PART II: GAME RULES

Game Sequence

A game of Sprawlzone can be divided up into five different turns, which are done in a specific order.

1). Set Up Terrain

2). Determine the Scenario

3). Deploy the Gangs

4). Play The Game (Rounds/phases)

5). After Hours (Campaign Games only)

Setting Up Terrain

Unless you have set up a specific scenario to play that requires certain scenery pieces (a specific objective, for example), the table should be set up in a random fashion using available pieces. This can be done in a number of different ways.

Players could take turns placing scenery upon the table. You place a building, I place a building, etc.

Players could divide the table in half and each set up a number of buildings. Then swap halves and set up a number of obstacles or other small pieces.

Maybe a group member sets up awesome tables and is the designated terrain setter. Whatever works for you. Maybe a mix of techniques.

However it's done, each game of Sprawlzone should be played across a table top covered with scenery for the models to fight over and take cover in. The table can be any size, with 4' x 4' being a decent size for a good game. Sprawlzone is typically set in an urban environment, so anything that can be used to represent some part of a cityscape is appropriate terrain. Maybe the game takes place in a park, or on a rooftop (or series of rooftops).

Roughly speaking, a scale of 1"to 3' is appropriate to use when designing and building terrain. So a model building with 3" high walls would represent a single story building 9' high.

NEMIS Transit Patrol cover all the passenger rails that crisscross NEMIS. Most are stationed on the passenger terminals, but their jurisdiction extends up or down to street level. Patrolmen are highly visible in their sky blue uniforms, with three to five officers per train. Els are lozenge trains running above the streets. Subways run below the streets. Some trains go from station to station, and some are express like the MagLev. Transit patrol protects them all.

Determine Scenario

Once the table has been covered to both players satisfaction, it's time to find out what the gangs are doing there. Sometimes the layout will give an idea of which scenario to pick, sometimes a GM will pick the scenario, or players can randomly determine a scenario to play. The player whose gang has the lowest Fame rating rolls 2d10 and consults the Scenario Table in the Scenario section.

Some scenarios will allow players to tweak the table to fulfill a certain objective. If the players are happy with the layout they already have, then leave it alone and adapt the scenario. Scenarios will also list any special rules, gang restrictions, and any rewards up for grabs from the scenario (in both XP and Cash).

Deploy Gangs

Once it's known what the gangs are doing, it's time to place the participants upon the gaming table. Players can set up at the same time, dice for set up, or alternate the set up of models. Scenarios will often have directions or restrictions on how this is to be accomplished, and some gang members might have skills that will adjust this part of the set-up.

Once both gangs are deployed, it's time to start the action. Most often this is drawing tokens for initiative, although a few scenarios have special rules governing how play begins (most notably the **Showdown** scenario).

Play The Game

A game of Sprawlzone is divided up into Rounds, which are made up of Initiative Phases. During these phases, models can act. All their actions and activities are described in further detail in the following sections.

After Hours

The After Hours section is used only during Campaign Games, and includes all the details that need to be tied up after one game ends, but before the next game begins. This includes discovering the extent of injuries received during the game, making money, learning and using skills, fixing gear, spending money, and recruiting new gang fighters. Skirmish games do not use the After Hours phase.

Bjerk sat admiring his latest piece of chrome. It had hurt like hell when that little bastard Koi-Koi blew his hand off. The little shit must have had some HEAP ammo in the Celt Streetmaster he used as a back up. Bjerk's new hand was a heavy piece of obvious cybernetics, none of that wussy bionic crap. This was a gnarly, three-fingered, industrial monster hand.

Ending a Game

There are a few ways to finish a game of Sprawlzone. The first is to accomplish any objectives stated in the scenario description. Once the objective is complete, the scenario ends. The least common way is to wipe out the opposing gang, leaving your gang in charge of the game board and winning the day.

The most common way a game will end is when one of the gangs Rout. The gang, disheartened by heavy casualties, flees the scene, leaving the other gang victorious. After a gang has taken 25% of its starting number as casualties (either Injured or KO'd), the Leader must start making WILL tests. Should they fail the test, they've had enough and they order the gang to retreat. Once a gang is down 50%, Leaders can throw in the towel and voluntarily retreat, although some scenario special rules can restrict this.

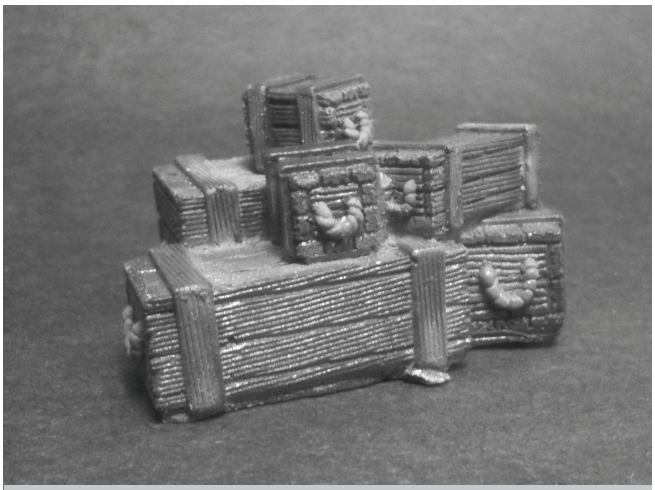
After the gang leader fails a WILL test or throws in the towel, a few things happen.

1) All unengaged models in the routing gang are removed from the board. They get away freely.

2) All Injured models within 4" of a friendly model escape. All injured models within 4" of an enemy model are captured. If within 4" of both, or if they are injured and all alone, roll on the Escape Table.

3) All models engaged in close combat must fight one more round of close combat. If victorious, they grab an opening and escape. If they lose, roll on the Escape Table to see what happens to them.

Tumbles snuck into a position where he could get a better view of the Ion Marksmen. It was his job to lob grenades down on their heads while the rest of the Killer Klowns found and rescued Gearbug. If they didn't get him back, who else would make the exploding pie bombs?



These resin crates can either be scenery to hide behind, or objectives to pick up and loot what's inside.

Escape Table	
Roll	Result
1-2	Captured! Overwhelmed by enemy forces. Roll on the Wound Recovery table
3-4	Captured! Subdued by enemy gang, without taking more than a few bruises.
5-6	Shot in the back while trying to escape. Make a wound recovery roll. They are captured if they are KO'd, otherwise they escape.
7-8	Escapes. Opponent momentarily distracted, lost interest, or whatever and lets them go.
9-0	Escapes by the skin of their teeth. Closely pursued by the enemy gang, they barely managed to escape. +1XP

Rewards (Campaigns)

Each scenario will describe the rewards your fighters will receive for participating in the game. Rewards are given out after all rolls on the After Hours Injury Tables are made. There's no point in giving out rewards to a fighter who didn't survive to use them. Rewards are most often seen in the form of XP, that the fighters collect to advance levels and become more powerful through skills or stat increases. Scenarios can also include a monetary reward or some other special reward, like free Turf.

Mountain saw a couple of Opal Fangs race along the window lined corridor in the opposite building. He swung his machine gun around and walked a line of bullets down the corridor, shattering every pane of glass and causing the two 'Fangs to dive for cover. The stabilizer harness Grizzly had picked up for him worked like a dream. Mountain barely felt the weight of his big gun.

His thrill was short lived as Grizzly called the retreat. Golem was laying in a pool of blood halfway to the data terminal he was supposed to have been hacking. Rampart and Ogre were both down and unmoving. Half of the fighters they had brought on this job were already down. That new kid Hightower was glued to Grizzly's side and covering the gang leader's back.

It was time to go. Golem had been the key to this whole thing, and some 'Fang shooter had stopped him before he had even reached his target. Two-Blade Pete had taken out the others. Who knew how many other Opal Fangs were out there?

Mountain raced back down the corridor to the back stairwell. The stabilizer harness was a blessing at a time like this. Sure, the gun slowed him a bit, but he could cover himself instead of just lugging it around and depending on his back-up pistol.

Only Golem didn't make it back to their HQ. The Opal Fangs eventually sent them Golem's smashed cyberglove. Their message was clear.

The Round

After the terrain has been set up, the scenario has been decided, and the gangs have been deployed, it's time to start the Game. The game is divided into Rounds. A round is a unit of time in which the fighters get to perform two actions. Each round is divided into Initiative Phases, which help control the chaotic flow of the game. Fighters perform their actions in the phases of a round. The order in which fighters get to perform their actions is determined by Initiative tokens, which are randomly drawn. In addition to the tokens, a fighters REA stat affects the order in which they perform their actions. Fighters with a higher REA tend to react faster than other models. Fighters with a lower REA run the risk of being taken out of the game before they can act. One round is roughly 10 seconds of "real" time.

Draw for Initiative

Sprawlzone uses a random draw round sequence instead of a Player A turn-Player B turn-repeat order. The sequence can be modified by a fighter's REA stat.

Each round, put the initiative tokens marked from 1-10 into a container. Each fighter on the character sheets has a number from 1-10. Draw a token from the container, and the models with this number, for both players, get to take their actions. This helps represent the sheer chaos of a conflict where it is possible for a weaker fighter to get the drop on a stronger one through lucky draws.

If a gang has more than 10 models, multiple fighters will act in the same phase. Models 1 and 11 will act when the "1" token is drawn. Models 2 and 12 will act when the "2" is drawn, and so on.

Who goes first: Since opposing players will have fighters with the same number, the fighter with the higher REA will go first. When one player has multiple fighters with the same number, the player may choose the order in which they act. If there's still a tie, such as opposing fighters with the same REA, they perform simultaneous actions.

Simultaneous Actions: There are times when two fighters perform actions at the same time. Both players take actions and make rolls for their fighters, working out all results as if it were a normal phase. However, the results of their actions occur at the same time. For instance, if they were shooting at each other, both fighters would get shots off even though both made wounding rolls that KO'd the other fighter. If both fighters are still able to take their second action, then do so and apply the results.

No Fighters Available: If a token is drawn, and a player has no fighters with this number, their opponent acts alone for the phase. If neither player has a model for the token drawn, simply remove the token from the container.

Stat Tests: Any carry-over Stat tests are made at the start of the round, before the draw.

A REA 8 melee monster Brute (#3) is ready to Engage *a REA 4 Noob (#9). Thanks to token 9 being drawn, the Noob has lucked out and will act first. The Brute is now staring down the barrel of a gun, or maybe the Noob runs off to avoid being attacked.*

Either way, the Noob will get to use both their actions before the Brute can act. If they had the same number, the Brute would attack first because of their higher REA stat.

Actions

During their Initiative phase, each fighter may perform two actions from the Action Table. Fighters may perform the same action twice unless something prevents it. Fighters may perform their actions in any order. Certain skills will allow multiple actions to be combined into one action. Actions combined due to skills only count as a single action, so the fighter may still perform one more action during their phase. A fighter must complete both of its actions before another model can act. Actions not used in a round are lost. The fighter spent their actions watching.

Action Table	
Action	Description
Move	Physical movement of the model across the board up to their MOVE stat in inches.
Ranged Attack	Using a ranged weapon to strike a target
Close Combat Attack	Using a close combat weapon to strike a target
Aim	Gain a +1 to hit with a single ranged weapon, or prepare to attack at extreme range.
Clear a Jam	Projectile weapons can jam up, and will not work again until Cleared.
Change Weapons	Putting one weapon away and drawing another for use.
Use a Skill	Pick the lock, hack the computer, hot-wire the car, etc.
Hide	Taking cover so that an opponent may not target you.
Op Fire	Covering an area with a ranged weapon and waiting for a target.
Ready Weapon	Prepare a Support Weapon to be fired .

Lunk loved his machine gun. Really. He did. Despite all the cursing he did lugging it and its ammo belts around. He really enjoyed the looks on his enemies' faces when they saw what he was using. It just sucked having to set it up every time he moved to a new vantage point. Maybe a lighter version would help?

Action Descriptions

Move: A model may move its full Move in inches about the table top as one action. If a fighter uses both of its actions to Move, they are considered to be running.

Ranged Attack: The fighter may use a ranged weapon it is currently holding to attack as an action. See Shooting.

Close Combat: The fighter may engage in close combat with opponents as an action. See Close Combat.

Clear a Jam: Weapons that have become Jammed cannot be used again until this action has been performed to clear the obstruction. Test against the weapons Clear stat. If the first test is a 1, the weapon is out of ammo. Three failed tests and the weapon is useless for the rest of the game.

Change Weapons: Fighters armed with multiple weapons use this action to equip secondary weapons. The primary weapon (the one that the model is sculpted holding) is slung or holstered and the back-up drawn.

Use a Skill: This includes all skills not used to attack in some way, or restricted to a specific game segment, like After Hours. Some require tests to be successful.

Hide: Any fighter may hide behind or in a scenery piece that is large enough to block all LoS drawn to its model. Even though the model may not physically do so, the fighter can crouch down in the cover and stay there. See the Movement section for rules on Hiding.

Op Fire (Opportunity Fire): Instead of taking an action, a fighter can set up Opportunity Fire. They ready a ranged weapon of some type and watch an area, waiting for a target to present itself.

Op Fire only works in the front fire arc, so be cautious on how the model is faced when declaring this action as they may not attack a target in the peripheral zones. If the model changes facing, they lose Op Fire and will need to set it up again in their new facing. Op Fire can carry across turns, but it does count as their actions for the turn, so models cannot use Op Fire to get 2 sets of actions in the same turn.

Op Fire can be used to interrupt an opposing player's actions, so a fighter can allow their target to perform one action and then fire before they perform the second. Models using Op Fire are busy waiting for a target, so they may not move, perform actions, or engage opponents in close combat. Op Fire must be set up as their first action, their second action is spent waiting for then attacking a target that enters their front arc.

Ready Weapon: Due to their size and complexity, Support Weapons may not be easily moved and fired. After using a Move action, Gunners must use this action to get their weapon ready for use. Support weapons that are mounted on something do not need to be readied.

Holding Actions

Fighters can Hold their actions to a later phase in the round if a player so desires. The model is marked in some way to show that it is Holding its phase. A player may choose to activate their Hold model at any time in any later phase. When a Hold model is activated in another model's phase, the Hold player can chose to act before or after any models whose phase it is. In the case of multiple models acting in the same phase, the player can chose to act before some models, but after others. However, they cannot dictate how or when the other players activate their models. Models with Hold Action can act before models with a higher REA stat as they were already active and waiting.

Unlike Op Fire, Hold actions do not carry over to the next round, so use them or they are lost. A fighter that is Holding its actions has access to all the normal Action choices. Only Op Fire can be used to interrupt another fighters pair of actions.

When a models number is drawn, they can decide to Hold Action and perform them later after another draw occurs. Since a model must take all their actions at once, they cannot move in one phase and then fire their weapon in a later phase.

Bob has a gang with 11 members thanks to earning a free Noob, and they all show up for the game. Scott's gang has 6 taking part, thanks to 2 being in recovery and rolling a "6" to see how many of his fighters take part in the scenario. On the character sheet, Scott's fighters are numbered 1, 3, 4, 5, 8, and 10.

All 10 initiative tokens are dropped into a container at the start of the round. Bob and Scott are using a dice bag for their contain, and taking turns to draw tokens. Bob draws a 7 for the first phase. Since Scott doesn't have a model with this number, only Bob's model can perform their two actions.

Next Scott draws a 10. Since they both have models with this number, they compare the model's REA stat. Scott's model has a 6 while Bob's has a 4. Scott's model acts first. Since the models are on opposite sides of the game board, that doesn't affect much.

Bob draws the 1. Bob's models 1 and 11 will both act this phase, and so will Scott's model 1. Both #1s are close together, and Bob's #11 is across the board. Bob decides to Hold Action for his 11 and marks the model with a Hold token he made. Bob and Scott compare their model's REA stat. Both have a 5, so their actions are simultaneous. Both decide to shoot each other. They both make their rolls as if they were the only one acting, and compare the results. Both have hit their opponent, so they both make armor saves and injury rolls. Bob's #1 is KO'd and removed. Scott's is wounded and checks for shock. In future rounds, Bob's 11 and Scott's 1 will act whenever the 1 token is drawn.

Movement

Every fighter has a Move stat on their profile. This is the number of inches their model may move across the table top gaming area. Measure from the outside edge of the model's base, and move the model to the desired area, making sure that the same point of the model's base doesn't pass the maximum move distance.

Models may turn to face any direction at the end of their movement without having to spend movement to do so, but once they're done moving, their facing is set for the rest of the round. Models may freely move in any direction regardless of the way they were facing at the beginning of their movement action.

If there are terrain obstacles in the way, models must move around them, not through them. Moving around (or over) terrain that blocks the way uses up the models movement as they go around it.

Fighters do not have to move their full stat distance if they don't want to. Moving an inch or two to the side to get into cover still counts as a movement action.

Pre-Measuring

Do not measure distance before performing actions. Fighters need to plan out their actions and then move their allowed distances. This can make all the difference when it comes to attacking enemies in close combat, or deciding who to shoot at.

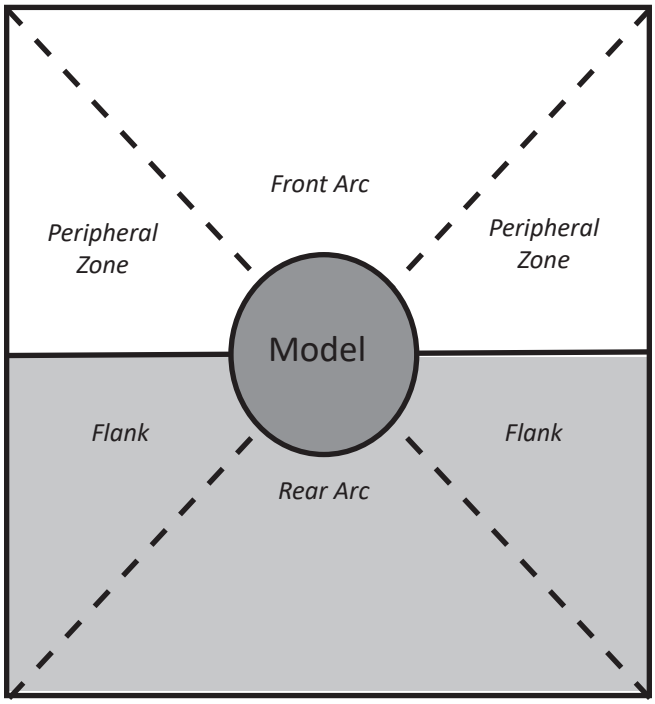
Running

Any fighter that spends both actions as a Move is considered to be Running, even if their model doesn't actually move the full allowed amount. A model that moves their full 10" in one action and then moves only 1" as their second action to get into cover will still count as Running.

A Reminder 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.*

In the illustration to the right, the model moves 3" to the 2" high obstacle blocking the alley they're moving down. They spend 3" to scramble over the obstacle and land safely on the other side. They then have 4" left to move if they want to keep going.

They could vault a 1" obstacle and then move 7".

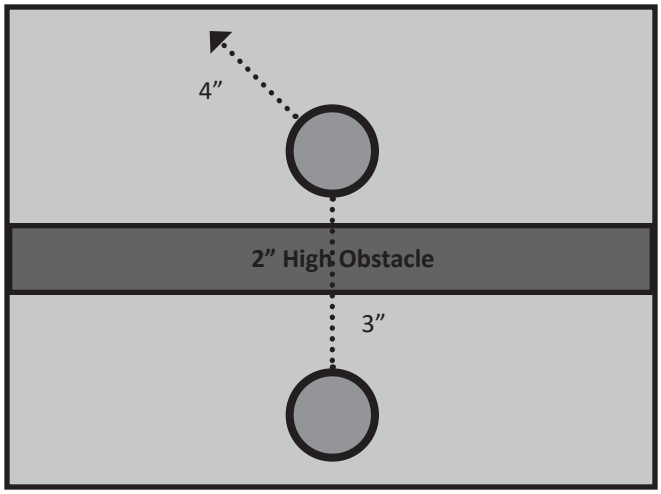


Facing

Fighters are considered to be facing in the direction their model is sculpted as looking. Use the nose of a human-type model as the center point. Where the model is looking is its Front Arc, with their nose in the middle. This is important as fighters can only shoot at opponents in their front arc, and they can only react to activities taking place in this arc. Their front arc is the area of the battle field which the fighter is paying the most attention to.

