-16	16-24	-	-	-	-1	6	7	+1 W, Auto
Heavy Assault Rifle	0-8	8-16	16-24	-	-	-	-1	6	7	+1 W, Auto
Shot Gun	0-4	4-12	12-18	+2	-	-1		5	6	
Assault Shotgun	0-4	4-12	12-18	+3	-1	-2		6	7	Auto
Mini Flamer	Template							8	7	Flame
Light SMG	0-5	5-10	10-15	+2	-	-1	+1	6	6	Auto
Medium SMG	0-5	5-10	10-15	+2	-	-1	-	6	6	Auto
Heavy SMG	0-5	5-10	10-15	+2	-	-1	-1	6	6	Auto
Hand Bow	0-4	4-8	8-12	+1	-	-		F	5	SS
Cross bow	0-6	6-12	12-18	+1	-	-	-1	F	5	SS
Short Bow	0-5	5-10	10-20	+1	-	-		F	5	
Long Bow	0-6	6-12	12-24	+1	-	-		F	5	
Gauss Pistol	0-6	6-12	12-24	-	-	-	-1	8	8	
Gauss Rifle	0-8	8-16	16-32	-	-	-	-1	8	8	+1 W
Needle Pistol	0-5	5-10	10-15	+1		-2	+1	8	8	
Stun Pistol	0-5	5-10	10-15	+1		-1		7	7	Stunner
Thrown	STR	STR x2	STR x3	+1	-	-2	STR	F	5	

Exotic Weapons

Type	Range			Bonus			Armor Save	Clear Jam	Tech Roll	Notes
	S	M	L	S	M	L				
Flame Thrower	Template						-1	8	8	Flame
Net Gun	Template							7	8	Entangle
Grenade Launcher	4-10	10-20	20-30					7	7	
Assault Stunner	0-6	6-12	12-24	-	-	-		7	7	Stun



Games Workshop Flame Thrower

The right tool for the right job. The three noobs were clustered together; safety in numbers and all that. She could easily shoot them all, but silence was a necessity on this job. They were moving slowly and keeping some distance between them. Just enough for... yes, she thought. There was enough room to swing her new carbon nano katanas, so she reached for the hilts.

Support Weapons										
Type	Range			Bonus			Armor Save	Clear Jam	Tech Roll	Notes
	S	M	L	S	M	L				
Light MG	0-10	10-20	20-30	-1	-	-	0	6	7	Auto
Med MG	0-12	12-24	24-36	-1	-	-	-1	6	7	Auto
Heavy MG	0-14	14-28	28-42	-1	-	-	-2	6	7	+1 W, Auto
Minigun	0-8	8-16	16-32	-1	-	-	-3	8	7	+1 W, Auto
Rail Gun	0-12	12-24	24-48	-	-	-	-4	8	8	+1 W
Rocket Launcher	6-12	12-24	24-48	-	-	-		8	8	

Close Combat Weapons

Close combat weapons are also divided up into broad categories. This was done to help simplify the game rules so that there is no need to go digging for multiple charts and tables based on specific weapon types.

1-H Weapon: These are the basic close combat weapons (club, sword, axe, hammer, dagger), and require only a single hand to use. Many fighters will have multiple 1-h weapons so they can use two at a time to gain an extra attack.

2-H weapon: These are larger versions of the 1-h weapons (staff, large club, bastard sword, massive axe, huge hammer), and require both hands to use effectively.. When these weapons connect, they can be devastating. 2-h weapons have a -1 AS modifier and a +1 to the Wound roll due to their power.

Combat Glove: This weapon covers the entire arm with micro-fiber muscles and crushing pistons. Combat gloves can punch through armor plate and rip bulkheads out of walls. The glove also provides an AS of 6+ or a +2 AS bonus for the arm that is wearing it.

Lashing: Chains, whips, and chain-whips. These weapons can be used to strike and injure opponents up to 1" away, but are most often used to Entangle them with a successful hit. Models with *Disarm* skill that use a Lashing weapon get a +1 bonus to their skill attempt.