The Peripheral Zones are the areas between the front arc and the rear of the model. Things in the peripheral zones can catch the fighter's eye, so they may be aware of actions taking place in these zones, and, under the right circumstances, they may be able to react to things in these zones.

The Flanks and Rear Arc cannot be seen by the fighter. They cannot target enemies in these areas. Enemies with certain skills can get bonuses against the fighter if they attack from one of these areas.



Obstacles

An obstacle is any solid object that will block movement. Walls, barricades, wrecked vehicles, and machinery are just a few examples of potential obstacles. Models cannot move through them, so they must go around them. This also includes friendly and unfriendly models on the board.

Low obstacles up to 1" in height may be vaulted by a model with no move penalty. Obstacles between 1 to 2" high may be scrambled over, but this uses 3" of movement. Models may drop off obstacles up to 2" and continue moving with no penalties. Obstacles over 2" in height must either be climbed or the model must move around it.

If a model runs out of movement and the obstacle is less than ½" wide, place the model on the other side but treat the model like it fell. The fighter has gone over the obstacle and flopped down to the ground on the other side. Fighters can stop on top of wider obstacles if it is safe for the model to do so. Note that they just might be fully exposed while on top of the obstacle.

Climbing

An obstacle 2+" in height can be climbed by fighters as long as there are adequate hand holds. Sheer surfaces may not be climbed. Fighters climb at half their moving speed. They must also climb down obstacles more than 2" in height, they cannot jump down. So a fighter climbing a 4" wall would use 8" of movement to get to the top, and then 8" of movement to get down the other side. So they could climb up and over the wall if they used both actions as Moves to do so. This does not count as Running.

It should be obvious by looking at terrain whether or not it may be climbed. A chain link fence is an obstacle with adquate hand holds. A brick wall is not.

Ladders and Stairs

Ladders are the answer to sheer high walls. Fighters may move up or down a ladder at their regular move speed. Fighters may run up or down ladders, but may not Dash.

Stairs are considered open ground and fighters may Dash up them if they have the skill and pass an AGI Test. If the AGI Test is failed, treat the model like it fell an inch. See Falling.

If the obstacle in the illustration to the left was a 3" high wall, the model would move 3" to the wall and use 6" of movement to climb to the top of the obstacle. If there is room on the top to safely hold the model, the fighter can stop there with no issue.

If the model has another action available, they can climb down using 6" of movement and then move their last four inches. They've used two move actions to reach the same point the other model made in one.

Falling Modifiers				
Height	1-3	3-6	6-9	9-12
AS Mod	0	-1	-2	-3
-1 For a Nasty Fall (such as landing on broken machinery)				
+1 For an Easy Fall (such as landing on a soft surface)				

Falling

Fighters in high places run the risk of falling and taking damage from the sudden stop at the bottom or on a lower level. This most commonly occurs when the fighter is too close to an edge (within 1"), gets wounded by enemy fire, and falls off or an opponent with the *Hurl* skill decides to toss them off the roof or catwalk they're fighting on.

Fighters falling up to 3" get to make an AGI Test to avoid damage. If the test is passed, make a Shock Test to see if they landed with no consequences. If the Agility Test is failed, or they are falling more than 3", roll location to see what body part they landed on and make armor saves like normal. The armor save has a -1 Penalty for every 3" of height the fighter falls above 3". If the AS fails, make an injury roll as if they had been shot or struck in close combat. If successful, they take no damage but must make a Shock Test because of the impact.

In a desperate situation, a fighter might decide to jump down from something higher than the 2" set as a "safe jump". Treat this exactly like a fall, but if the AGI Test fails, the hit location will automatically be legs.

Jumping

Sometimes fighters will want to jump across something. Gaps less than 1" across can be crossed with no problem. Fighters can reasonably just step across the gaps. Gaps more than 1" must be jumped across. It takes 2" of movement per inch to jump across gaps 1 to 2" across. Gaps more than 2" across require a running jump. Fighters must use a Move action to approach the gap and then another Move action to Jump across. Roll a d5 to see how large of a gap they jump across. If they don't roll enough distance to make it across, they fall.


Monster Fight Club

Terrain Types

Most of Sprawlzone will be taking place in an Urban (city) environment, which may limit the terrain built for models to fight upon. However, there may be times when the action moves outside the Urban landscape (or maybe even below it), so different types of terrain may be encountered.

Terrain is divided into four basic types, which can affect the movement of models passing through the terrain. These types are: Open, Difficult, Passable, and Impassable, and are described below.

Open: Open terrain is relatively level and free of debris or other factors that inhibit movement. Most terrain in Sprawlzone will be Open: plazas, streets, malls, floors, catwalks, bridges, stairs, ladders, etc. Open terrain has no movement penalty. Modeled scenery less than 1" tall and 1/2" wide which can be vaulted or hurdled by fighters also counts as open terrain.

Difficult: Difficult terrain bestows a 1/2 move penalty by possessing something that inhibits a model's movement in the area. Difficult terrain should be represented by obvious scenery pieces so that players will know that a fighter will have difficulty moving in this area. Some possibilities of Difficult terrain include snow fields, sand, shallow rivers, ruins, debris fields, large piles of garbage, underbrush (in a park, for example), and climbing areas that possess limited hand holds. Fighters may attempt to Run across difficult terrain, but must pass an AGI Test or take a Wound (Armor Save is allowed). Climbable scenery (such as a wall or barricade) that is higher than 2" counts as difficult terrain.

All the action was taking place upstairs. Slipkid dashed up the stairs in the hopes of getting there before he missed it all. He stepped on an old newspaper halfway up and felt his feet go out from under him. He face planted onto the hard metal, and felt the wind get knocked out of him.

He tasted blood on his lip, but scrambled to his feet and kept moving up the stairs. Thankfully no one else was around to have seen that.

*Bruce was being chased by some Opal Fangs. He runs full tilt down the street (*Open*), and ducks into an alley. The alley is filled with trash, debris, and dumpsters (*Difficult*). He slows down so he doesn't have to worry about tripping over something (AGI Test) and risking the Fangs catching up. The walls on either side of the alley are two stories of smooth concrete (*Impassable*), so he won't be climbing up those to get away. He decides to Hide behind a dumpster midway down the alley and ambush the Fangs chasing him (Op Fire).*

Passable: With difficulty, a model may slowly move through an area of Passable terrain. Anything defined as Passable bestows a 1/3 movement penalty. Deep drains, climbing areas without ladders (must have some sort of hand holds), sludge fields, deeper water, piles of junked cars, oil slicks and collapsed buildings are all possible examples of Passable terrain. Running is impossible in Passable terrain as the fighter is too busy picking its way safely across the area.

Impassable: Impassable terrain is just that: terrain that completely blocks a models movement. Burning oil pits, chemical vats, sheer cliffs, deep water, chasms, high walls (over 2" tall), buildings, and anything else that must obviously be moved around, counts as impassable terrain.

Terrain Types	
Category	Move Penalty
Open	No penalty
Difficult	1/2 Move Penalty
Passable	1/3 Move Penalty
Impassable	Find a way around

Blitzen was lost in the service tunnels under the city. Luckily the tunnels were dry, even if they were poorly lit. But then again, no one was supposed to be down here. So the light coming from a side tunnel as she rounded a corner made her pause. Listening intently, she heard two distinct voices. They were clearly not caring if anyone heard them. Maybe they were friendly city workers who would help her get out?



The fighter in the foreground is Hidden by the corner of the ruin while they take aim at an enemy. The model is in contact with the scenery and the fighter the model represents can flatten themselves against the wall and peak around the corner.

The fighter is not hidden to the enemy behind them. The enemy has clear line of sight to the fighter, but the scenery between the two of them will give the fighter cover against the attack.

Hiding

A fighter may use an action to Hide in terrain to either surprise enemies or to avoid being attacked by them. The terrain needs to be large enough that the model could reasonably hide in or near it. Walls, columns, machinery, wrecked vehicles, even the corners of buildings can all be used as hiding spots if they meet two criteria:

1) The terrain blocks LoS to at least half the model.

2) The model is in contact with that terrain.

A Hidden fighter may not be targeted by enemy fighters. The model should be marked in some way to show that they are hidden. A fighter can Hide even if an opposing player can physically see parts of the model. The fighter the model represents can crouch, huddle, go prone, duck under a tarp, or otherwise secret themselves in a hiding spot in ways that a sculpted miniature cannot manage.

Hidden fighters usually try to be as quiet as possible while hiding. Fighters will not remain hidden if they perform actions that will alert enemies of their presence, such as moving, performing a loud action, or firing a weapon. The fighter will not lose any cover bonuses they may have, but they may now be targeted if LoS exists.

It is entirely possible to Hide from some enemy fighters, but not others. A fighter hiding behind a low wall or barricade may be hidden from enemies on the far side of the wall, but if an enemy were to approach from this side of the wall, they would clearly see the fighter trying to hide.

The difference between Hiding and being in cover is that one is a deliberate action, while the other is a condition based on position Fighters may hide in cover, but can be in cover without hiding. Terrain can impair LoS to any models behind it and provide cover, but only a model in contact with the terrain may attempt to Hide in it. See Cover in the Shooting section for more on being in cover.

Johann hated being on guard duty. Yeah, it was important to keep an eye on their stuff. And sure, it would suck if someone like the Killer Klowns got in here and smashed the place up. But it was dark, boring, and kinda creepy too.

The shadows were deep over there. Concrete columns held up the floor of the sweatshop up above at regular intervals, and there were piles of useless junk everywhere to hide the good stuff the gang had hidden away. They also gave any intruders plenty of hiding places and hard cover.

He took a quick sniff and got a nose full of stale body odor. Someone was definitely down here with him. He listened intently, but heard only silence. He drew his pistol and released the safety, completely oblivious to the shadow moving up behind him.

Sneaking Around

Sneaking is the art of moving quietly, especially useful for scenarios that use Guards. Any fighter can try to be sneaky. Sneaking is done at half move rate and requires an AGI Test to be successful. If successful, the sneaking fighter gives enemy fighters a -1 per range band to their REA Tests to spot the sneaking model. A successful test would then give a fighter sneaking at Far distance a -3 modifier to be heard by an enemy while moving quietly.

Awareness

Even the most well hidden fighter can be spotted by an enemy if they are close enough. Use the enemies REA stat as a range in inches. If a hidden model is within 3x this range, the enemy can make a REA Test to try and spot them (see Stat Tests in the Stats section).

An enemy within their base REA Stat is considered Close and at +1 to spot a hidden fighter. Fighters hiding between base and 2x (mid range) the stat are even up. A fighter hiding between 2x and 3x the REA stat (Far) is at -1 to be spotted. As shown in the Stats section a further +1 or -1 may be applied depending on how good the hiding spot is.

If the enemy passes their REA test, they are now *Aware* of the hidden fighter, even if they are still blocked from view. They suspect someone is hiding in that general area. Maybe they heard the hidden fighter dislodge some debris, or slap a new magazine in place. Perhaps they sneezed, or maybe they have really strong body odor the enemy can smell. There is a penalty for firing at an opponent that you are *Aware* of but cannot see (see Blind Fire). Area effect weapons that use templates (like flamethrowers and grenades) are particularly useful in this situation.

REA Tests can also be used to become aware of enemies sneaking around in areas the fighter cannot see, such as enemies to the rear of the model or when the game board is using the Darkness condition in Scenarios.

When an enemy becomes Aware of a fighter, their model may turn so their front arc is facing the area where they think the enemy is hiding.. They may only make a single turn when acting outside of their own actions. They may not make three turns if they become aware of three different hidden enemies.

Awareness Range	
Close	Up to base REA Stat
Mid range	Up to REA Stat x2
Far	Up to REA Stat x3

The guard was stareing intently in the wrong direction, trying to peer into the deep shadows. Something had them on alert, though. They drew their weapon and tilted their head to listen. Too bad Limbo was right behind them with a pair of daggers.

Shooting

Fighters armed with some form of ranged weapon can use it to attack an enemy by using one or both of their actions to do so. Their chances of hitting are based on their RA (Ranged Attack) Stat and are modified by the distance to the target and gaming elements such as Cover. Guns, bows and thrown weapons are all covered by this section. Fighters that are locked in close combat may not fire ranged weapons.

Choosing a Target

Before they can roll their attack, a fighter needs to choose their target from those available. Available targets are visible, in the shooter's front arc, and within range of their weapon. Fighters may not measure the distance to a target before they chose it. Attacking a target that is out of range is an automatic miss, but they still need to make an attack roll to check for fumbles or jams.

Available Targets: A fighter may potentially shoot at anything in their forward 180° arc. The center 90° of this arc is the Front Firing Arc and the area the eye focuses on, so all targets in this area are in the model's direct field of vision, and are primary threats. All targets in the front 180° and outside of this center 90° arc are in the model's peripheral vision and suffer a -1 to hit penalty. Models on the line between arcs are in the one that contains more than 1/2 the model. Models in the rear 180° arc cannot be seen so they may not be targeted.

Closest Target: The closest enemy is the biggest threat, so a fighter must shoot at them. If there are more than one, the fighter must choose before they measure distances.

A fighter may ignore more obvious threats to shoot at easier targets that are further away or in their peripheral zones (maybe all the primary targets are behind hard cover). In order to do this, the fighter must pass a COOL Test to ignore the more immediate threats and turn their attention to another target. If a peripheral target is chosen and survives, the attacking model should be turned at the end of the round to face the target. The fighter is focusing their attention on this target and puts them in their front arc.

If the closest target is down (often because of Shock or injury) fighters do not have to target them. They're not being much of a threat, although they can still be targeted if the fighter chooses to do so.

Changing Targets: If a fighter needs to switch targets, their new target must be in the same fire arc and within 3" of the original target. There is a -1 penalty for switching targets. This is most commonly used by fighters with multiple attacks (*Quick Shot* or *Rapid Fire* for instance) that KO their original target and still have an action left to use.

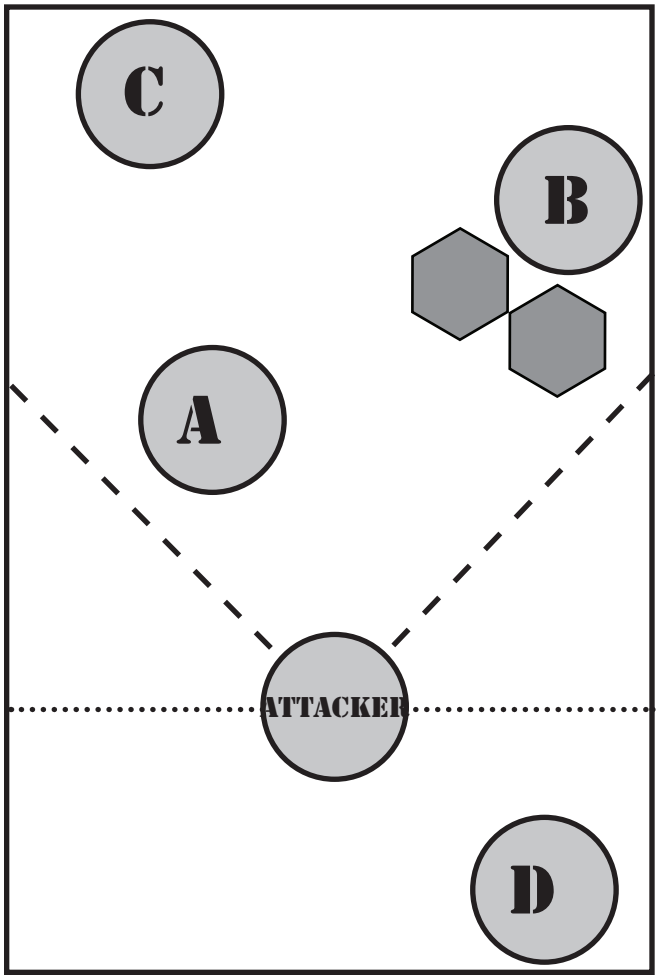
Range

Each weapon has three range bands in its description: Short, Medium, and Long. Each range is given in inches and represents the effectiveness of the weapon when used against a target at those distances. Weapon ranges are listed in the Weaponry section.

After a target is chosen, measure the distance to it. Compare this distance to the range bands to see if there is a bonus or penalty for shooting at the target. If a chosen target is outside the weapons Long range, they cannot hit the target, but must still make an attack roll to check for a weapon jam.

EXTREME RANGE: almost all firearms have the power to hit targets at great distances. All listed ranges are the most effective ranges of these weapons. Pistols, SMGs, and shotguns have an extreme range of twice their long range. All rifle-type and support weapons can hit a target anywhere on the table. Strung weapons can add +1/2 their long range, and thrown weapons can go to STR x5. Grenades will deviate double the distance at this range.

In order to hit any target at extreme range, the fighter must spend one action aiming, and then make a to hit roll of 10, followed up by a second to hit roll equal to the fighters to hit roll for Long range. The first roll of 10 does not grant a critical. Fighters with the *Sniper* skill have their own rules for hitting targets at extreme ranges.



Elevation

Models firing from the upper levels of buildings measure the distance between them and their target from the ground floor (or the target's level) to the target's base, not from their base to the target's base. This gives them a slight range advantage as gravity is helping them instead of hindering them.

An elevation difference of 6" or more allows the elevated shooter to ignore low cover unless the targets model is touching or within 1" of the cover.

Models firing up at an enemy always measure base to base.

Line of Sight (LoS)

Just because a potential target is in their fire arc, that doesn't mean a fighter can attack it. In order to fire at a target, the attacker must also have Line of Sight (LoS) to the target. This means the attacker must be able to actually see their target. This can be checked by getting a model's-eye view and physically looking at the target. As long as the attacker can see some part of their target, they may shoot at it. Models marked as Hidden may not be targeted.

Terrain can interfere with LoS and give a target cover. Fighters can do things the sculpted model cannot do, such as squat down or flatten against a wall. If you can't see any of the targets body, they have full cover. You may be able to see the tip of a gun or maybe a top-knot of hair, but that doesn't mean your fighter has a decent shot. They're *Aware* of the enemy, but firing at them will have massive penalties (both Full Cover and Blind Firing).

In the diagram to the left, the attacker can fire on targets A, B, and C since they are in their front firing arc.

Target A is closest, and as the primary threat, would be attacked first. If A was Injured or shocked, B would probably be the next primary target.

Since B is behind cover, the attacker could shoot at C since they have no cover and would make an easier target. If the cover is sufficiently large, B could be concealed from view and not an eligible target. That doesn't mean they are Hidden. The attacker could be Aware of B since they saw them go behind the cover, or maybe B is shouting obscenities at the Attacker.

Target D is in the rear arc and may not be targeted, even though they are closer than B and C.

If A were a friend, they would block LoS to target C.

Since you cannot measure distance before rolling to attack, the difference between B and C is estimated before the choice is made on who to attack.

If the attacker decides to shoot C with their first action and KO's them, the Attacker may Change Target to A or B with no penalty since they are in the same arc.

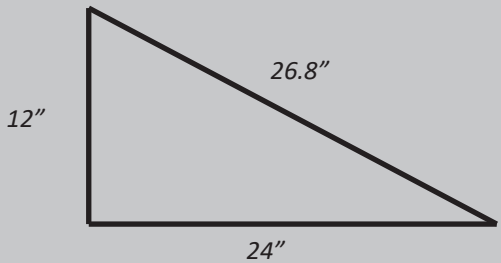
All other models (friend or foe) will block LoS, so fighters cannot shoot through another model to hit one further out on the table. The exception are *Injured* models, who do not block LoS as they're laying on the ground.

Shooting between friendly models: If a model with LoS wants to shoot at a target, but must shoot between friendly models, they run the risk of accidently hitting their friends. If a friendly model is within 1" of the LoS drawn to the target, they are a potential target in case the shot misses their target. Roll to hit as normal, but if the shot misses, roll again. This is a normal to hit roll (with no bonuses or mods) against the friendly model (randomize if there's more than one friend in harm's way). Work out the hit as normal. The friendly target must test for shock, just like for a regular attack. Note that this only works on friendly models. This is to prevent players from shooting between closer enemies at a further target in hopes of hitting a different enemy in case the attack misses.

Shooting into Close Combat: Models engaged in close combat represent fighters that are ducking, weaving, circling and moving about in an attempt to hit each other with their weapons. While the models stand base-to-base and do not move, shooting into this swirling melee runs the risk of hitting a fighter that's on your side. Roll to hit as normal, but any shot that misses will hit the friendly model instead. No further to hit roll is required. Determine location and injuries as normal. Only the roll of a natural 1 is an exception, since this indicates a weapon jam.

Maxi D has scaled a fire escape to the fourth floor of an abandoned apartment building (Level 4, 12" above the game board) and wants to fire down at a group of S+M Sisters who are on the ground floor. Maxi D has a medium semi-automatic rifle with a maximum range of 24". They aim at the lead Sister (closest target) and take a shot. They measure the distance from the ground floor, and find out the target is 24" away. Just in range.

Since the S+M Sisters have to fire up at Maxi D, they must measure from base to base as gravity is working against them. Maxi D is 26.8" away base to base, just out of range for the Sisters unless they have more powerful weapons with a longer range.



The MagLev train quietly flew through the sprawl. All bright and shiny, most of the local gangs had attempted, and failed, to tag it with their colors.

Shooting Table										
RA Stat	1	2	3	4	5	6	7	8	9	10
Short Range	8	7	6	5	4	3	2	2	2	2
Medium Range	10	9	8	7	6	5	4	3	2	2
Long Range	14	12	10	9	8	7	6	5	4	3

Attacking a Target

Use the Shooting Table to find the target number you need to roll when attacking an enemy with a ranged weapon. Find the attacking fighters RA stat and the range band to their chosen target (range is determined by each weapon's stat line). Roll 1d10 plus modifiers. Do not add the RA stat to the roll. The roll must meet or beat the number on the table to hit the target. A fighter with RA 4 shooting at a target at Medium Range would need to roll a total of 7 or higher in order to hit that target.

Critical Hits: a natural roll of 10 is considered a Critical Hit. The attacker can modify the target's Armor Save and Wound Roll by +1. The attack is more likely to pierce the armor (+1 Armor Save) and cause a serious injury (+1 Wound roll) than a normal hit.

Modifiers

Enemy models tend to not stand still out in the open waiting for a fighter to shoot them. Refer to the Shooting Modifier chart to see if the current situation has any affect on the attack roll. These modifiers affect the attack roll, not the target number. Check to see if a target is hit using the modified attack roll against the original target number on the Shooting Table.

Cover

Cover is any type of terrain that prevents an attacking fighter from seeing or hitting their chosen target. Cover is divided into two types: hard and soft. It is further divided into full and partial cover, depending on how much of the target model is obscured by the cover.

Soft Cover: This is any type of terrain that will obscure LoS to the target, but which isn't sufficiently tough enough to stop the attack. Shrubbery, gas clouds, hanging tarps, and bags of garbage are examples of soft cover.

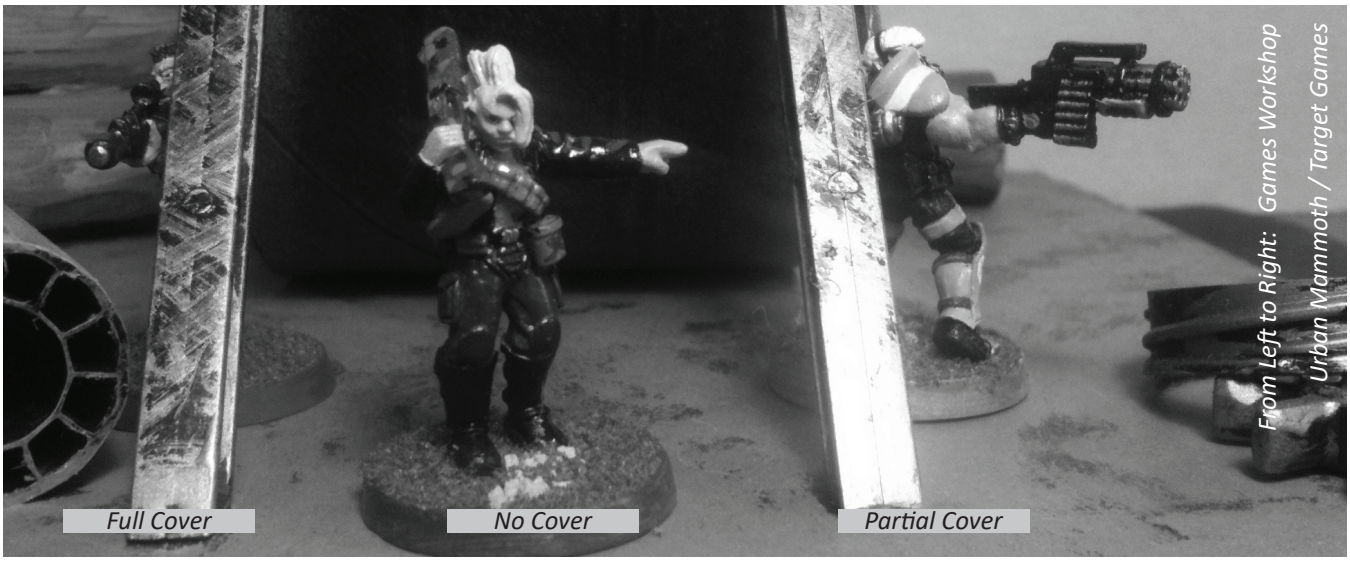
Hard Cover: This is any type of terrain that will not only obscure LoS, but which may actually protect the target from taking damage. Trees, walls, and abandoned vehicles are types of hard cover.

Partial Cover obscures up to half of the target. A model doesn't have to be right next to the cover to get the bonus, it just has to come between them and an attacker.

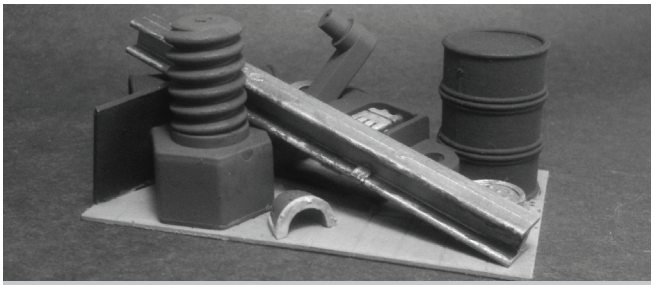
Full Cover obscures half or more of the target. A model doesn't have to be right next to the cover to get the bonus, it just has to come between them and an attacker.

Complete Cover: A model has complete cover if it can't be seen at all. Models in complete cover cannot be shot at. They are not Hiding (this requires an Action), so opponents may be Aware of them, they just cannot find a target to shoot at. Attackers may fire blindly through Soft cover at targets they are Aware of, but they must apply both penalties: Blind Fire -6 + Full Cover -2 = -8 To Hit penalty! Grenades and template weapons are very useful against enemies in cover, as they ignore cover modifiers.

In Cover: A fighter can kneel, squat, or take some other position that maximizes the amount of their body protected by the cover. Since a model cannot physically reflect this, use some sort of In Cover counter or token to show that the fighter has full cover, even though the model may only have partial cover. The model must be in base contact with the scenery in order to do this.



Shooting Modifiers Chart	
Situation	Modifiers
Partial Cover	-1
Full Cover	-2
Firing from a moving platform	-1
Blind Firing	-6
Off-Hand Penalty	-1
Using 2 Pistols	-1 Normal Hand, -2 Off Hand
Running Target	-1
Fast Target	-1/15” moved
Small Target (size < 1”)	-1
Large Target (size > 3”)	+1
How to Roll a 12 or 14.	
You must first roll natural 10, then roll again.	
12	6+
14	8+
Possible, but not easy.	



Hard Cover made of bits from toys and model kits.

Normally Stixx loved the park at night, but not tonight. He had been minding his own business when the three Stallions crossed his path. Hopelessly outnumbered, he fled into the trees hoping they would just ignore him. No such luck.

“Come on out, little mouse!” one of them called from somewhere behind him.

Off to his left he heard someone snicker. He paused and listened intently. Sure enough, he heard the crunch of leaves as someone tried to move quietly through the brush. They were close, but the trees were concealing both of their positions.

It was possible to stay put and hope they’d get bored and move on, but he doubted he’d be so lucky. He pointed his pistol towards the sounds, ears straining for any sign of the other two stallions.

A twig cracked as the Stallion moved closer. Stixx pulled the trigger, firing blindly through the brush. There was a cry of pain, and Stixx bolted deeper into the dark woods, the other Stallions rushing towards the sound of gunfire.

Ammo Jams

Despite advances in weapons technology, ranged weapons are still prone to jams and misfires when not properly taken care of. In the dusty, polluted streets of the future, this means daily cleaning. (Yeah, right.) To represent the condition of guns in Sprawlzone, there is the Jam Rule. Anyone can pick up a gun, point it, and pull the trigger. Not everyone can strip, clean, and reassemble one.

Whenever a fighter rolls a Natural 1 to hit with their RA skill, the weapon jams up. The attack doesn’t miss the target, because the attack doesn’t happen. Jammed weapons cannot be fired again until the jam is cleared. To clear a jam, the fighter must spend one of their actions to fix the weapon. Each weapon has a Clear value based upon how easy it is to fix the weapon for use. The fighter must roll over this number on 1d10 or the weapon remains jammed. If the fighter fails three Clear Jam rolls in a row, the weapon is useless for the rest of the game. It may be safely cleared during the After Hours segment for use in future scenarios. If the first Clear Jam roll is also Natural 1, the weapon didn’t jam, it ran out of ammo. It will be out of ammo for the rest of the game.

Fumbles: Some other attacks use the RA stat, but cannot jam up like a fire arm: thrown weapons and bows for example. In the case of these weapons, the Natural 1 represents the attacker fumbling the weapon while trying to make their attack. They still use up the attack action, just like gun wielders. Unlike those with guns, they recover from the fumble and may use their weapon again in future actions. Two fumbles in a row renders the weapon useless for the rest of the game. Maybe they damaged the bow string or ran out of throwing stars.



Scenery must block LoS in order to provide cover. The fighter in the foreground cannot see the fighter in the background as he is in their rear arc. And while that wall would definitely provide full hard cover from anyone that the foreground model is aiming at, the background model has a clear shot at their unprotected back.

Automatic Weapons

Some fire arms in SprawlZone have the ability to fire a lot of bullets in a short amount of time. This allows fighters to make shooting attacks as both of their actions if they do nothing else. There are a few special types of shooting that change this. Luckily, thanks to Comic Book Realism, you do not have to keep track of each and every bullet fired from a weapon.

Auto (Automatic): Weapons with this descriptor are fully automatic weapons, and can spit out ammunition for as long as the trigger is pulled. Specially trained fighters (like those with the *Quick Shot* skill) may use automatic weapons to make multiple shooting attacks as a single action.

Due to their high rate of fire, automatic weapons can go Full Auto and spray an enemy or an area with bullets. There are two special types of attack that may be made with Full Auto: Burst and Spray, A fighter must first declare which option they are using. Full Auto attacks cannot be used with weapon sights, or with most skills. Hard-mounted automatic weapons may use sights with Full Auto. Using any Full Auto attack runs the risk of running out of ammo.

Burst Attacks: The attacker concentrates their fire in the hopes of hitting a single target multiple times. Roll 3d10 for the attack, but use only the highest score as the To Hit roll. For every 2 points above the required target number, an extra hit location is rolled as more bullets strike home. So a model needing a 6 to hit would roll one location on a 6, two locations with an 8, three locations with a 10, and so on.

If any of the dice rolled to hit come up as a 1, the weapon jams after making the attack. If all the dice come up as 1s, the weapon has a freak misfire and explodes, causing the shooter to suffer a hit. Roll location and determine wounds as usual. The weapon is destroyed as well.



Some weapons, like this machine gun, were just made to spray large amounts of bullets.

Spray Attack: The attacker spreads their fire in hopes of hitting multiple enemies one time. Up to 5 targets may be struck by this attack. Roll to hit each target at -2 to hit. This is a separate roll for each target. The closest target is the Primary target. Each target must be within 3" of the previous target. Natural 1s are still jams, and will stop the spray attack from continuing. If any targets are more than 3" from the last target, the attack on them will automatically miss. An attack may miss one target but still hit others depending on modifiers.

Running out of Ammo

When a fighter uses any full auto attack, there is a chance they will run out of ammo. After the full auto attack is resolved, roll 1d10. A Natural 1 means the weapon is out of ammo for the rest of the game. The chances of running out of ammo goes up by one each time any full auto attack is used. For a second full auto attack, a Natural 1 or 2 will mean out of ammo. A third such attack will run out of ammo on a Natural 1, 2 or 3.

Cover Me!

This special attack is a blind attack that most ranged weapons can use, and targets an area instead of a specific target. It is meant to force the opponent to think twice about doing anything in the target zone. Cover attacks last from the attackers' initiative phase until the beginning of their next phase. Cover attacks use both actions for the round, so fighters cannot use a cover attack as a second action. Cover attacks may not be Held or used with Op Fire.

Makenzy sprays some invaders from a rival gang as they begin their attack. They are at long range, so with the modifiers he misses all three targets. He makes an Ammo check for the attack, and passes. He tries again with his next action point.

He hits the first target, then rolls a natural 1, so the weapon jams before the other attacks happen. He then has to make another ammo check. Since this was his second full auto attack, he will run out of ammo on a roll of 1 or 2. He passes, so he still has ammo, but he cannot use the weapon until he clears the jam.

Since Makenzy has a weapon with the Full Auto trait, he might have used a Cover attack, especially if there were more than three enemies in the attacked area. Covering fire would have allowed attack roles against all enemy models in the area, but would also affect any friendly models that might be in the area as well.

Covering fire would also affect anyone in or moving through the attack zone. Makenzy would make a single RA test, and anyone that was a target would need to make an Agility Test or take hits from the attack.

Since these are all Full Auto options, Makenzy needs to make an Ammo Check after each attack, not each test.

Indiscriminate: Cover attacks affect a cone-shaped area that starts at the firing model and is 4" wide at the end of the weapon's Long range. The attacker points their weapon, pulls the trigger, and shoots blindly, regardless of who is in the area. All models, friend or foe, in the covered area are potential targets.

Make an attack roll against all models (friend or foe) already within the covered area and within range. On the roll of a 10 the target is hit, but it is not considered a critical. The attacker gets no modifiers, but all targets will get any applicable cover modifiers to their Armor Saves.

Any model (friend or foe) moving through the covered area must pass an AGI Test (1d10+AGI) against a 10 or take a hit. Even if they were already attacked for being in the covered area. This includes all models moving into, out of, or across the area. Returning fire or using a skill counts as moving for this test. Fighters need to make new AGI Tests for each action they perform in the covered area. If the fighters roll exceeds the test target of 10, they are not hit. If the test is failed, the fighter takes another hit. Each hit is treated separately for Armor Saves and Wounds.

As the cone spreads out, the concentration of bullets dilutes. This means it's "safer" to act at Long range than Short range. Targets moving within the Short range band subtract 1 from their Test roll. Targets moving at Long range add 1 to their Test roll.

Weapons that fire on Automatic will hit on and have an AGI Test target of 9-10 due to their higher rate of fire.

Ammo Check: Since no one actually carries infinite ammo, if any Cover attack roll is a Natural 2, the weapon fires but is out of ammo for the rest of the game. The attacker pulls the trigger and doesn't stop until the clicking starts. On a Natural 1, the weapon jams as normal and the cover attack fails.



Shooter takes aim using a sight-equipped rifle.

If no models are in, or attempt to cross, the area being covered, make a roll at the end of the round to check for Running out of Ammo. Apparently no one crossed the covered area because the bullets were flying. This is useful for keeping enemies pinned down or stuck in place. Maybe so the attackers comrades can make off with the goods, or safely escape a situation.

Stop Them!: A fighter making a covering attack will be firing continuously until their next round begins unless their gun jams or they are physically stopped. Engaging them in close combat, causing Shock from return fire, or KO'ing the attacker will stop the covering attack immediately, leaving the area clear for any remaining action draws.



Shooter wearing heavy armor plates and wielding what could be an assault shotgun with rotary barrel.

Scorpion is firing a HMG at a group of pinned gangers, whose only escape is through a door across from their position. Scorpion decides to use a suppression attack (Covering Fire) in hopes of keeping them pinned until reinforcements arrive. Scorpion has the Steady skill and a RA 4.

Scorpion opens fire. One of the fighters dashes across the area, so Scorpion makes a RA test and rolls a 3, for a target score of 7 (RA 4 + Roll 3 =7). This is pretty easy to test against, so he uses his Steady skill to reroll, and rolls a 1. The weapon has sprayed the area, but will be out of ammo at the end of the round. He rolls again to get the Test number, and rolls another 1. The gun has sent a couple rounds into the scenery then seizes up and explodes in his hand, and now Scorpion has to check Hit Location and then make an Armor Save at -1 against his own weapon.

The enemy gang is free to use the exit, jeering at Scorpion as they make their escape.

Grenades

Grenades are a special type of weapon since they can not only hit a specific target, they will explode and could affect surrounding models and scenery. When using a grenade (thrown or launched), chose the target and make a To Hit roll. If the roll is successful, the grenade lands on target. Place the proper grenade template over the chosen target. All nearby models completely under the template (friend or foe) are also hit. Models partially covered are hit on the roll of a 6+. Scenery pieces with special rules that are covered by the template are also affected (even if partially covered). Roll location, armor saves, and wounds just like for a shooting attack.

Grenades that miss their target are still a danger on the game board. They can bounce off scenery, be improperly thrown, or misfire. Unlike bullets that miss and vanish into the surrounding area, grenades will land somewhere and detonate. A natural roll of 1 is a Misfire, and the fighter needs to roll on the Grenade Misfire table. Any other miss roll will scatter away from the intended target.

Scatter: A scattering grenade can roll away a little bit, or take a wild bounce and detonate nowhere near the original target. Roll another d10. Since the d10 is pointed, the way it lands is the direction of the scatter, and the number rolled is the distance of the scatter. Thrown grenades scatter d5 inches and launched grenades will scatter d10 inches in the direction indicated. Use the number rolled when checking for direction, with the intended target as the starting point. Once you have determined where the grenade lands, place the template and determine any hits and injuries as normal.

Skoober perched in the cockpit of the heavy lift crane. He had a commanding view of the warehouse from up there. The darkened interior was the perfect opportunity to try out the new lowlight scope he had picked up for his sniper rifle. Settling into the operators chair, he braced his weapon on the windowless frame and sighted the "empty" container surrounded by at least half of the Grey Ghosts gang.

"Gee, I wonder where they're hiding their Mr. Anderson" he sneered.

Eightball was lounging by the container door. He looked kinda eerie in the green tones of the scope. His signature tattoo looked like some bizarre x-ray version. He'd do. All Skoober needed was the signal.

The rest of the Waffle Boys moved into position around the Ghosts. Skoober's earpiece buzzed once. Exhale. Squeeze. Goodbye, Eightball. Acquire new target. The Ghosts were frozen in surprise. Only Koi-Koi recovered fast enough to grab a weapon. Too bad he had been closest to Eightball. Goodbye, Koi-Koi.

Scoober went to track another target, but the rest of the Waffle Boys chose that moment to rush the distracted Ghosts.