Polearms: Included for a sense of completeness, these long-range close combat weapons are almost never found on the streets of Sprawlzone. They're very long and impossible to conceal. Models armed with a polearm (spear, ranseur, glaive, pole ax, pike) are considered in close combat with opponents who are up to 3" away but not in base-to-base contact. This is a huge advantage over models with 1-h or 2-h weapons that need to be in base-to-base contact in order to fight. They are at a disadvantage in traditional close combat, as opponents in base-to-base contact are too close for them to use these weapons to their maximum effectiveness.

Ripper Sword: Essentially, this is a chainsaw modified into a sword shape. Regular chainsaws are also included in Ripper Swords, in case a model has one.

Stun Weapons: Most often found as the police-issue Stun Baton, these non-lethal weapons deliver an electric shock that can Stun most opponents senseless.

Close Combat Weapons					
Type	Range	Armor Save	Clear Jam	Tech Roll	Notes
1-H Weapons	Close Combat		F	5	
2-H Weapons	Close Combat	-1	F	5	+1 Wound rolls
Combat Glove	Close Combat	-3	8	7	AS or AS Bonus
Lashing Weapons	Close-1		F	4	Entangle
Polearms	0-3	-1	F	6	-1 CC if base to base
Ripper Sword	Close Combat	-1	7	7	
Stun Baton	Close Combat	-1	7	7	Stunner

Looney was one of the more feared Killer Klowns. When he charged at rival gangers, they tended to panic and run. He liked to think it was terror from his frightening face paint, but he had to admit it was probably more from the roaring ripper sword he liked to swing around. But his face paint really was scary.



Target Games Mini Gun

Grenades and Missiles

Grenades can be thrown or launched weapons; missiles are always launched. Unlike other types of ammunition, the ammo for these weapons must be tracked. Each one you purchase is a single use weapon, so once it's fired or thrown, it's gone. Mark it off the character sheet.

Even if these weapons miss their intended target, they will still have some affect on the game board thanks to the deviation rules. All grenades and missiles are template-based weapons. The size of the template used depends on the weapon's radius. See the grenades section under Shooting for deviation rules.

Grenade Types

Concussion: This grenade creates a loud boom and concussive force, which may knock opponents down or deafen them. All models affected by the grenade must pass a REA Test or be Deafened. Deafened fighters can make another REA Test at the end of each round to see if the deafness passes. All models affected by the grenade must also pass a STR Test to stay on their feet. All models that fail the test are caught off-balance and forcibly moved outside the template. Move the model so that the edge of their base is touching the edge of the template. This can be a real problem if they're next to a wall and can't move (they're knocked *Prone*), or near the edge of a catwalk (*Falling*). A natural one of the REA Test Dazes the victim.

Deafened: Models that are deafened have a penalty to their Reaction. In addition to getting a -1 penalty to all REA Tests, deaf models cannot take advantage of their Leader's WILL stat, cannot listen to *Inspirational* talks from friends, and cannot be Aware of Hidden models that are moving around while Hidden. They also cannot use communicators.

Demolition: These are shaped charges used to destroy vehicles, fortresses, etc. Many are magnetic or come with an adhesive plate so that they may be stuck to the object the fighter is trying to destroy. Their high destructive power makes up for the lack of blast radii.

EMP: EMP Grenades are electronic devices that generate a pulse of electromagnetic energy that will fry electronics in the area of effect. (Yes, cybernetics are a type of electronic device.) Roll against the Tech Level of all devices on all fighters affected by the blast. Failure is a fried device. Time to replace it . Cybernetics that are affected shut down for the remainder of the game.



Games Workshop

Fireball: The factory-made version of a Molotov Cocktail. Targets that suffer hits may Immolate.

Flash: All models facing the blast center save at -1. All others in the area make a normal REA Test. Models that fail their saves are "blinded", and will remain blind until they make a successful REA Test (keep any original penalties). Models that are still blinded at the end of the game will fully recover from the Flash effect during After Hours.

Fragmentation: Typically, these grenades are an explosive contained inside a metal shell that fills the blast radius with shrapnel. Frag grenades include mass-produced military explosives and homemade nail bombs.

Molotov: Usually a glass bottle with a flammable liquid and a rag for a wick. Targets that suffer hits may Immolate.