Grenade Misfire Table	
D10 Roll	Effect
1-3	Detonates! Center an appropriate template on the thrower/shooter and then roll wounds and saves as normal.
4-6	Short Fuse: The grenade goes d5 inches in the desired direction away from the thrower/shooter and detonates. Set up template and make any necessary rolls.
7-9	Dud? Roll Scatter and leave a marker where it ends up. Then roll a d10 every action phase. On a 7+ the grenade goes off. Place a template and make any necessary rolls.
0	Dud. Pfft…sputter…pop…

Knockback: All grenades will cause Knockback unless they are gas-type grenades. All models affected by the blast can be blown off their feet by the force of the detonation.

Each affected model must make an AGI Test. If the test is passed, nothing happens. If the test fails, move the model to the nearest outside edge of the blast template and place the model face up or mark them as prone as the blast knocks them off their feet. Models on upper levels will also have to worry about falling off. If the AGI Test roll is a natural 1, the model must also check for Shock as the wind may be knocked out of them.

Indirect Fire

Grenades that are used against unseen targets will scatter on any To Hit roll except a natural 10. Pick a target point as usual, and roll scatter in the usual manner. Indirect fire does not require LoS, so fighters could blindly lob their grenades over a wall or through windows at possible targets. A natural 1 is still a Grenade Misfire.



Only Gunners and fighters who have earned the Exotics skill can use grenade launchers.

Test for Shock

Every shooting hit that doesn't cause a wound can cause Shock *("Holy crap! I just got shot!")*. Fighters must pass a COOL Test to resist becoming Shocked. If they pass the test, they shrug off the Shock and act as normal. If the test is failed, place the model face up on the table (or use a Shock counter). Models caught in an explosion must also test for Shock.

Shocked fighters lose all their actions, and may only scamper 3" towards the closest cover during their phase. At the end of each round in which they perform no actions, Shocked fighters make a COOL Test to see if they break out of Shock. If a Shocked fighter is in cover at the end of the round, they get a +2 to their next COOL Test. If a fighter who is Shocked is shot again, they must make another COOL Test at -2. If already in cover, they must scamper towards new cover as the current cover isn't good enough. Shocked models may reroll a failed COOL Test if they are within their Leader's WILL range (WILL in inches), or if they have a friendly model with *Inspirational* skill within 3".

Shocked fighters who become engaged in close combat fight at -1 CC for the first round of attacks. Shock automatically breaks in the face of a life and death struggle.

Markus had thought the catwalk was a perfect spot for sniping the Opal Fangs. Good fields of fire, and nice dark shadows to conceal him. He was rethinking his decision as the force of the Opal's return fire spun him around and over the railing.

The ground was so far away. This was gonna hurt.

Lookout Below!

Models standing close to the edge of rooftops or upper stories, or standing on narrow gantries, can be knocked off by enemy attacks. Any model either Wounded or Shocked by an attack, and that is within 1" of an edge, must make an AGI Test or plummet over the side. If there is a scenery piece that may reasonably stop the model from falling (wall, railing, fence, parapet, pipe, etc.) the model may reroll a failed AGI test. Models with *Surefoot* may also reroll a failed test. See Falling in the Movement section for damage information.

Hit Location and Armor Save

Once a target has been hit, it's time to see what happens to them. First determine where the target was hit, then your opponent gets to make an Armor Save to see if the model's gear saves them. If the armor fails to save, make a roll on the Injury table to see what happens to their fighter. This is covered in the Wounding section.

The Killer Klowns choose their noob's names. Well, inflicted them on them was more like it. When they are finally accepted into the gang, the noob is allowed to choose their own name, as long as it fits with the "Klowning Tradition".

While noob's can wear make-up, only full-fledged gang members are allowed to use white face under their Klown Faces. Every name and face has to be unique.

Some of the original and long-term members have their clown faces permanently tattooed on.



A wide variety of small scenery pieces come in handy for filling in the empty spaces on a game board. They can be used as cover, objectives, or grouped together to create larger scenery pieces.

Close Combat

Opposing models that are touching base-to-base are fighting in close combat. They are using some type of melee weapon, or their hands and feet, to take out their opponent in close quarters. Close combat weapons run the gamut from simple clubs (a lead pipe, a 2x4, or a bat) to samurai swords and cyber-weapons such as Razor Nails.

Pistol weapons also count as close combat weapons. The larger ranged weapons cannot be fired if the bearer is locked in Close combat, but they may be used if equipped with a bayonet or as an improvised club.

Actions: One round is approximately ten seconds of "real" time in which fighters can perform their two actions. Once engaged in Close combat, the opponents attack, dodge and parry each other's weapons. Each CC roll represents a good, solid attack that occurs during this "actual" flurry of blows being struck by the combatants. So if both of a fighters actions are Close combat attacks, they are landing two (maybe more) solid blows during the melee.

Initiative: Since fighters with a higher REA stat act first when initiative is drawn, this often gives them the advantage in Close combat. Higher REA fighters can chose who to attack and when to attack, so they will usually get the Engage bonus when fighting in Close combat.

Because fighters act in order of their Initiative, Close combat is not simultaneous. If an opponent is KO'd, they cannot use their own actions as attacks to strike back.

Engaging: The fighter initiating a Close combat attack gets an Engaging bonus. They move up and engage their target in close combat, either by charging across the game board (Move action, then close combat action), or sucker-punching the enemy standing next to them. The model launching the attack is moved into base-to-base contact with their chosen target(s). An Engaging model may move up to 2" in their first close combat action to reach an opponent. If the opponent is more than 2" away, this will count as a Move Action.

If the distance was misjudged and the fighter needs to use both actions as Moves to reach the enemy, the models are not put in base-to-base contact, the "attacker" does not get an Engaging bonus, and no close combat occurs. Models only come into contact as part of a close combat action.

Fighters successfully Engaging get a +1 to their CC rolls for the first round of close combat actions. If they are close enough to use both actions as close combat, the bonus applies to both actions. Should the opponent survive and continue fighting with their actions in the same round, or if the combat continues for more than one round, this bonus is lost.

Sweet Lucy was a dancer, but none of us would chance her, because she was a Samurai. - Deep Purple

Once close combat has been initiated, the fighters are locked in combat until one of them is KO'd, breaks from combat, or tries to flee.

Level Panic: If a fighter wants to assault, or is assaulted by, an enemy that is twice their own level or higher, they must pass a COOL Test in order to fight. This is the reputation factor that highly experienced and well-known gang fighters can use to intimidate weaker opponents. If they fail the test and are attacking, they think twice about it and decide to do something else. If they are the defender and fail, they will fight at -1 until they pass a COOL Test.

Facing: Facing is always important! Fighters are considered to be facing the direction the model itself is actually looking. Where the model is physically looking is its Forward Arc (use their nose like a pointer). Models cannot see or react to models in their rear arc.

Many fighters prefer to sneak up and attack their targets from the rear or flank. Models attacked from the rear arc are Surprised unless they notice the attack (a REA Test) or are otherwise aware of a potential attacker. If the test is passed, they may turn to face the attacker if you wish. Turning will negate position-based attack bonuses the attacker would otherwise have received. Models can only turn once in a round to face an attacker, unless it is their turn to perform actions.

Rolling to Hit

Once engaged in close combat, both the Attacker and the Defender roll 1d10, and add in their models CC stat and any situational modifiers. If the Attacker rolls higher they score a hit. Roll for Hit Location and make Armor Saves as normal. If the Defender scores higher, they successfully defeat the attack. Some skills allow a Defender that defeats an attack to perform an action against the attacking fighter.

Every model can fight in close combat unless they have a CC stat of 0. Models with a CC 0 strike no blows in close combat. They are defenseless against close combat attacks. Fighters that have had their CC stat reduced to 0 are KO'd and removed from the game.

Unarmed Attacks: Anyone can make a fist and punch or kick an enemy. Roll attacks as normal, but do not add their CC score to the roll. Opponents get +1 to their AS.

Initiate Gretchen was going to prove herself to the S+M Sisters, no matter what. She gripped the pair of old daggers in her sweaty palms, waiting for the foot steps to get closer. When they sounded close enough, she jumped out to attack.

It took her brain a second to register who was standing there. Sally Suicide. A quick flicker of surprise crossed her face, and then she smiled.

Oh shit. Gretchen dropped a dagger and went for her back-up pistol instead.

Close Combat Modifiers	
Attacker	Defender
+1 Engaging	+1 Higher Ground
+1 Flank Attack*	+2 Defended Obstacle
+2 Rear Attack*	2 Weapons: -2 Offhand, -1 Reg. Hand
+1 Higher Ground	-1 if Panicking
-1 Target to Flank	
-2 Target to Rear	
2 Weapons: -2 Offhand, -1 Reg. Hand	
Disarmed fighters may not add their CC stat to the roll	

Critical Hits: Attacking fighters who have rolled a natural 10 for their attack have scored a critical hit. They can choose to add -1 to their targets Armor Save or +1 to the roll on the Wound Table if the Armor Save fails.

Multiple Weapons: A fighter armed with multiple close combat weapons gets one additional attack (max of 2, unless they somehow have more arms and hands) in each action. You must make a separate attack roll for each weapon. The main hand has a -1 attack penalty; the off-hand has a -2 attack penalty. Each successful attack makes its own Location and Armor Save rolls. Defenders armed with multiple close combat weapons can defend against multiple attacks.

Overwhelming: Fighters with a higher CC stat than their opponent can get in more good attacks during the flurry of blows of melee combat as they overwhelm their less-skilled opponent. When starting a combat, compare the models' CC stats. An attacker with a CC score that is double the CC score of their opponent gets an extra attack during each action.

CC3 vs. CC3 = normal attack

CC6 vs. CC3 = +1 attack

CC9 vs. CC3 = +2 attacks

For CC9 vs. CC3, that would be 3 separate attack rolls, with 3 separate location, armor save and injury rolls. If the attacker has 2 weapons, that would make 4 attacks (at least one must be with the off-hand weapon, although all suffer the normal multiple weapon penalty) as a single action.

Defenders are busy trying to save their lives from the overwhelming attacker. If their score exceeds the attacker's, they've defeated the bonus attacks, but may not use a skill in retaliation if one is possessed. Defenders armed with two close combat weapons can defend as usual against a second attack (either from an attacker's two weapons, or the overwhelming bonus attacks), but may only defeat any other extra attacks.

Breaking Combat: If a fighter wins a close combat round, they can voluntarily leave the combat. By winning the combat, they have pushed their opponents back enough to step out of combat without worrying about a counter-attack. Both fighters are free to act in their next round. They may reengage (for the bonus) or otherwise act normally.

Separate the models by 1". It is up to the winner which model is moved the 1", and they can also decide the direction of the movement. They cannot move the opponent's model off an edge so they fall. This is a separation, not a free attack.

A fighter wins close combat if they hit their opponent without taking any hits in return. Both wounds and armor-saved wounds count as "hits".

Leaving Combat: Unless a fighter can Break from close combat, they will remain locked in base-to-base contact until one of them drops. If a fighter attempts to flee combat (using an action to move away without Breaking), they have to turn their back and flee, which gives their opponent a single free attack. The fleeing fighter may defend as usual, but with no CC Stat or bonuses, and they can not use a skill to retaliate if they possess one. The attacker just misses. If successful, make any Location and Armor Save rolls as usual. If they take no Injuries, they may use their MV action. Otherwise, they remain locked in combat and this action is counted as finished.

Devilluke was toying with the Grey Tiger noob. The kid was making desperate attacks and looking for a way to escape. Devilluke just batted them away. The kids' defenses were full of holes that he could have taken advantage of ages ago and ended this, but he was having fun. The kid took a wild swing and made a break for it. Devilluke neatly impaled him in the back before he had taken his second step.



A pistol and a club equals two close combat weapons.

Surprise: A surprised fighter defends with half their CC Stat, and cannot use skills during their opponent's attacks. Attackers must engage from the Rear arcs, although an attacker may surprise from the front arc if they were Hidden and the target does not pass a REA Test to notice them. Hidden models must be able to reach their target with their first action in order to surprise them.

Shock: Fighters hit by an enemy in close combat do not suffer from Shock. Shock only applies to hits from weapons fire and grenades.

Tied Rolls: If after all modifiers are added in, the results are a tie score, then the combat has been fought to a standstill. The models remain base-to-base, locked in combat.

Exception: If both players somehow managed to roll natural 10s for the same attacks, both attacks are successful, so both fighters must roll Location and Armor Saves.

Hit Location and Armor Saves

Once a target has been hit by any attack, it's time to see what happens to them. First determine where the target was hit, then your opponent gets to make an Armor Save to see if the model's armor saves them from damage. If the save fails, make a roll on the Injury table to see what has happened to their fighter. See the Armor Saves and Wounding sections.



Ruins made easy: This scenery is all cork tile . A cork tile wall on a cork tile base with a little bit of paint.

The Brute taking cover behind this scenery would get a -2 AS modifier on all shots striking Hit Locations obscured by the thick, sturdy wall. In this case, that would be both legs, the abdomen and left arm.

If he's not wearing any armor, that would change his AS from a 10+ (Lucky Bastard) to a 8+ (-2 modifier). So if the Hit Location roll says that the left leg is hit, and the Armor Save rolled is an 8, the wall stops the attack. If the Save rolled was a 6, the attack would punch through a weak spot in the wall, or ricochet, and hit the location anyway.

Armor Saves

When a fighter has been hit by an attack, it doesn't mean they're dead. They may suffer a nasty scratch or a serious injury unless something prevents it. That's where armor comes in, because human skin just doesn't have the same stopping power as ballistic weave or battle plastic. Armor is purchased by location, and gives an Armor Save (AS) to the location it covers.

Roll Location: Once it's been determined that an attack has hit a model (see the Shooting and Close Combat sections), you need to find out where the hit has landed. The attacker rolls 1d10 on the Hit Location Table. The location rolled will determine Armor Saves and which chart will be used in the After Hours section should the AS fail. Only armor purchased to cover a location can be used to make the AS (fighters can't use chest armor to protect against a hit on their leg).

Sometimes a rolled location might not make sense: a model standing behind a low concrete wall that gets hit in the leg, for example. Do not reroll the hit location. The type of cover will give an AS bonus to the hit location. If the cover AS bonus is what saves the model, then the cover itself has stopped the attack. If the model is wounded anyway, the attack may have ricocheted off the cover into the location, or even punched right through a weak spot in the cover to hit the location.

Unarmed attacks give the target +1 to their Armor Save.

Hit Location Table	
Roll	Location
1	Left Leg
2	Right Leg
3	Left Arm
4	Right Arm
5	Abdomen
6	Abdomen
7	Chest
8	Chest
9	Chest
10	Head

Matsuki finally had some money to upgrade to some decent armor, but which one to buy? He didn't like the bulk of the heavier armors, but that still left plenty of choices.

Ragnarok makes some nice polymer chainmail styles. Valhalla Industries has some cool reinforced plate types that provided decent coverage without being too heavy.

But then again, Over-Armor makes the Dragonskin series. A little pricey, but very stylish.

Roll the Armor Save

Once it's been determined where a fighter has been struck, it's time to see if they are wounded by the hit. To keep from having to make up a new gang after every game, there is always some way to stop a hit from causing damage.

Armor: Body armor is purchased by location to protect fighters from harm. On the character sheets there are spaces to fill in the type of armor purchased for each location and it's AS. The Armor Save is the target number that must be either met or exceeded on a 1d10 roll to stop a hit from wounding the fighter. Armored areas are covered regardless of the angle of attack or appearance of the model. An armor sleeve will also protect against shots from the rear arc and models sculpted with an open-front vest will still be protected on the front by that vest.

Lucky Bastard Save: Thanks to Comic Book Realism, all models always get a "Lucky Bastard" save against attacks. This represents something getting in the way of the attack and saving their life. Ugly gold medallions are good for this, as are hip flasks, belt buckles, bibles tucked into jacket pockets, dad's old pocket watch, and pigeons flying by that just happen to take the bullet for them. This save only applies to areas with no armor. This is not a bonus save they get to make if their armor is defeated. This save only works with a roll of a natural 10.

Junpei resisted the urge to pull the trigger and just spray the bastard. He kept his cool and used the semi-auto function to chase the running Obsidian Nightmare. The guy must've been part jack-rabbit.

Junpei's fire chased him across the street. He crossed behind a jersey barrier and kept running. Junpei finally compensated for his movement and tagged him just before he could dodge behind some cars parked on the other side of the barriers.

It was a lucky shot. The barriers were dotted with bullet holes, but one round had managed to pass through the gap between the barriers as the Nightmare had run behind them, catching him in the leg. Unfortunately, as he fell he disappeared from sight behind the low concrete wall.

Junpei hurried to catch up to him before he could recover. The barrier saved Junpei this time, as the Nightmare opened fire from his back, lying between the vehicles. The shot ricochetted off the top of the barrier as Junpei ducked down.

Trying to keep the jack-rabbit where he was, Junpei fired his assault rifle from the crouched position, trying to hold it up so the bullets would pass over the barrier. Soon both cars were riddled with holes, their useless alarms echoing down the city street.

He dared to peak over the concrete blocks, but the Nightmare was gone. A blood trail went behind the car and went back the way he had come.

Layer Bonus: Armor add-ons can use either their own AS or add a layered armor bonus to another piece of armor that covers the same area. An armor jacket will cover the arms, chest and abdomen. If the model has Bracers and / or a girdle, they will either add +1 to the AS of the jacket, or use their own AS, whichever is better.

Shields are a special layer of armor. They apply only to the attacks from the front arc and the side arc on which they are held (shields wielded with the left hand will not protect against attacks from the right or rear arc). If covering an area with no armor, use the shield's AS. If the shield is covering an area with armor, you can choose either to use the shield's AS or it's AS modifier.

Save Modifiers: Some weapons are particularly powerful or may be using special ammo. These weapons have a Save Modifier that can reduce the effectiveness of a fighters armor. Things like Cover will give a bonus to their AS. Do not make the AS roll until both sets of modifiers have been applied to the AS target number.

Cover Bonus: Cover not only obscures a model and makes it more difficult to hit, it can also offer some protection against incoming attacks. Cover doesn't affect Hit Location, but it can affect the save for the location. It's possible that the weapon could punch through the cover and still hit the location. If the cover's AS bonus is what makes the save successful, then it's the cover that stopped the attack.

Soft Cover: +1 AS (sheet rock walls, hedges, normal cars, thin wood, etc.)

Hard Cover: +2 AS (concrete, big machines, thick wood, trees, trenches, etc.)

Junpei missed as the Obsidian Nightmare moved through the open ground. The jersey barriers count as partial hard cover, and the cover penalty saved the Nightmare from Junpei's first shooting action in the next round. Junpei's second shooting action was a hit, with the location being the right leg. This time the +2 AS bonus doesn't save the running Nightmare. The round passes through the barrier (or between barriers) and hits his leg. Junpei can now roll to wound. Unfortunately, it's Just a Scratch*. The Nightmare checks for shock and passes.*

Next round, the Nightmare draws initiative first and Holds *their actions. Once Junpei comes closer, he uses an* Attack *action (shoots) and then uses a* Move *action to get further away.*

Junpei retaliates by firing Blind *over the top of the barrier. With the -6 to hit modifier, he only succeeds in striking scenery. He uses both of his actions to* Attack*, with the same results.*

The Nightmare draws initiative again, and Runs off (two Move *actions). When Junpei draws initiative, his target is gone.*

Wounding

Once a hit location has failed its Armor Save, it's time to figure out what has happened to the targeted fighter. First, subtract 1 HP from the fighter. Then roll 1d10 on the Wound Table. Note that fighters reduced to 0 HP are not automatically out of the game (KO'd).

Rolling Wounds

The attacker rolls 1d10 on the Wound Table. Fighters with more HPs are more likely to suffer through an injury and keep on fighting. If the wounded fighter has any HPs left, subtract them from the Wound Table roll and apply effects immediately (*a model with 2HP will lose 1 HP, then subtract 1 from the opponent's wound roll as they have 1HP left*). If the target is already at 0 HP, add +1 to the Wound Table roll. Only a Critical Hit roll can raise this to a +2 modifier. Unarmed attacks always add -1 to the Wound roll. During a campaign the true extent of any injuries won't be known until After Hours.

Penalties from injuries rolled on the Wound Table and the Injury Recovery Table are cumulative. A fighter that is reduced to 0 RA, CC, or Con due to multiple wounds is KO'd, and must roll on the After Hours Recovery Tables. If a fighter is never KO'd, they do not have to roll on the After Hours tables, no matter how many wounds were taken.

Each injured location is a separate roll on the After Hours tables, not just the final one that caused them to be KO'd. Make sure to keep track of each injury.

Critical Hits: Attackers who rolled a natural 10 for their attack can add +1 to the roll on the Wound Table if they did not use the critical to modify the targets Armor Save.

Panic: Models that become KO'd within 3" of a friendly model will cause the friend to make a Panic Test as they witness their friend go down. This applies to the results on both the Wound Table and the Injury Recovery Table. Since Noobs are already subject to Panic, they suffer a -1 to this test. Leaders and *Inspirational* models can also affect this test. See the Psychology section.

Wound Table

Roll	Result	Campaign Effect	Skirmish
1	Just a Scratch	Test for Shock if shot. No, you don't get the HP back, but you don't lose Con either.	As Campaign
2-3	Wounded	Test for Shock if shot. If an arm, a -1CC/-1RA applies. If a leg, -1MV applies. -1 Con for all other wounds. These penalties last for rest of game.	As Campaign
4-8	Injured	Fighter is down. Place model face down on the table. They are in pain and may perform no actions. If they have not performed any actions this round, those actions are lost. Roll on the Injury Recovery Table at the end of each round in which they performed no actions.	As Campaign
9-10	KO'd	Model succumbs to the wound and is removed from play. They must roll on the After Hours Recovery Table.	Mark as KO'd. Models with a medkit or *MedTech* may try to revive them
11	Critical Wound	Model succumbs to the wound and is removed from play. Add +10 to the After Hours Injury Table roll. Looks serious.	Killed. Remove from play.



This gang fighter has been placed face down on the table to show that they are Injured*. Alternatively, an* Injured *counter could be used.*



This gang fighter is face up because they have been Shocked *by an enemy shooting attack. A* Shocked *counter could be used instead.*

Skirmish Game Revival Chart

Roll	Effect
1	It's no use. They're dead. Remove the model from play.
2-6	Still Out. They remain KO'd. You may make further attempts to revive them.
7-9	Revives. Awake, but *Stunned*
0	Fully revives. Up and able to act in the next round.

A MedTech using a medkit gets +1 to roll on this chart. If a model is revived, roll d10. 1-9 "Wounded", 0 "Just a scratch" for the location.

Recovering from Injuries

Once a fighter is Injured (a result of 4-8 on the Wound Table), they can do nothing but lay around in pain. The model should be placed face down or marked with a counter. Injured fighters can perform no actions as they are trying to overcome the injury. At the end of each round, your opponent rolls on the Injury Recovery Table for all of your models that performed no actions due to being Injured, and you roll for theirs. If a fighter has any HPs left, subtract them from the dice roll. Remaining HPs cannot modify the roll below 1. A MedTech or fighter with a MedKit will modify the roll as well, and can bring the result below 1. Natural 1's and 0's have no effect on this roll.

Injured at End of Game (Campaign): What happens to models that are still Injured at the end of the game, but who have not recovered or been KO'd? Your opponent rolls 1d10 for each model that is still injured. On a 1-5, they recover with no ill effects. On a 6+ they must roll on the After Hours Injury Table, but with a -20 Bonus.

The Golden Street Hooligans successfully Ambushed their rivals L.N.G. on some neutral turf. During the opening assault, Skievy Stevie was shot in the head. He failed his armor save, and received a 5 (Injured) on the Wound Table. His model is placed face down on the table.

Next round the L.N.G. try to rally and fend off the Hooligans. At the end of the round, the Hooligan player rolls on the Injury Recovery Table for all down L.N.G. models. Skievy Stevie gets a 7 (Still Injured), and stays down.

During the third round, Hellion, who has MedTech, gets to Skievy Stevie and tries to help him. The next roll on the Injury Recovery Table is a 4 (Still Injured), but Hellion's MedTech turns it into a 3 (Recovers). Skievy Stevie recovers, and can act in the next round.

Skievy Stevie is at -1 Con for the rest of the game thanks to the wound. If his Con ever reaches 0, he will become KO'd and be removed from the game.

If he had been wounded in the arm or leg, he would have different penalties that would last for the rest of the game.

Stun: Some weapons (Stunners, Shock Mauls) and the *Subdual* skill are used to take opponents out of the game without causing physical damage. When successful, these attacks KO the target without seriously injuring them. Victims who fail their Armor Save must pass a CON Test or they are KO'd and out of the game.

Some particularly hardy individuals will resist these attacks, and suffer the effects of being Stunned. While Stunned, models are at -2 REA, -2 MV, -2 CC, and -2 RA stat. All skills attempted are at -2 as well. Their head is foggy and the world is spinning. Further Stunning hits that are resisted add an additional -1 to all penalties. If any of the penalized stats reach 0, the fighter is KO'd. This is cumulative with any penalties they may have from other wounds. Stun is resisted with a CON Test at the beginning of each round. A successful test will break all Stun for that fighter. Remember, a fighter's CON may be modified by negatives from the Wound and Injury tables.

Forced Out: Injured models that are attacked in close combat are automatically KO'd. Do not roll for additional injuries. Make any rolls on the After Hours Injury Tables with a -20 bonus.



A heavily armed and armored samurai ready for action.

Injury Recovery Table Modifiers	
-Var.	Any Hit Points Remaining
-1	MedTech Skill
-1	MedKit
-2	MedTech with a MedKit

Injury Recovery Table		
Roll	Result	Effect
<1	"Healed"	Patched up and ready to rock. No, you don't get the HP back.
1-3	Recovers	Stand model up, ready to go. -1 Con. If an arm, a -1CC/-1RA applies. If a leg, -1MV applies. Penalties last for rest of game.
4-8	Still Injured	The model remains down, is still in pain, and continues to perform no actions. Keep rolling on this table each round until a different result is rolled.
9-0	KO'd	Model succumbs to their injury and is removed from play. They must roll on the After Hours Injury Table. A natural roll of 0 is always KO'd, even if they have hits left and a MedTech with a MedKit working on them.

Psychology

Psychology covers the mental states a fighter may encounter on the streets of Sprawlzone. Most are out of their control and can affect their actions during the game.

Fear

The streets of Sprawlzone are not a nice place, and it takes a lot to spook fighters that have grown up here. Occasionally someone, or something, will come along that will make even street-hardened fighters think twice about taking them on. These things cause Fear, and are particularly scary when up close and personal. For example, fighters that manage to earn the *Legendary Killer* reputation or are twice the fighters level.

Fighters that are thinking of Engaging in close combat with a model that causes Fear must pass a Cool Test in order to do so. A failed test means the fighter thinks better of that idea, and will have to do something else for this round. They do not lose their actions, but will suffer a penalty for changing targets. They cannot use their actions to try to Engage again.

A fighter that is Engaged by a Fearsome enemy must pass a Cool Test or they will flee a full move away from the attacking enemy. If the Fearsome opponent should somehow catch them, they will fight at -2 CC until they can pass a Cool Test.

Fighters can only make one Cool Test vs. Fear per round, unless they are attacked by multiple Fear-causing opponents. If they pass, they pass for the entire round. If they fail, they are afraid of this enemy for the entire round. Make the Cool Test when drawing Initiative. If a fighter who is afraid fails another Fear test (from another Fear-causing enemy), they become Panicked (do not test).

Fear will cancel out fear, so if two Fearsome models should meet on the game board, neither one will have to make a test.

Hatred

Hatred is a powerful emotion that gang fighters can experience towards their rivals. Fighters that are subject to Hatred of a rival are immune to other types of psychology whenever the hated rival is involved. For example, if a gang is fighting a Fearsome opponent, everyone will be subject to Fear of the opponent, but any fighter with Hatred of that opponent will only feel the Hatred. Whenever a fighter KO's a Hated foe, they gain +1 XP.

The drawback is that whenever the Hated opponent is within LoS (or passes within LoS), the fighter will drop everything else to go after them. Fighters with Hatred must move towards the object of their hatred whenever possible, and will ignore other targets to shoot at or attack the hated foe in close combat.

Leadership Aura

The gang's Leader is their source of inspiration. Models that are within the Leader's WILL range (their WILL stat in inches) can reroll failed Cool Tests thanks to the Leader's inspirational presence. If the Leader is Shocked, Panicked, KO'd or otherwise incapacitated, they're not being very inspirational, so fighters do not get the reroll.

Some fighters learn from the Leader's example, and gain the skill *Inspirational*. This lets them function like a Leader, but with a limited range. This skill also puts them in line for being the Leader in case something happens to the current one.

Panic

All Fighters may Panic whenever they witness a friend get KO'd within 3" or if a friend within 3" begins to flee. Noobs are inexperienced fighters that are subject to Panic whenever they are hit by gunfire, so they suffer a -1 penalty when making a normal Panic Test.

All fighters must pass a Cool Test or they become Panicked. Mark the model in some way to show it is Panicked. Panicked fighters will immediately flee a full move (MV stat) away from the source of the panic. Whenever possible, they will move towards cover, no matter how bad it is, as long as it's away from the source of the panic. Once in cover, they can stop fleeing and try to recover from their loss of nerves (see below).

When Panicked, fighters may perform no actions besides Move (and only towards cover) until they recover. Panicked fighters will flee again if engaged in close combat, and will keep fleeing until they find new cover, recover their nerve, or leave the game board. Panicked fighters that cannot flee from close combat will fight with 1/2 their CC stat.

Panic can spread throughout a gang. If a model fails a Panic test and flees, and they are within 3" of another friendly model when they flee, that model must also make a Panic test. Panic tests caused by fleeing friends are modified by each fighter's experience level. A higher level fighter that has to make a panic test gets a bonus based on the difference in levels, while a lower level fighter gets a penalty.

A 4th level Noob and an 8th level Shooter are 2" apart. The Noob is shot, survives, passes a Shock Test but then fails a Panic Test and has to run for cover. The Shooter has to make a Panic Test or take cover also since the Noob was within 3" when they broke and fled. The Shooter's roll is at +4 as the Noob is 4 levels lower than they are, so the Shooter doesn't expect much from them. If the situation was reversed, the Noob would have a -4 penalty as they look up to the more experienced Shooter. If the Noob had been KO'd by the shot, the Shooter would have to make a normal Panic Test with no level adjustment since a friendly model was KO'd within 3".

Recovering from Panic

Once Panicking fighters are in cover, they can start making Panic Tests as actions to recover their nerve. If they fail, they continue to suffer from panic. If they pass, they will act normally for their next action. Fighters within their Leader's WILL range can reroll failed Cool Tests.

If there is a friendly model within 3" that is at least double the Panicking model's level, the Panicking model gets a bonus to their recovery rolls. There is a +1 to the attempt for each increment higher the friendly model is. (x2 levels = +1, x3 levels = +2, x4 levels= +3, etc.) This includes Leaders.

If any friendly model has *Inspirational* skill and is within 3", the Panicking fighter may reroll a failed Cool Roll as the friend shouts encouragement. (A friendly model with *Inspirational* skill that is also double their level will give a +1 bonus and allow the reroll.)

Shock

Every shooting hit that doesn't cause a wound can cause Shock *("Holy crap! I just got shot!")*. Fighters must pass a Cool Test or they suffer from Shock. If they pass the test, they shrug off the Shock and act as normal (except for Noobs, who must then take a *Panic* test). If the test is failed, place the model face up on the table or mark the model in some way to show it is Shocked.

Shocked fighters lose their next group of actions. Fighters that are Shocked may only scamper 3" towards the closest cover, even if it is towards their shooter. Scamper does not count as an action, is performed once per round, and may be performed until the Shocked fighter reaches cover. They may perform no other actions. Shocked models who become engaged in close combat fight at -1 CC for the first round of attacks. Shock automatically breaks in the face of a life and death struggle.

At the end of each round in which they perform no actions (scamper doesn't count), Shocked fighters must make a Cool Test to see if they break out of Shock. If a Shocked fighter is in cover, they get a +2 to their Cool Test. A fighter who is Shocked, in cover, and who is shot again (and survives) must make an immediate Cool Test at -2 or scamper towards new cover as the current cover obviously isn't good enough. Shocked models may reroll a failed Cool Test if they are within their Leader's WILL range (WILL stat in inches), or if they have a friendly model with *Inspirational* skill within 3".

The kid showed promise, so Reg was giving him some pointers on sniping Vikings while watching his back. The kid had nailed Bjor-something, but the big guy's armor had saved him. He was holed up behind a piece of machinery, probably trying to clean out his pants.

Then Reg saw him. Ragnarok. He owed that guy some pain. He ditched the kid without a second thought.

Li'l Stevie spots Bloody Rhett, who has a well-deserved Killer Reputation, while fighting for control of some Turf. Li'l Stevie somehow drew Initiative for the round, and wants to Engage *Bloody Rhett in close combat. If he makes a successful Cool Test, he can attempt the action. Unfortunately, this Noob is not known for his Cool, and he fails his test. He is now afraid of Bloody Rhett (Oh crap oh crap oh crap) for the entire round.*

Since he's too scared to attack, he decides the best thing to do is shoot the mother. Sadly, Li'l Stevie isn't the best shot either, and misses with both of his actions.

On his turn, Bloody Brett decides to Engage *Li'l Stevie. Since Li'l Stevie already failed his Cool Test for Fear this round, he turns and tries to run from Bloody Brett. If Bloody Brett catches him, Li'l Stevie will fight at -2 CC. Hopefully he'll pass a Cool Test when he draws initiative next round, if he survives.*



Games Workshop (Conversion)

Skarg knew he was the toughest fighter in the sprawl, but he wanted everyone else to know it too. His only protection were shoulder pads painted with his gang's colors, to show his disdain for opponent's weapons.

This would be a weird job all right. First off, they were going to have to scale one of the Green Zone barricades. The walls on this side were thirty feet high, and rumor had it that they were higher on the other side thanks to this side's construction projects. Going through one of the entry check points was out of the question. Too many cops.

Once inside, they would have to make their way to the center of the zone. According to the map, that was nearly two miles of trees, fields, and streams; terrain completely alien to city gangers.

There were some enclaves of the rich and famous on this side of the target. That meant private security patrols. Then they would have to break in to the target, avoid the corporate cops on patrol, and steal the prototype cyberleg.

Scenarios

Scenarios are the story line of Sprawlzone campaigns. While this section is set up for random scenarios, after a few games it often becomes more logical to chose the scenario in order to progress the developing story of each gang's growth. Campaigns with a GM may have the GM choosing the scenarios for the players to use.

Each scenario is divided up into the following sections.

Back Story: This is the basic story of the scenario, and describes why the action is taking place. Feel free to embellish on this.

Terrain: How to set up the table top in order to get the most out of a scenario.

Set Up: How many fighters are available to take part, and where to set the models up before the scenario begins. If a gang's Leader is not taking part, one fighter must be put in charge. Use highest WILL Stat or a fighter with *Inspiration*.

Special Rules: Any special rules being used in the scenario. This section will also list any restrictions that may be imposed on the gangs taking part.

Playing: How play progresses in the scenario, including any objectives for the gangs.

Ending: Options for ending the scenario.

Rewards: Most often experience point (XP) rewards, this section will also cover any monetary rewards or special rewards given for completing the scenario as part of a campaign.

Options: Tricks and twists to modify the basic scenario, or to continue on after the scenario.

Scenarios are divided into four basic types. The scenario type is listed right after it's title.

Standard: The scenarios found in the random generator.

Narrative: These scenarios require some previous action in order to take place. These scenarios are usually chosen instead of rolled.

Group: Scenarios made specially for three or more gangs.

Special: Rarely played scenarios, these are most often chosen by a GM. They often have some sort of special reward or unusual back story.

Guard duty was SO boring. Lucky for Wendi, she had had subdermal buds implanted that were tight-linked to her music player. The latest tracks from Brozu Duo should help her pass the time. The boss would probably kick her ass if she caught her zoning out like this. The shadow sneaking up on her might do it too.

Scenario Generator	
2d10 Roll	Play This Scenario
2	Ambush
3	Assassin
4	Hit Squad
5	Recovery
6-15	Rumble
16	Showdown
17	Smash & Grab
18	Smuggler
19	Thieves
20	Chose Any Scenario

Scenario Special Rules

These special rules are used in specific scenarios, and are listed in the Special Rules section of the scenario. Most can also be used as options to change up the scenarios a bit if both players agree, or if a GM chooses to modify the scenario.

Bystanders: Scenarios that use this special rule are public places, with lots of innocent bystanders. For the first two rounds of the game, any shot that misses may hit a Bystander. After these two rounds, the Bystanders have scattered away from the combat zone.

Whenever a shot misses an opponent, roll 1d10 to see if it hits a Bystander. Keep track of the Bystanders hit, and check on their condition at the end of game.

Round 1	Hit on 6+	Lots of Bystanders
Round 2	Hit on 8+	Bystanders fleeing

Bystander Injuries	
1-5	Minor Injury
6-8	Serious Injury
9-0	Dead

Guards: In scenarios using this rule, the Defender starts with d5 fighters of their choice to use as Guards. They are set up according to the scenario's description, often in a central area.

Once play begins, the guards move randomly. Each guard will move d5-2 inches in the direction indicated by the rolled die (where the die is pointing). If the d5 roll, not the result, is odd, the Attacker can chose the guard's facing direction. On even rolls, the Defender chooses which way the guard is facing. Guards will move as far as they safely can unless an obstruction gets in their way. They will not move off edges, off the table, or into terrain that is not Open Terrain. Guards can move into inconvenient locations, but will not move into danger or harm.

SCENARIOS

Spotting Enemies: The guards chief purpose is to spot enemies and sound an alarm. Make REA Tests to spot Hidden as necessary. LoS is required to spot an enemy. If a guard becomes Aware of a Hidden enemy, they will not sound the alarm, just in case it's a false alarm. They will keep a closer eye on the Aware area, and so must be turned to face this area at the end of all defender moves. If a guard passes a REA test and they have LoS, they will sound the alarm. If a guard moves into LoS of any enemy, they will spot the enemy and sound the alarm.

Attacking Guards: Any guard not KO'd by an attack will sound the alarm. Even if they are KO'd, the alarm may still be sounded due to the noise created by the attack. Gun fire will sound the alarm on a d10 roll of 6+ (silenced weapons will only sound the alarm on a 10). Melee will sound the alarm on an 8+. Use of Support weapons or grenades (other than Gas-types) will automatically sound the alarm.

The Alarm: Guards are normally used in conjunction with the Reinforcements special rule. Once the alarm is sounded, start using the Reinforcements. Other Guards act normally after the alarm is sounded.

Guest: Different every scenario, the Guest is a non-gang member that must be dealt with in some way. Often, they have to be escorted or protected by one of the gangs. Guests are typically non-combatant types, and will use the same basic stat profile as a Noob if needed.

Abyss grimaced. What a crappy hand. There was no way to win with this, unless everyone else had shit hands and their high cards were less than a 10. Yeah, fat chance. Time to fold.

The cards hadn't even hit the table when they all froze at the sound. Gunshots. The table and chips went flying as they scrambled for their weapons.

No doubt the guards they had stationed around the prisoner were under attack. Leviathan threw open the door and they rushed out to defend their turf as the alarm traps scattered around the prisoner went off.

Movement off to the left caught Abyss's attention. A rival gang fighter running away with a bulky ruck sack. Somehow they had found the prisoner's gear and were stealing it back, even though it sounded like they hadn't rescued their friend yet.