Plasma: This special grenade sets off a chain reaction of super-heated material that acts like a gas. A roiling cloud of plasma will melt through vehicles and roast gang fighters alive. Plasma clouds also block line of sight.

Sleep: Sleep grenades are a special type of gas grenade. The gas is a lot thinner than the other grenades, and will not block Lowlight or Infrared sights. All models caught in the area of a Sleep grenade must pass a CON Test or fall asleep for the remainder of the game. Mark the model in some way to show it's sleeping. Sleeping models are completely at the mercy of enemy fighters. An enemy that moves into base-to-base contact will automatically either capture or injure the sleeper. If injure, the sleeper is automatically KO'd and must roll on either the Head, Chest, or Abdomen injury table during After Hours.

Smoke: A canister that emits a thick cloud of smoke. The smoke will block LOS, so you cannot target enemy models on the other side of a smoke cloud. You may be aware of them, so they are not necessarily considered Hidden. Smoke grenades will block Lowlight and Infrared sights, but not Thermal sights.

Tear Gas: Tear gas is a special type of Smoke grenade. In addition to acting like Smoke, these grenades contain an irritant to induce tears and vomiting. Models affected by Tear Gas must pass a CON Tests or be afflicted. Failure will irritate the eyes, giving a -2 penalty to REA Tests and all to hit rolls. Failure by 3 or more will irritate the eyes and cause vomiting. Vomiting fighters act like Shocked fighters, but instead of being incapacitated by shock, they're incapacitated by bouts of vomiting and dry heaves. Make CON Tests at the beginning of each round to overcome the effects. A successful test will stop all effects.

Thermite: Thermite grenades are designed to burn through armor like it was butter. The heat they generate is so intense that tanks can be reduced to bubbling puddles of liquid metal. Fighters caught in the blast zone will Immolate, no test necessary.

Toxin: These grenades release clouds of poisonous gas. Models caught in their area of effect must make CON saves or be overcome by the gas. Models that fail are KO'd and must roll on the Chest After Hours Injury Table with a +10 penalty. Models that roll a Natural 1 for their save are killed outright by the gas.

Gas Clouds: All grenades marked as Gas grenades are subject to the whims of air currents. These clouds can be blown around the game board, affecting friend and foe alike, or drifting off in a useless direction. Each round, roll 1d10 and refer to the Gas Cloud chart to see what happens to the gas clouds.

Gas Cloud Effects	
Roll	Effect
1	Dissipates
2-6	Remains Stationary
7-9	Moves d5" in random direction. Roll another d10 to determine which Initiative phase all clouds will move in. They may move in different directions.
0	Expands by another inch

Vesper checked her load out, and looked over the scene before her. There were three Grey Tigers hiding behind a jersey barrier across the plaza. They had assault rifles, making the plaza a kill zone. Jaques and Tiff had to cross the plaza and get into the building opposite in order to complete the job.

She fired two of her smoke grenades to try and cover what the others were doing. One landed in a good spot, the other took a wild bounce and ended up nearly useless. Some frag grenades near the Grey Tigers' hiding spot should make up for the useless smoke.



Gunner with Missile Launcher. Missiles are limited, so their use must be tracked.



Grenade launchers are indirect fire weapons usable by Gunners and fighters with the Exotics skill.

Grenades					
Type	DAMAGE	ARMOR SAVE	MISSILE	RADIUS	Notes
Concussion	Stun	-1	N	2"	Deafen
Demolition	D5	-4	Y	1/2"	High Explosive
EMP	-	-	Y	1"	
Fireball	1	-2	N	1 1/2"	Flame
Flash	-	-	N	2"	
Fragmentation	1	-1	Y	2"	
Molotov	1	-2	N	1 1/2"	Flame
Plasma	D5	-2	Y	1"	Flame/Gas
Sleep	-	-	N	3"	Gas
Smoke	-	-	N	3"	Gas
Tear Gas	-	-	N	3"	Gas
Thermite	D5+1	-4	Y	1"	Flame
Toxic Gas	1	-2	N	3"	Gas

Basic Cybernetics

Replacement Parts and Upgrades

What kind of cyberpunk game has no "cyber"? This section covers the basic replacement parts a gang may need to patch themselves up after a particularly harsh set of rolls on the After Hours Injury Tables. Or maybe the gang wants to enhance some fighters with tough mechanical pieces. Many fighters will gladly ditch perfectly good "meat" parts for enhanced mechanicals. And there are so many to choose from.