Abyss opened fire at the fleeing figure, but they disappeared into shadows. "Damn!" he cursed, and gave chase. Daemon followed close behind, as Leviathan and Styg headed towards the prisoner.

Someone was out there. Sam could hear them trying to be stealthy. There was just so much junk around the place, they could stomp in iron boots with bells on and still be hidden from sight. If only he had sprung for the thermo vision instead of the low light.

Somewhere out there... To the left...

Home Turf: In games with this special rule, the Defender is fighting on their home turf, and so does not have to make Rout tests. In campaign games, this can be an actual piece of Turf from their list, or an unused area inside their territory. If the Defender decides to voluntarily Rout, their loss of face may cost them. If the Attacker caused twice as many Wounds and KO'd more models than the Defender did, one random piece of Turf is lost to the Attacker.

Items: Special counters are used to represent items on the game board that can be picked up and carried off (or protected) by fighters. It takes one action to pick up an Item counter. A fighter must use at least one hand to hold onto an Item. This makes the use of 2-H weapons or two 1-H weapons impossible unless the fighter puts the Item down (place the counter next to the model). A single fighter cannot carry more than two Items. A fighter that carries an Item off their table edge has secured it for their gang. Gang fighters who are Wounded or KO'd while carrying an item drop it onto the game board. Place the item in contact with the fallen model, or where the KO'd model had been. This is the only way to take an Item from a fighter that is carrying one. A fighter may use one action to pass the Item to a friendly model in base-to-base contact. Items may not be passed by throwing. Items being carried, but not removed from the board, when the game ends will be left behind on the d10 roll of 1-6. A fighter that rolls a 7+ brings the item with them.

Police/Security: Once gangs start using fire arms or explosives in a game using this Special Rule, roll a d10 at the end of the round and each round thereafter. On the result of a 1 or less, the local police or corporate security forces have shown up and the game is over. Once rolling has started, add -1 to the die roll each round after the first. (The second round of rolling is at -1, the third round is -2, etc.)

Reinforcements: Fighters not set up on the game board are divided into groups of 1-3 models. At the end of each round after the Reinforcements rule is activated, select one group and roll d10 + the number of members in the group. If the result is an 8+, the group is brought into the game on a random table edge. If the die roll is a natural 10, you may try to bring in a second group. You can keep bringing groups in so long as you keep rolling natural 10s. The reinforcements are immediately active, and begin drawing initiative with the rest of their gang when the new round starts.

Standard Reinforcement Rolls



Ambush (Standard)

Back Story: One gang is attempting to take their rivals out through a sneak attack as their rival moves through neutral territory. The player who rolls this scenario is the Attacker. However, their target may not be as unprepared as they appear to be.

Terrain: This is neutral turf, so use any agreed upon set up method. There is no starting edge for either gang.

Set Up: The Defender has the entire gang. Set up d5 models in the approximate center of the game board. Once these models are placed, divide the rest of the gang into two or more groups of two or more models.

The Attacker also has their entire gang. They set up all their models anywhere on the game board, but not within 12" of a defending model.

Once the Attacker has set up their gang, the Defender rolls 1d10 for each group they have left and places them according to the roll as shown below.

1	Hold in Reserve. Treat like Reinforcements. Begin rolling in round two, and ignore group size restrictions for Reinforcements.
2-9	Set up the group within 4" of any Defender already on the table.
0	Set up the group anywhere on the table. They may not be set up in Close combat.

Special Rules: Neither gang may use Sewers, Scouts, or Tactics.

Playing: To start, the Defender rolls 1d10 and adds +1 for each group that they were allowed to freely place.

1-8	Attacker springs the attack and has a full round of actions by themselves.
9-0	Defender springs the attack and has a full round of actions by themselves.

Ending: The game ends when one gang is entirely KO'd, Routs, or voluntarily Routs.

Rewards:

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang Leader

Options: Scenario modifiers may be used if desired.

Bigbelly watched the trio of S+M Sisters move cautiously across the playground. The Killer Klowns had them surrounded, and the dumb broads were clueless. They'd find out soon enough, though. He began to move his Volker HMG into a firing position.

"My, what a big gun you have, fat boy," a female voice sneered behind him.

He whipped around. Two Sisters had found him, and he was looking down four black barrels. Sister JesSicka and Sister Blister were well known for their love of large calibre pistols. They smiled and dots from their laser sights lit up his forehead.

It looked like this was not going to go the way the Klowns had planned.



Being caught out in the open sucks during an Ambush...

Assassin (Standard)

Back Story: The Attacker has been hired to kill a Guest that the Defender has been hired to protect. The Attacker's "Agent Smith" wants the Guest dead, but isn't willing to get their own hands dirty. The Defender has been hired by a rival 3rd party, or maybe by The Guest itself.

Terrain: Set up terrain in a mutually agreed way. This is neutral Turf, although it may be important to the Defender's contractor. Most likely, this will be an indoor setting.

Set Up: The Attacker has 1+d5 hand-picked fighters charged with taking out the Guest. They are set up as a group on a random table edge after the Defender has set up their gang.

The Defender has chosen 2+d5 fighters to protect the Guest. The Guest can be placed anywhere in the center square foot of the game board. Two fighters must be set up within 3" of the Guest. The rest are deployed as Guards. There are no Reinforcements.

Special Rules: Guards, Guest

Playing: The attacker is attempting to sneak in and take out the Guest. All Defending models will behave like Guards until the alarm is sounded. The two fighters assigned to the Guest will not move more than 6" away from the Guest until the alarm sounds. Once the alarm is sounded, the Defender may attempt to move the Guest off the table in order to protect them. The Guest will cower in fear and make no Moves unless a Defender is in base-to-base contact.

Ending: The game ends when the Guest is KO'd by the attacker, the Defender gets the Guest off the board, one of the gangs is completely KO'd, or one of the gangs Rout.

Rewards: Attacker gets 1000 if the Guest is KO'd (killed)

Defender gets 500 is the Guest survives the game (even if wounded)

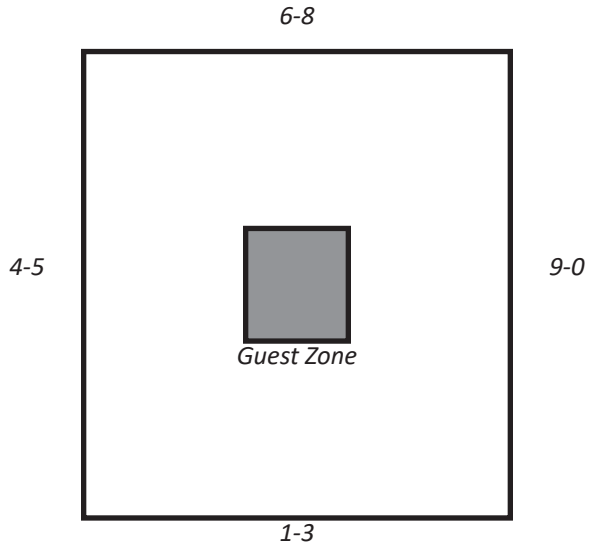
+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang leader
+2 XP	Wounding the Guest
+2 XP	Model pulling the Guest off the board

Options: Scenario modifiers may be used if desired.

In Skirmish games, the attacker divides their gang into three groups of equal size. One group (the largest) sets up at the start. They have found the target. The others are searching nearby. Roll 1d5 for each other group. After the game starts (not after the Alarm sounds), the groups will show up at the beginning of the round rolled on the d5.

The defender gets Reinforcements in a skirmish game.

Rolling for Random Table Edge





The last thing any "Mr. Anderson" wants to see coming their way.

Andre dove behind one of the municipal carbon scrubbers. The things were all over the sprawls, designed to clean the air poisoned by the millions of unwashed that called these places home. The Silver Skulls sure seemed determined to kill him, but even they wouldn't dare hit one of the scrubbers.

He sat there panting for a few seconds trying to collect his thoughts. He felt a few slugs slam into the scrubber. What the hell were those idiots thinking?

A quick peek around the corner (what the hell was HE thinking?), and he knew what was going on. One of the Skull's Noobs was laying on the ground with a bloody nose, obviously getting an earful from one of the gang's older members, possibly Batu.

This seemed like a good time to run for it.

Hit Squad (Standard)

Back Story: A third party is paying the Attacker to deliver a "message" to the Defender's gang. Depending on the setting being used, this could be an organized crime syndicate, a major corporation, or maybe a corrupt police department.

Terrain: Set up the terrain to represent some neutral Turf. There is no Attackers edge or Defenders edge.

Set Up: The Defender has d5 random fighters that the Attacker has caught out in the open. Their starting zone is the center of the table. Place one fighter as close to the center as possible, and place the rest of the fighters up to 3" away from an already placed fighter. The rest of the gang is divided up as Reinforcements.

The Attacker has their full gang. Once the Defender's fighters are placed, the attacker may place their models anywhere on the board, so long as they are at least 12" away from a defending model.

Special Rules: Reinforcements

Playing: The game begins with the Attackers storming in with guns blazing, so there is no need for Guards. Game play is standard. The Attacker is attempting to take as many defenders out and do as much damage as possible.

The Defender may start rolling for Reinforcements at the end of the second round.

Ending: The game ends when one gang Routs or is completely KO'd.

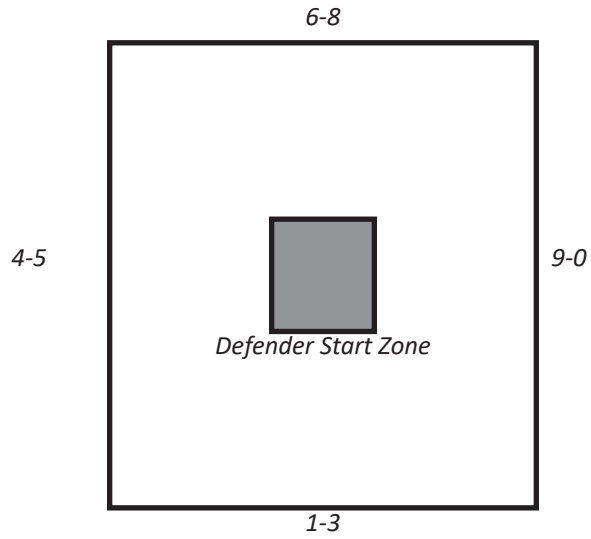
Rewards:

+d5XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang leader

Bounty: The Attacker earns 25/lvl for each Defender that is KO'd. If a Defender is killed, they are paid 50/lvl.

Options: Scenario modifiers may be used if desired.

Rolling for Random Table Edge



Roberto was looking forward to this. The Blue Bloods were such a pain in his ass. He didn't need a reason to beat them senseless, but to actually get paid to do it was a dream come true.

This was personal for Roberto. The Blue Bloods had caught him outside of a coffin hotel in the neutral zone and nearly beaten him to death. If the Yakuza or The Mob wanted to pay him to get his revenge, great.



After awhile, gangs can make enemies with the power to put a bounty on their head.

Pipeline (Special - Campaign)

Back Story: The attacker has found a lucrative contract for moving goods or services, and needs to meet a contact to formalize the deal. Unfortunately, the meet is set in neutral territory on the other side of a rival's Turf.

Terrain: This is the Defender's home territory. The terrain can be set up as a piece of actual Turf that the Attacker must cross, or it can be some empty property inside the Defender's territory. One edge is the Attacker's start zone, with the neutral territory just off the opposite table edge.

Set Up: The Attacker has their Leader +d5 fighters chosen to escort the Leader safely to the meeting. They are attempting to sneak through enemy territory, and start set up as a group on a random table edge.

The Defender has d5 random fighters to set up as Guards. They just happen to be hanging out in the area. They may be set up anywhere on the table half with the neutral turf edge. The remainder of the gang is divided up into groups of Reinforcements.

Special Rules: Guards, Guest, Home Turf, Reinforcements

Playing: The Attacker is attempting to get their Leader off the far side of the table. The Defender is trying to defend their Turf from what appears to be an invasion. At the end of the first round, roll d5. This is the number of rounds it takes before the Guest will appear on the neutral edge. The Guest will move no more than 8" into the game board, looking for the Attacker's Leader. Once the Guest shows up, the Attacker must get them off the board as well.

Ending: The game will end once the Attacker's Leader is off the board or KO'd, the Attacker Routs, or the Defender's gang is KO'd or Routs.

Rewards:

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Defending Leader wins
+5 XP	Attacking Leader gets off the board

If the Attacker succeeds, they strike a bargain with the Guest and can add "Pipeline Contract" to their Turf. This Turf will pay the gang 1d10x100 whenever it is used.

The Attacker will succeed if their Leader gets off the board before the Guest arrives. Once the Guest arrives, the attacker must bring the Guest off the board as well in order to succeed.

If the Guest is KO'd and the attacking Leader manages to Exit, the Attacker can attempt to ***Rescue*** the Guest. A successful ***Rescue*** scenario will grant them the contract.

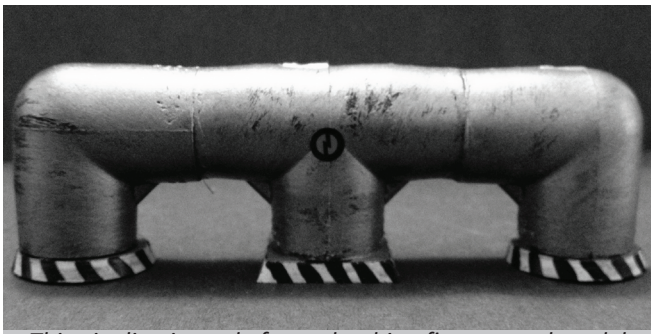
If the attacking Leader is KO'd before the Guest arrives, the Scenario fails but can be tried again.

If the attacking Leader is KO'd after the Guest arrives, the attacking gang must get the Guest off the table to succeed. If they fail, the defending gang will so impress the Guest, that they will be awarded the contract instead.

If the Guest and the attacking Leader are both KO'd, the contract disappears, so no one gets it.

Options: Scenario modifiers may be used if desired.





This pipeline is made from plumbing fixtures and model bases. This is not the type of pipeline being used in this scenario.

Everyone wanted to get their hands on the reward Mayan Millenial Co. was offering for their stolen gizmo. The current rumor placed it in the hands of the Obsidian Nightmare.

Curly had managed to scrape up four of his fellow Bootstrappers. A quick visit to the info broker, and they were now looking down on Ben's Place. There were a couple of Nightmares keeping watch outside. Looks like the info was right on.

According to MMC's "Agent Smith," the gizmo was a smooth cylinder, with a single row of data sockets.

Raid (Standard)

Back Story: The attacking gang has gotten word that the Defenders are moving something of value to their hidden HQ, and that a small group of guards are currently holed up with the Item while the rest of the gang is making sure the route home is safe.

Terrain: This game takes place in neutral territory, and is set up in any agreed upon manner.

Set Up: Defender: The defender sets up using d5 fighters as Guards. They also have one Item counter representing the Attacker's target. The item must be within 6" of the center of the table on ground level. The Guards are set up within 6" of the Item.

Attacker: The attacker is jumping on this piece of hot news, and has managed to scrape together 1+d5 nearby fighters to raid the Defender's temporary haven. The Attacker chooses a table edge as their zone, but may set up their gang anywhere on the table, so long as they are not within 10" of a defender. At least one fighter must be within 10" of their "starting zone", watching the escape route. In a Skirmish game, the rest of the gang is divided into groups of two, and will enter on the chosen edge just like Reinforcements.

Special Rules: Guards, Item, Reinforcements

Playing: The Attacker is trying to pluck an easy payday from the grasp of their rivals. The Defender is attempting to protect their ill-gotten gains. If the Attacker affects the Item, Defender models may attempt to rescue it by moving it off the table edge opposite the Attacker's start zone.

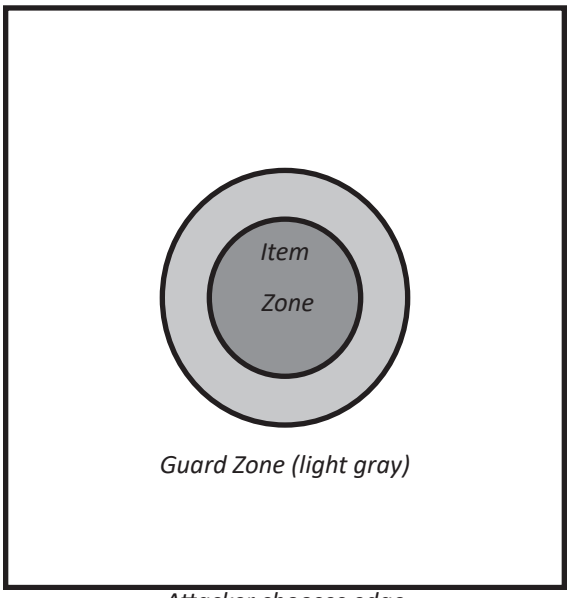
Ending: The game ends when one of the gangs Rout or gets the Item off the table.

Rewards:

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Fighter that carries the Item off the table
+3 XP	Winning Leader

Item: If the Attacker wins the Item, it is worth 1d5x100, which must be subtracted from the Defenders income this game.

Options: Scenario modifiers may be used if desired.



Guard Zone (light gray)

Attacker chooses edge



You don't need a gang of Viking raiders to take part in a Raid. This gang is converted from Games Workshop's "Chaos Marauders" plastic miniatures kit and painted in the colors of the NFL football team.

Recovery (Standard)

Back Story: Rumor has gotten around that an important piece of technology or information has been lost, and there is a reward for its safe return. Information has led two rival gangs to the same ruined facility in an attempt to recover whatever it is.

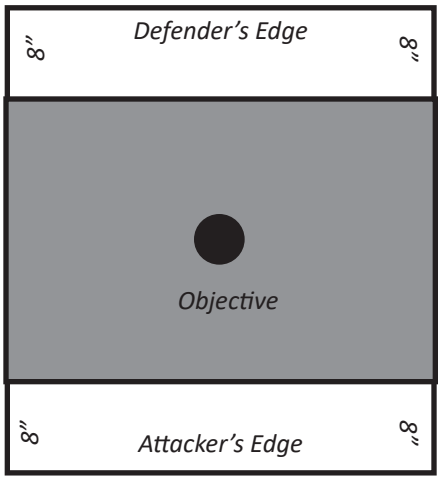
Terrain: The table represents the ruins of a facility after some type of accident or sabotage. The objective should be set up in the center of the game board. Players then dice for choice of table edge. High roll selects edge, with their opponent setting up on the opposite edge.

Set Up: Both players have access to their full gangs, and set up along their table edge, up to 8" into the board.

Special Rules: Objective: The objective in the center of the board is a piece of the facility. The players have the choice of removing the objective, or downloading the information it contains. It takes 6 actions to disconnect the objective, or 2 rounds to download the information. Fighters with Computer Tech can disconnect with 4 actions or download in 1 round. These actions/rounds can be spread out among different models and players, so keep track of what's been accomplished in case of KO's.

There is no restriction on Skills in this scenario.

Playing: Both gangs are attempting to secure the Objective and remove it from the game board by taking it off their starting edge. Once the Objective has been disconnected or downloaded, treat it like an Item for carrying and dropping purposes.



Ending: The game ends when one gang is defeated, removes the Objective from the board, Routs, or voluntarily Routs. If a gang is in possession of the Objective and Routs, they leave the item behind. If a gang Routs and their opponent hasn't removed the Objective, the opponent automatically makes off with the Objective.

Rewards: The gang that recovers the Objective earns 500.

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang leader
+3 XP	Model that carries Objective off the game board
+2 XP	Model that finishes the disconnect or download of the Objective

Options: Scenario modifiers may be used if desired.

The ruins of the CenTech R+D facility smelled of smoke and charred things. Everything was covered in black soot, and the floors still had pools of water from the valiant effort the fire departments had exerted to put out the blaze.