Prosthetics: Cheapest of the artificial systems, these replace lost body parts in form and function, but not always appearance (hook hand, peg leg). Prosthetics will remove permanent negative effects on the fighter, such as a movement penalty for a lost leg, but their lack of refinement often comes with a drawback. Prosthetics are available in many designer colors, chromed, or natural skin tones (so models don't need to be altered). Prosthetics offer no enhancements to the profile or bonus features.

Bionics: Bionics are realistic looking replacements. They appear and perform like the lost piece, including tactile sensors. Bionics will remove all permanent negative effects from an injury with no penalties. A good bionic job will not be noticeable without a medical examination, unless the fighter wants them to be obvious. If the user desires, they can turn off the feeling receptors for hazardous jobs.

Cybernetics: Cybernetics are mechanical looking replacements. They remove all permanent negative effects from an injury with no penalties, and they may be upgraded with enhancements. Cybernetics come in a wide variety of styles, from clunky steam-punk looking devices to stream-lined chrome art pieces. Cybernetics can be made to look "real" at extra cost (+20%). Most of the street gangs will prefer cybernetics over bionics, since all that hardware makes them look really tough.

Skinjobs are surgical and/or chemical alterations to the body. They are often used by gangs to set them apart from society and to unify their appearance. Skinjobs can be thought of as the ultimate uniform. Some popular skinjob options include "Elf" (pointy ears and refined features) and any number of animal motifs (many including fur and tails). Some chemical options include unnatural skin colors, patterns, and permanent hair tints.

Skinjobs are cheap so players will feel free to customize their gangs and to expand the amount of miniature lines available for use. Skinjobs also have no actual effect on game play, abilities, or gang performance. While skinjobs make the gang members look different, they're still humans.

Enhancements: On the Cybernetic tables, enhancements will have a cost of +X. This is because the fighter will need a replacement to enhance. The model will need to purchase some type of artificial part, then pay the added cost to upgrade the part with the enhancement. Fighters can't have Lowlight vision without having a replacement eye first. The eye is then enhanced with the Lowlight.

Cyber Hand Upgrades

Style	Cost	Notes
Crusher	+750	+2 STR Obviously a replacement
Grafted Fingers	50/finger	Normal finger replacements
Prosthetic Weapon	+ Weapon	Melee weapons only. Dagger, mace, etc.
Shredder	+300	Retractable Razor Nails
Tool Hand	+500	Reroll failed Bypass rolls

A car accident as a kid had landed Kitty with a bionic arm. The suit who had hit her had sprung for a passer limb, which looked and behaved just like the real thing. Feelings and all.

Daddy had wanted his little girl safe in the sprawl, so he had sprung for the stunner pad upgrade.

Cybernetic Weapons

Style	Cost	Notes
Razor Nails	200	Sharp finger blades, unarmed attacks have a -1 AS. Fighters with Razor Nails count as having two close combat weapons.
Smartgun Link	250	Palm interface or headjack that allows the use of Smartguns. Requires a cyber-eye or an external adapter (visor, goggle, monocle, helmet). Includes an ammo counter, cross hairs, and a video link. Cross hairs indicate where the gun is pointing within the field of vision. The video link allows use outside the field of vision (around corners, over the shoulder).
Stunner	350	Special pads in the fingertips deliver a stunning shock thanks to a battery pack in the forearm. This applies to unarmed attacks and close combat attacks with a metal weapon. This does not count as a second weapon, it is an additional effect.
Wolverines	400	Extendable forearm blades. Unarmed attacks have a -2 AS. Fighters with wolverines count as having two close combat weapons.

Replacement Arm Types		
Style	Cost	Notes
Hand - Prosthetic	100	Hook, fake hand. May not hold weapons with this hand
Hand - Cyber	200	
Hand - Bionic	300	
1/2 Arm - Prosthetic	250	Hand, wrist, and forearm. May not use weapons with this arm
1/2 Arm - Cyber	375	
1/2 Arm - Bionic	525	
1/2 Arm Plus - Prosthetic	325	From hand to elbow. May not use weapons with this arm.
1/2 Arm Plus - Cyber	500	
1/2 Arm Plus - Bionic	750	
Full Arm - Prosthetic	500	Entire arm to shoulder. May not use weapons with this arm
Full Arm - Cyber	750	
Full Arm - Bionic	1000	
Full Arm Plus - Prosthetic	750	Entire arm and shoulder. May not use weapons with this arm
Full Arm Plus - Cyber	1000	
Full Arm Plus - Bionic	1250	
Elbow Replacement	150	Repairs elbow damage without having to replace lower arm and hand

Tank had a full arm replacement that he had equipped with a set of retractable Wolvers for when things got up close and personal.

An Opal Fang bullet or two had the thing all screwed up. He had retracted the wolvers to make sure they still worked, but now they wouldn't come back out. Damn it, cyberdocs were not cheap.

A lucky throw from that bitch Osaka had cost Jobah an eye. She had tagged him with a shuriken as they chased her down a darkened alley.

So to make sure that didn't happen again, he was upgrading his new replacement to include thermal vision. Let's see her try to hide behind a dumpster in the dark when he can see her heat signature.

Replacement Leg Types		
Style	Cost	Notes
Foot - Prosthetic	50	Basic foot replacement
Foot - Cyber	75	
Foot- Bionic	100	
1/2 Leg - Prosthetic	200	Foot and Lower Leg , -1 Move
1/2 Leg - Cyber	350	
1/2 Leg - Bionic	500	
1/2 Leg Plus - Prosthetic	350	As 1/2 Leg, plus a Knee, -1 Move, -1 AGI
1/2 Leg Plus - Cyber	500	
1/2 Leg Plus - Bionic	750	
Full Leg - Prosthetic	600	Full leg and hip replacement, -2 Move, -1 AGI
Full Leg -Cyber	800	
Full Leg -Bionic	1000	
Climbing Foot	+50	May climb Difficult Terrain as if it were normal terrain and Impassible Terrain as if it were Difficult.
Knee Replacement	175	Repairs knee injuries without having to replace lower leg and foot as well.
Hip Replacement	225	Repairs hip injuries without having to replace the entire leg

Head Modifications		
Type	Cost	Notes
Advanced Hearing	150	A combination noise amplifier and sound editor. The model is harder to Surprise (+1 REA bonus on Guard Duty). Repairs Deaf results.
Communicator	200	An internal communication device, they may be used to silently relay enemy positions and coordinate actions with any other friendly model that also has one. Effective range is the entire gaming area.
Damper	125	Allows victims of Battle Damaged, Niggling Injury, or Phantom Pain to reroll a failed test. A separate damper must be implanted for each injury.
Number	500	This brain implant reads adrenaline spikes from Terror Tremors, and delivers an electric counter-stimulant to allow the fighter to regain control. Fighters with a Number may reroll a failed Terror Tremor roll.
Reality Checker	500	This brain implant monitors brain wave patterns for wild fluctuations. A fighter with Hallucinations can reroll a failed test to come out of the hallucination.
Stabilizer	500	Designed to keep an Unbalanced fighter from going berserk, the stabilizer will allow a second roll to make a Berserk fighter return to normal. Some unscrupulous Docs will install a dermal off switch so that fighters can try to go berserk if they want.
Stimulator	500	This brain implant reads brain wave patterns. Whenever an Easily Distracted model that has zoned out has to make a roll, they can reroll a failed result.
Voice Synthesizer	75	Fighters with damaged vocal chords gain a robot voice, but are no longer mute. Double cost for a more natural sound

Hooker was just getting too damn old for all this street violence. He'd been shot and stabbed so many times he had more scars than skin. Hell, he'd even been blown up once.