Deep inside the complex, hopefully in a section untouched by either the blaze or the water, was a secure terminal with no external links. CenTech was reportedly into some shady business, but no one really seemed to know what it was they did.

What everyone did seem to know was that CenTech was digging into it's deep pockets in order to get the terminal or it's information back. The local authorities were all over the place, investigating the incident that had brought eight separate fire companies out to battle the inferno.

And so Agent Smith (who was actually a kinda hot scientific-type woman this time) had come to the Crimson Reign for a little help. She wanted the terminal, or it's data, before one of her rival managers recovered it for their own ends. Or before NEMIS Investigative Services got their hands on it.

The Crimson Reign entered the location of the terminal. It was largely untouched by the disaster, unless you counted the group moving across the far side of the room towards the terminal. All women, dressed in black and red. It would seem another Agent Smith had hired the Blood Widows to pull this same job...

Blake pulled out his portable and fired it up, making sure his programs were ready to go. His only job was to reach that terminal and pull the data. He had planned on physically taking the whole thing, but now there was competition. He stowed his tool kit, socketed one end of a data cable, and got ready to make a break for the terminal. The Crimson Reign opened fire at the Widows, and Blake started running.

Rescue (Narrative)

Back Story: Some fighters may end up Captured at the end of some scenarios or as a result of After Hours Injury rolls. Gangs are always allowed to attempt to Rescue their comrades before their fate is decided by their captors.

Terrain: The table top represents the Defender's home Turf. It can be set up to represent an actual piece of Turf, or it can be an unused location inside their territory. The captive is set up within one foot of the center of the table, and a single Item counter (representing the captive's equipment) must be placed within 9" of the captive. They can be on any level, and do not have to be on the same level.

Set Up: Attacker: The gang attempting the Rescue is the Attacker, and can use any fighter that is not in Recovery from the game in which the Captive was taken. They set up on a random table edge.

Defender: The Defender sets up d5 fighters using the Guards special rule. The Captive is placed by the Defender, but can take no actions until Rescued.

Special Rules: Guards: The guards can only be chosen from fighters not in Recovery after the last game, Home Turf, Item.

Playing: The Attacker is attempting to rescue their captured friend and the friend's gear. The Defender is attempting to defend their Turf and keep their captive. Play proceeds according to the Guards special rules.

The Captive can do nothing until a friendly model spends two actions to free them while in base-to-base contact. Once freed, the Captive is unarmed but under their gang's control. If the Captive recovers the Item, they get all of their gear back.

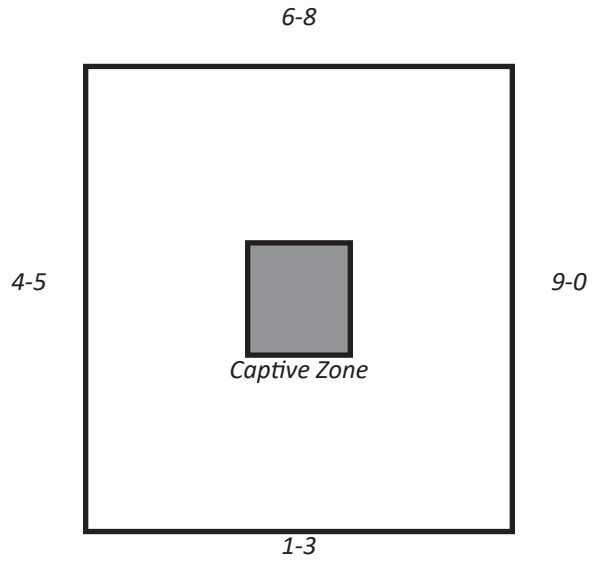
Ending: The game ends when the Attacker gets the Captive off the table or Routs, or if all Defenders are KO'd.

Rewards:

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning Leader (Attacker recovers the Captive or Defender retains the Captive)
+1 XP	Model that recovers the Item
Item	The Item is all the captive's gear and weaponry.

Options: Scenario modifiers may be used if desired.

For a Skirmish game, the Attacker uses their whole gang. Choose one captive at random from the attackers gang.





Games Workshop (Conversions)

Phil and Bill moved quietly across the Crossbone's turf. Somewhere nearby their little sister was being held by the gang. Jill had wound up in the hands of the Crossbones as they fled after attempting to raid one of the Dongo Family's operations.

Bill carried his medkit just in case Jill needed it. The Crossbones better hope she didn't. If you messed with the Dongo Family, you messed with the whole family.

Will was moving across the rooftops to set up a sniping position. Gil and Milli were on a parallel track to come in from the left. Zil, Ryl and Syl were circling around to the rear of the building.

Rumble (Standard)

Back Story: Two gangs meet on neutral turf to fight for supremacy.

Terrain: The table should be set up using a mutually agreed upon fashion. No special features are required.

Set Up: Full gangs are available for both sides. There is no attacker or defender. Gangs set up on opposite sides of the table. Each start zone is the center two feet of their edge, and up to one foot into the play area. Fighters can be placed on any level in their start zone.

Special Rules: No special rules are used during this scenario.

Playing: The objective is to do as much damage to the opponent as possible and force them to Rout.

Ending: The game ends when one gang either has no standing fighters, is forced to Rout, or voluntarily Routs.

The insults and skirmishes had been going on for weeks. Now it was time to finish things. The Waffle Boyz and their arch-rivals Golden Street Hooligans were going to have an old-fashioned throw down. The two gangs met up inside the old abandoned Elitewerx factory. Their blood was up, and both sides were determined to prove they were the top street gang in SE NEMIS. They just needed an excuse.

Erik flipped Zac the bird, and both gangs charged headlong into each other.



Games Workshop (Conversion)

This gunner decided to bring a support weapon to an old fashioned rumble. The motion detector may be overkill.

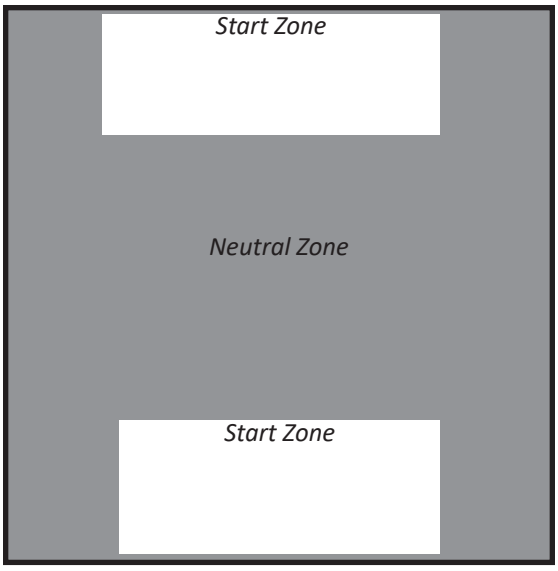
Rewards:

+d5XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang Leader

Options: Scenario modifiers may be used if desired.

Pig Pile: More than two gangs can take part in this scenario. There can be gang alliances or a free-for-all.

Wet Work: The Rumble is a cover for a hit on a rival gang member. Whoever rolled the scenario can select a rival gang member at random. If this fighter is killed or captured, a bounty of 100/level is paid to the gang. There is no money for any other result.



Mirenna had once again proven her worth to the gang. Going out on her own, she had infiltrated the turf of the Thunderlords and discovered the source of their infamous TL Whiskey: an elaborate still set up in the basement of an old tenement building. She had spotted a trio of Thunderlords bottling up the stuff before making her way back to the Silver Foxes HQ.

The Old Fox herself hand-picked eight fighters , then sent them out to smash the still and hit the Thunderlords where it would hurt them the most.

Mirenna led the group through Thunderlord turf without any incidents. When they arrived at the old tenement, she took them around back to a delivery dock where she had spotted the bottling operation.

Two Thunderlords were on guard duty. Both had assault rifles and wandered aimlessly around the small back lot, blocking the only access to the still. The overhead doors were down, but barely muffled the rumble of machinery and the clink of glass bottles. First the guards, then the doors.

Yui and her stun baton were hidden in the shadows behind one guard. Gwen prepared to snipe the other.

Sabotage (Narrative)

Back Story: Once a gang has found a piece of an opponent's Turf, they may attempt a Sabotage scenario in order to destroy the Turf.

Terrain: The table should be designed to represent a specific piece of the Defender's Turf. An Objective counter or scenery piece should be placed in the approximate center of the game board for the Attacker to destroy.

Set Up: Attacker: In an attempt to sneak in and do as much damage as possible, only 2d5 gang members are sent on this mission.

Defender: The Defender sets up using Guards.

Special Rules: Guards, Home Turf (modified), Reinforcements

Playing: The game begins using the Guards special rules. The Attacker is after the Objective, which has an AS of 4+ and will take three wounds to fully destroy. The Objective cannot be moved or otherwise affected by either gang.

Ending: The game ends when the Attacker inflicts all 3 wounds on the objective or Routs. If all Defenders are KO'd, the game will also end.

Rewards:

+d5 XP	Each participating model
+1 XP	Each Wound inflicted
+2 XP	Each Wound inflicted on the Objective
+3 XP	Winning Leader (if the Attacker)
+5 XP	Winning Leader (if the Defender)



The right tool for the right job can make all the difference. This tech is ready to take something (or maybe someone) apart.

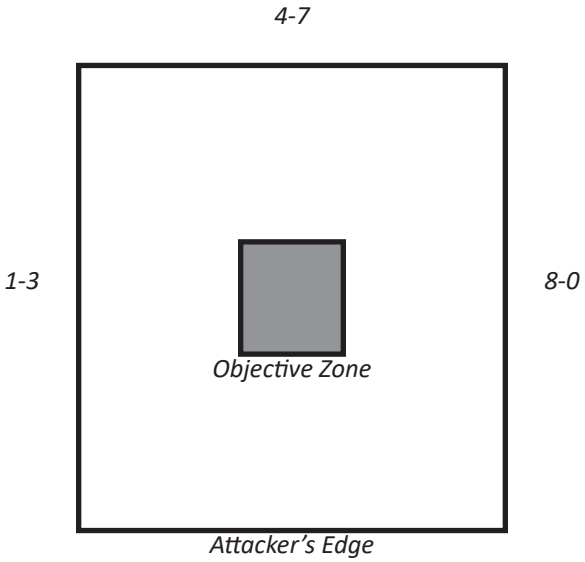
If the Attacker manages to destroy the Objective, they can roll 1d10 to see what happens to the Defender's Turf.

Options: Scenario modifiers may be used if desired.

1-2	Cosmetic Damage	Defender cleans up the Turf and uses it as normal
3-6	Light Damage	The Turf cannot be used for one game
7-8	Severe Damage	The Turf cannot be used for two games
9-0	Destroyed	The Turf is damaged beyond repair. Remove it from the Defender's Turf.

Home Turf: If the Defender voluntarily Routs, the captured Turf will be the Turf fought over in this scenario. Do not chose a random piece of Turf. The Defender has abandoned this Turf to the Attacker by voluntarily routing.

Pillage: Instead of attempting to destroy the Turf, the Attackers are robbing it. If they inflict all three wounds on the objective in Close combat, they can collect the Turf's income instead of the Defender during the After Hours segment. The Turf does not change hands. If the Defender manages to save the Turf, they earn a bonus of +50% to the income from the grateful Turf.



The damage was pretty severe. Almost everything in the room was blackened by the fireball that had been lobbed through the doorway. Luckily the room was entirely concrete, or the whole place might have gone up. DeV8 had built it, and was checking the damage.

"Actually, it's not that bad. This is mostly cosmetic, and none of the major components are damaged at all. I can have the still back up by tomorrow."

Showdown (Standard)

Back Story: Fighters from two (or more) gangs run into each other in a very public place. No one wants to start trouble, but will not back down and lose face to their rivals. They could be at a concert, mall, sporting event, zoo, etc.

Terrain: The terrain is on neutral territory. The central area of the table should have minimum terrain, and represents an open area at the location in question.

Set Up: There is no attacker or defender. Roll 1d10 for each gang to see how many fighters are enjoying their day out.

1-2	2
3-5	3
6-8	4
9-0	5

The fighters are not chosen, but should be randomly determined. This is a chance encounter. Since this is neutral turf and very public, all exotic and support weapons have been left at home. Gunners and Specialists will have to use their back-up weapons. If they have no back-up, they may "borrow" a weapon from the gang's stash, or another fighter's back-up. (A back-up is a weapon the model is not physically holding.)

Roll to see which gang sets up first. Each fighter must be within 1" of friendly model. The rival gang then sets up 18" away. All fighters must be in full view and facing their rivals. No fighters may be in cover, Hidden, or using a skill. Both groups are surprised to see the other in this place.

Special Rules: Bystanders. Neither gang may use Turf or Skills to affect the set up.



This brute is also armed with an axe in case things get up close and personal after the showdown.

Playing: Stare Down: Like a scene from an old Western, both gangs slowly move towards each other and the tension builds until someone loses their nerve and goes for a weapon. This happens differently than a normal round of game play.

Both gangs move at the same time (no initiative draw). Each fighter may move up to half their Move, but must move towards the enemy. They may not move into cover, unless it lies between the gangs (they may not break off from their gang to take cover on the side lines). Gangs will stop moving once they are 4" apart, unless someone loses their nerve first.

Both gangs start with 20 Nerve. Once all models have moved, roll d5 and subtract the result from this number. Repeat until the gangs are 4" apart or their Nerve hits zero. Once a Nerve reaches 0, a fighter from that gang cracks and goes for a weapon. If no one cracks and the gangs reach 4" apart, keep rolling until someone runs out of Nerve.

Once a fighter goes for a weapon, both gangs draw and open fire. Draw Initiative as normal, but all actions for the first round must be shooting. Fighters with Quickdraw may be particularly useful in this scenario. Play proceeds as normal after this first round of shooting.

Nerve Roll Modifiers	
+1	Each Noob or other model subject to Panic present
-1	Each Iceman, Inspirational, or Leader present.

Ending: The game ends when one gang is entirely KO'd, Routs, or voluntarily Routs.

Rewards:

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+d5 XP	Each winning model
+? XP	The gang that kept their cool the longest gets the difference between Will scores as bonus XP, even if both gangs went under 0.

Consequences: If the losing gang is also the gang that lost their nerve and went for a weapon first, they'll have some difficulty collecting income thanks to news coverage of the incident. They can only collect 50% of their normal income, -5% for every Bystander killed. If the Bystander fatality penalty (regardless of source) pushes this below 25%, then one random piece of their Turf rebels and is now up for grabs.

Options: Instead of the basic 20 Nerve, add all the attending fighter's Will or Cool together (use the best stat for each fighter) to get a Nerve Score. Modify this Nerve Score by the nerve roll modifiers instead of using them to modify the dice roll during the game.

Scenario modifiers may be used if desired.

Smash and Grab (Standard)

Back Story: Two gangs are raiding a warehouse or similar location in the hopes of scoring some ill-gotten goods. Looks like they both shop at the same information broker.

Terrain: The table top represents the inside of the chosen location. Set up the table in any agreed upon fashion. In the center 2 x 2 section place 5+d5 item counters or objectives. Each player should take it in turn to place a single counter. They can be on any level and should be at least 3" away from another counter (up, down or sideways).

Set Up: Each gang has sent 1+d5 fighters to break in and grab the goods. The smaller groups should attract less attention. Dice for table edge. High roll chooses an edge, with the other player setting up on the opposite edge.

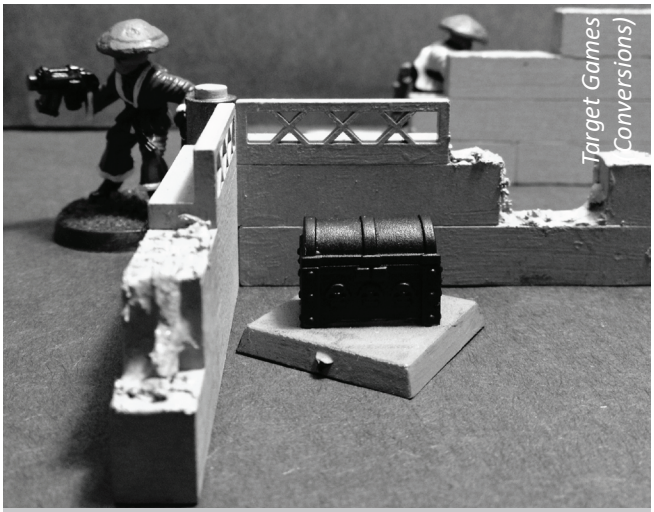
Special Rules: Items. Police.

Tempest came in through the skylight and dropped to the catwalk some twenty feet above the warehouse floor. Before the others came in on the ground floor, she scanned the place for the dark crates with the green ZepCo logos, and any guards. There were about a half dozen crates, just like the broker had said there would be. And not a guard in sight.

A disturbance by a side entrance below caught her attention. It was the wrong side of the building for her friends. Someone was failing at their attempt to be quiet. Based on the number of loud "shushes," they were probably all wasted too. Great.

Four skinheads staggered in through the doorway. It looked like the Waffle Boyz were after the ZepCo crates as well.

She relayed the info to the rest of the gang, who were waiting down by the shipping dock doors, and took aim.



Two gang fighters hunting for Items. A piece of obvious scenery is used instead of an Item counter.

Playing: Game proceeds as normal.

Ending: The game ends when either gang Routs or once all Items have been removed from the game board. Gangs may voluntarily Rout.

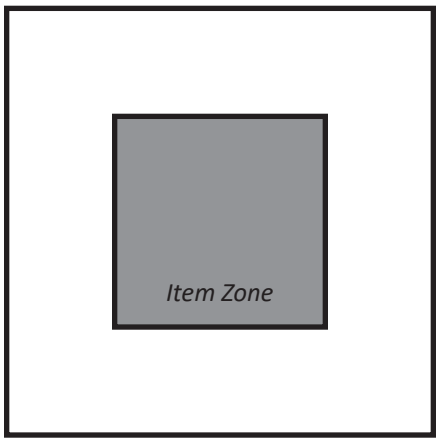
Rewards: Items: Each Item recovered is worth 1d5x50. Roll for each Item separately.

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang Leader. (Unless one gang has Routed, the Winning Leader is the leader whose gang has removed the most Items.)
+1 XP	Each Item removed. If one gang Routs, all Items in possession by the other gang's fighters are considered removed.

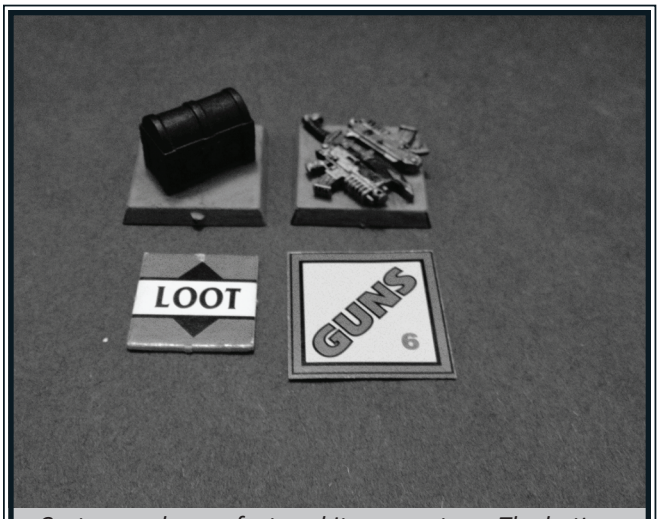
Options: Scenario modifiers may be used if desired.

For a Skirmish game, use the full gangs. The winner is whoever grabs the most Item counters.

Opposite Edge



High Roller



Custom and manufactured Item counters. The bottom card counters are old Games Workshop products.

Smugglers (Standard)

Back Story: The Defenders have a special item they need to smuggle from neutral turf back to their home turf and a waiting contact. The Attacker has found a good spot to relieve the Defenders of their burden.

Terrain: The terrain represents neutral turf the Defender needs to cross in order to get their item safely home.