His left leg below the knee was a cheap bionic. His right hand had been a hook for ages. Now it was a true cyberhand, but the nickname had stuck. He spoke through a voice synthesizer. Much of the ribs on his left side were covered in synth muscle thanks to that explosion. He had at least five dampers in various limbs. And when the sun went down, his eyes had an unnatural green glow. Too damn old...

Artificial limbs come in all shapes and sizes, and a variety of price ranges depending on manufacturer.

Art deco bionic pieces popular with the beautiful people cost much more than the clunky but functional cyber limbs commonly found on factory workers. Cyber gangs prefer heavy, threatening chrome pieces. Well-to-do society brats sport filigreed limbs with neon flashing. Corporate CEOs wear gilded replacements studded with precious gems.

But no matter what they look like, they all have essentially the same function: replacement of lost abilities or senses. Isn't technology wonderful.

Eyes and Enhancements		
Type	Cost	Notes
Basic Prosthetic	5	Glass eye. Purely cosmetic.
Basic Replacement	150	Basic eye. Repairs loss of vision. Must be purchased before enhancements can be added.
Anti-Flash	+100	Reroll a failed Save vs. Flash attacks
Image Enhancement	+200	+1 to all REA Tests that rely on vision
Infrared	+150	Ignores Darkness conditions except Pitch Black
Lowlight	+100	Doubles spotting distance in Darkness conditions except Pitch Black
Motion Detector	+200	Internal version of the hand-held device. Display in field of vision.
Range Finder	+100	Allows measuring of distances before making decisions.
Targeting	+200	Requires a SmartGun link. +1 to hit with SmartGuns.
ThermoGraphic	+200	Ignores Soft Cover and Smoke.
Tracker Lock	+150	+1 to hit fast moving targets (greater than 20")

Body Enhancements		
Type	Cost	Notes
Artificial Lung	500	Repairs Lung Ruined damage penalties. Gives a +1 Save vs. gas-based attacks
Blood Filter	1000	+1 Save Mod and allows reroll of failed save vs. poison and drugs. Also negates effects of Liver Damage.
Nerve Splices	500	Repairs nerve damage. Must be purchased by location and injury.
Skinjob	10	Chemical dyes for skin color, and surgery for features . May be combined for exotic appearances.
Spine Relay	1000	This is a spinal bypass implant that receives incoming data from the undamaged spine, and routes it past the damaged area and back to natural nerves. Each relay has a -1 REA / AGI penalty. A relay in the neck will also give a RA / CC penalty of -1.
Synth Muscles	300	Repairs muscle damage penalties. Must be purchased by location.



This fighter has an obvious cybernetic full arm with shoulder replacement and some form of head implants.



A simple paint job can reflect a bionic eye.

Elective Surgery

Willingly having parts replaced with mechanical parts requires surgery and recovery. A fighter will miss one game for eye replacements, and two games for all other elective surgeries.

Ravager had a real name once. That was before the unpleasantness with the Lords of Flame. So much pain. So much damage. So much for humanity.

Thumper Todd could feel Ravager's tension as they eyed the Lords dancing around a trash can bonfire. No one would recognize his old friend Silver-Tongue Steve under all that metal and synth-muscle. But what was left of Steve sure recognized the Lords of Flame.

"It's time" Todd said. He attached the blade hands to Ravager's stumps. At the base of Ravager's skull was the dermal switch for the Stabilizer. Only Doc Brown had been willing to install one. But for the right price, there wasn't anything Doc Brown wouldn't do.

Todd flipped the switch and sat back to watch.

Damaging Cybernetics

If a result on the After Hours Injury Table indicates damage to a location with a cybernetic implant, the cybernetic piece will take the damage, but the result is a required repair which is permanent until fixed.

Repairing Cybernetic Damage	
Injury Level	Effect
Full Recovery	Minor cosmetic damage. 10% Cost to fix
Light Wound	25% Cost to fix
Medium Wound	33% Cost to fix
Serious Wound	50% Cost to fix
Dead	Severe Damage. Part is useless and must be replaced to be fully functional. May be repaired at 75% Cost, but will have a permanent "tick". Roll d10 whenever part used. On a 1, the part fails and is useless for rest of game. 10% Cost to re-fix whenever it fails.