Set Up: The Defender has entrusted the Item to d5 hand-picked fighters. The Defender can choose their table edge, and then divide it into quarters. Secretly note which quarter your gang will start in. One gang fighter must be assigned the Item, but do not reveal who has it to the Attacker.

The Attacker sets up their gang anywhere on the table half opposite the Defender's starting edge. The Attacker knows the Defender is coming, but is not certain where they will show up. Once the Attacker has placed all their models, the Defender sets up their models along the quarter's edge they noted in secret.

Special Rules: Neither side may use Scouts, Service Tunnels, or Tactics. Item (modified): The item is hidden on a single fighter. Fighters may secretly move the item to another fighter if both are in base-to-base contact and use both of their actions. If the fighter carrying the Item is KO'd, they will drop the Item, and a counter should be used to reveal it's location. Afterwords, it's treated like a normal Item.

Playing: The Defender needs to move the Item off the opposite side of the table, which represents their home turf and safety. The Attacker has to capture the Item, and take it off the Defender's starting edge.

Ending: The game ends when either side gets the Item off the table or Routs. If the Defender has the item and Routs, they flee back the way they came and retain possession of the Item. They will now have to figure out another way to get it back home and to their contact. They will earn no money from this scenario, and will need to keep playing Smuggler until they are successful or lose the Item. For each game (including side games) played before they succeed (or lose the Item), their reward money will drop by 10%.

If the Attacker has captured the Item but then Routs before they get it off the board, roll 1d10. On a 1-6 the item is dropped. A roll of 7+ allows them to carry the Item off as they Rout. If the Item is dropped by the Attacker, the Defender manages to recover it and complete the scenario. However, no model will get the bonus XP for carrying off the Item.

The terachips were favorites of R&D groups, which made them favorites of thieves. Small, easy to hide, and they could hold terabytes of sellable information.

Rewards: Item: Defender gets 500 for bringing the item off the table. If the Attacker gets away with the item, they will sell it for 1d5x100. Since the Item is in demand, an Attacker with a Fence may roll 2d5 and keep the best result.

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang Leader
+d5 XP	Model carries the Item off the board.

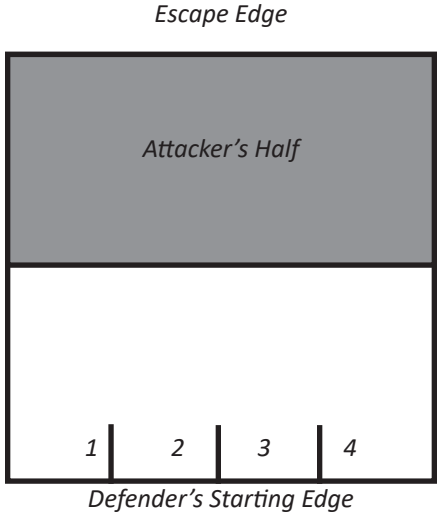
Options: Scenario modifiers may be used if desired.

Rescue Mission – The Defender may attempt to rescue the Item before the Attacker sells it off.

Trap – The Defender may use the rest of their gang as Reinforcements, who are waiting off the target edge. When the reinforcements show up, it will be along the Attacker's table edge only.

Escort: Instead of using Item special rule, the Defender has to escort a Guest to the far side of the table. The Defender will still get 500 for getting them off safely. However, the Attacker will get 500 from a third party for preventing the Guest from making it off the table.

Skirmish: Rest of defender's gang are Reinforcements.



Booger eyed the messenger bag Zappa was carrying. He couldn't wait until they were back safely on their own turf. This particular Mr. Anderson had insisted on their coming to him on some neutral turf. All they had to do was get the contents of the messenger bag to it's destination deep in their home turf. Piece of cake. Especially since they didn't have to cross anyone else's turf to pull the job off. They just had to cross one last park, and they'd be home free.

The park had been declared neutral turf, but it looked like the entire SkarBoyz gang were there. They had spread out across the park, cutting the smugglers off from the safety of their home turf.

Survivors (Special)

Back Story: An unscrupulous corporation has been conducting illegal experiments in hidden R&D laboratories under the sprawl. In order to test their latest creations, they abduct older street children and unleash their test subjects upon them.

Terrain: The terrain is a hidden underground complex filled with obstacles and surveillance equipment to test the latest batch of creations. There are twelve doorways leading out of the complex. Two of the doors are exits, the rest are entrances for the creations. Three pieces of terrain should be set up on each table edge to represent these entrance/exits.

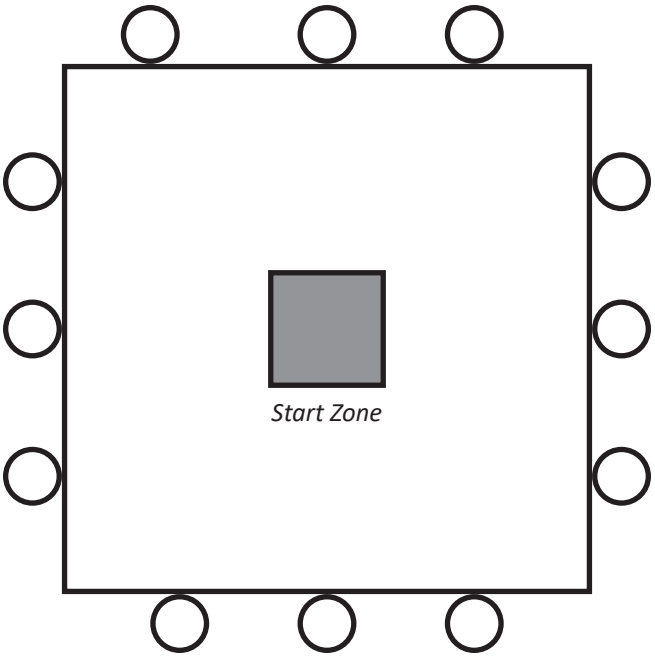
Set Up: In this Special scenario, no one is using their normal gang. Each player taking part has three Noobs to control. The Noobs are street urchins who have been captured for use in an experimental test. They are all equipped with either two 1-H weapons or a single 2-H weapon of the player's choice, which have been provided by those running the test. All the urchins are set up in the center of the table as a single group.

A collection of creatures is also needed. These can be anything available in quantity.

Special Rules: None of the standard Special Rules are used.

Playing: The game begins with an announcement over a PA system, telling the urchins that they need to survive, find the right exit, and escape.

Entrance/Exits: Only two of the twelve portals are exits. Pick one at random and designate it as the starting point.



Each round d2 Creatures appear. After the number of creatures is rolled, roll for their initiative token. They appear at a random entrance on their token draw. They use one action to appear, so they have one action left to use.

Roll a d10 and go clockwise around the table from the starting point to figure out where each creature comes into play. Mark this as an entrance, and designate it as the new starting point. Do not skip revealed entrances. Repeat the process until 10 portals have been changed into Entrances, which may take several rounds. Once all the entrances are revealed, the last one to become an Entrance is the #1 for all future creature rolls, with the count proceeding clockwise around the table. The final two are the Exits.

If an urchin reaches an unrevealed Entrance/Exit and attempts to use it to escape, roll a d10. If the roll is a 0, they have found one of the two exits! Mark it as an exit so that others may attempt to use it. On any other roll, mark the portal as an Entrance and place a creature up to 1" away from the model.

Creatures: The creatures are some type of genetic mutation dependent on the available miniatures. They are fast, mindless and impervious to pain, but weak. They will ignore all Flesh Wounds, but any other Wounding result will KO them.

Cheap/Old Weapons: The urchins are not provided with top of the line weaponry. All firearms will Jam on rolls of 1-3. If the clear roll is a natural 2-3, they are out of ammo. If the clear roll is a natural 1, the weapon explodes, affecting the user like they had been shot by the weapon.

Ending: The game ends when all of the urchins have escaped or become KO'd. Urchins cannot Rout, as they have nowhere to run. The Creatures are not intelligent enough to Rout. KO'd urchins are destined to be future experiments or creature food.



Sometimes the Noobs win. This deformed head points to all sorts of genetic experimentation in this underground lab.

	Move	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA
Creature	12	0	3	3	6	3	1	1	1	5

Rewards: Each surviving Urchin will gain experience according to the following table. They may also join their controlling player's gang for free. They may keep their weapons, but the Cheap Weapons rule will apply until they are fixed up (by a Gun Smith) or replaced.

+d10XP	Each surviving Noob
+1XP	Each wound inflicted
+1XP	Each KO Inflicted
+d5	Discovering an exit and/or being first model off the board

Options: No options are used in this scenario.

Entrance/Exits: The GM (if you have one) can secretly note where they are at the beginning of the game to avoid all the dice rolling.

Mark the entrances as you go with the order they are revealed. Once all ten are revealed, use their numbers for future creature entry rolls.

This scenario should only be used once, but if no Urchins escape, the experiments and kidnappings will continue, so a series of these scenarios can be played until someone escapes. Once an escape occurs, the door opens for tying other scenarios into this story line.

A mass ***Rescue*** of the KO'd urchins. (Although a few may be too far gone)

A multi-gang ***Rampage*** (Raid) on the facility. The facility may have other Creatures to test out.

To the Victors for control of the lab. Future captives could be sold to the lab for "research".

Other Creature Options

Type	Move	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA
Strong	8	0	4	4	5	4	1	1	1	5
Ballistic*	10	3	2	3	6	3	1	1	1	5
Brick	8	0	3	3	4	5	2	1	1	5
Combat **	10	0	4	3	7	3	1	1	1	5
* Spit Acid, Spine Launcher, etc.										
** Built-in Weapons: Claws, bone swords, hammer-hands, etc.										

Max woke up on a hard surface. He was surrounded by soft, warm things. It was dark, and he could hear someone quietly crying nearby.

He rubbed the sleep out of his eyes, and tried to sit up. One of the warm things was a heavy weight across his legs. He tried to give it a kick, but was barely able to jostle it. It grunted and partially rolled off him. He scrunched himself closer and shoved it the rest of the way off.

"Whazzat?" someone said sleepily.

A loud click echoed as the room flooded with light. Max was surrounded by sleeping children, most no older than he was. A dark-haired boy was shielding his eyes as he looked around. Most likely the one Max had pushed off his legs. Another boy, probably no more than 10, was rocking back and forth, quietly crying. He must've been awake before anyone else.

There were twelve of them altogether. All boys, from ten to fourteen. Most of them looked like street kids, just like Max.

"Everyone awake? Good, good. It's time to play a little game," a voice announced over a loud speaker. "Let's see who can find the right way out. There's some things on the table to help you. Don't worry. It's not a trick. They all work."

There were at least a dozen doorways all around this concrete room, which looked vaguely like some sort of huge hospital room. Max looked at the table of old rusty gear. It was a jumbled heap of pistols and dirty blades of all shapes and sizes. The dark-haired boy picked up a metal bar with a spiked head and gave Max a questioning look. Max reached for the biggest pistol there. The little boy kept quietly rocking and crying.

One of the doors hissed open, and something vaguely human crawled into the room. It looked around as if confused by the bright lights. Once it caught sight of the boys, it started moaning and crawling towards them. It's mouth stretched open, revealing a maw of fangs.

"The game is simple. All of the doors are unlocked. One door leads to freedom. All of the other doors have more playmates for you all to interact with. Find the right door if you want to survive."

The rest of the boys scrambled to grab something off the table as the moaning thing kept coming closer. Max and the dark-haired boy looked at each other and ran for a door as far away from that thing as possible.

The Gauntlet (Group)

Back Story: One gang is being pursued by groups of their rivals through unfriendly territory.

Terrain: The table used for this scenario should be a long table instead of a square table. Otherwise, terrain set up is normal.

Set Up: Defender: The defender has their leader + d5 fighters. Their start zone is one of the short edges of the table. The rest of the gang is divided into groups of 2 or 3 models.

Attackers: Each gang taking part has their full gang available. The Attacker(s) must divide their entire gang into groups of 2 or 3 fighters. Each attacker may set up one group anywhere on the table, as long as they are not within 2' of a Defender or within 1' of an allied gang fighter (another player's fighters).

Special Rules: Reinforcements (Attackers). Modified: Each Attacker gang may bring 1 group on at the end of each round after combat has started. The group should be set up along the edge of the table in a zone determined by a d10 roll. Each gang's reinforcements should be within 2" of another member of their group.

Reinforcements (Defender). Modified: Each defender that makes it off the game board allows you to bring in a single group along the exit edge to help out those still making their way across. The group should be set up on the table edge at the end of the round. All members of the group should be within 2" of each other.

Playing: The Defender has to escape off the opposite edge of the game board. The attackers are attempting to stop them.

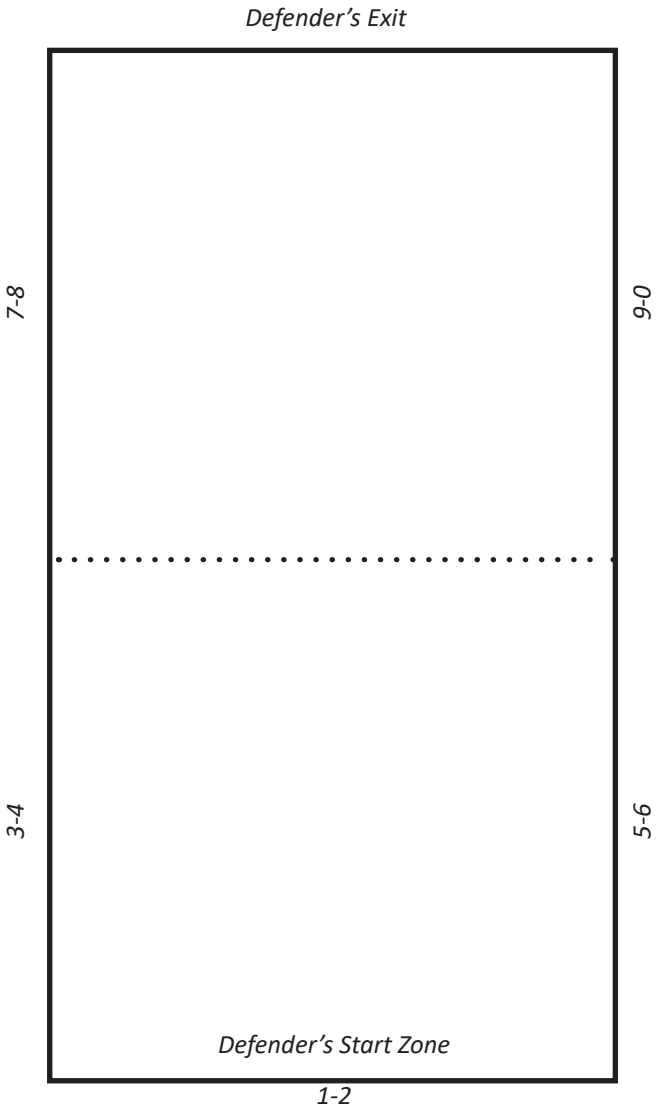
Ending: The game ends when all Defenders (but not their reinforcements) exit the game board or are KO'd. The game will also end if all Attackers are Routed.

Rewards:

+d5 XP	For Participating (All models that appear)
+1 XP	For each wound inflicted (All models)
+2 XP	Winning Leader (if the Attackers should win)
+5 XP	Winning Leader (if the Defenders should win)
+d5 XP	For each Defender model that manages to exit the game board.

Options: Scenario modifiers may be used if desired.

The MagLev Triangle is a passenger express allowing commuters to travel between the three NEMIS capitols in record time. With limited stations between capitol depots, a commuter can make a round trip to all three capitols in just over an hour.



"White Orchids, come out and play! White Orchids, come out and play-ay!" Someone was bellowing around the corner.

How had things gone so wrong? The White Orchids had gone to the Conclave to hear what the potential gang lord had to say, just like everyone else. Then someone blew his brains all over the park. The White Orchids were wrongly accused, and now they were far from home and running for their lives. They had to cross the turf of four rival gangs just to make it back to their home territory.

It was almost like the plot of one of those old 2D films you could occasionally find on disc...

"Kanoko, call Saki and get the others mobilized. Yui, find us the closest MagLev platform. We need to get home as fast as possible. Everyone, keep your eyes peeled," Kagura said. She made sure her safety was off.

"Over one street and up two," Yui said, painting away from the voice. With frequent backwards glances, the White Orchids headed out into night.

Thieves (Standard)

Back Story: One gang has been hired to guard a warehouse and make some legitimate money. However, one of their rivals has decided to rob that very warehouse. The attackers burst in with guns blazing to relieve the Defenders of their charges.

Terrain: The table-top represents the interior of a warehouse or other location.

Set Up: The Defender may bring up to half their gang to guard the warehouse. The Defenders need to be set up in the center 2x2 ft. of the table. Defenders can be on any level, and Defenders with Scout may be set up in hiding. The Defender also has 10 Item counters to set up in the same area.

The Attacker sends d5+1 fighters to try and steal the Items. In a skirmish game, both gangs use all of their fighters.

The Defender sets up their fighters first. The Attacker then chooses a table edge as an entry point, and may set up their fighters anywhere along this edge. Scouts may be set up anywhere outside the Defenders' starting area and must be Hiding.

Special Rules: Items, Home Turf

Playing: The Attacker is out to collect and remove as many Items as possible. The Defender needs to stop them in order to collect their paycheck.

Ending: The game ends when all Item counters have been removed, one gang is completely KO'd, is forced to Rout, or voluntarily Routs.

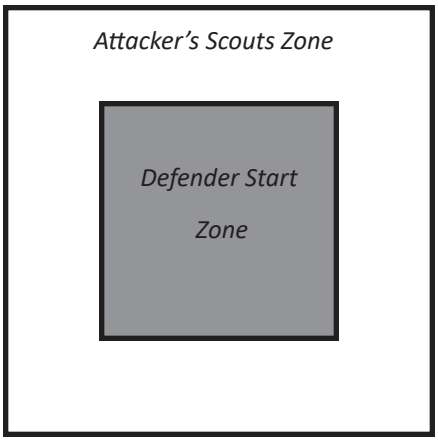
Rewards:

+d5XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang leader
+2 XP	Each Item carried off by the Attacker or rescued by the Defender.

Item: Each Item counter is worth d10x20. The Attacker sells each item for that much, the Defender is paid that much for defending that item.

If the Defender voluntarily Routs and surrenders the Items to the Attacker, they will owe the amount the Attacker rolls to their employer. The Attacker gets to claim ½ (round up) of any unclaimed Items in this case. As the Defenders flee the scene, the Attackers make one last mad dash to claim the unaccounted for Items.

Options: Scenario modifiers may be used if desired.





Games Workshop (Conversions)

An experienced gang fighter leads a pair of Noobs up through some maintenance tunnels.

To the Victor (Campaign - Special)

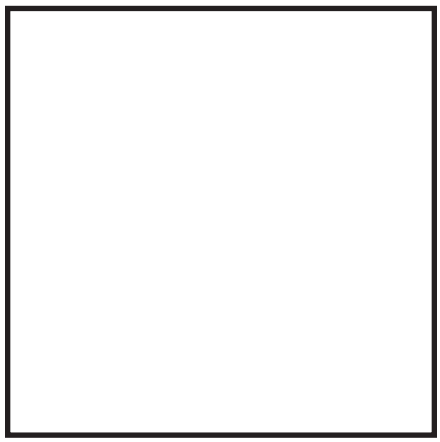
Back Story: Two gangs are fighting over a new piece of Turf. The Turf should be randomly determined. Depending on the roll, this new Turf could be a recently opened store, a recently abandoned property, or a rediscovered piece of lost Turf (a forgotten Sewer Garden, for example).

Terrain: The scenery should be set up to represent the new Turf. However, no special scenery is required. The scenery can represent a location that leads to the new Turf (the doorway into the new Services Tunnels).

Set Up: Both players have their full gangs available. There is no attacker or defender in this scenario. Once the Terrain has been set up, dice for choice of table edge. High roll wins, with the opponent setting up on the opposite edge. Each gang may set up their fighters up to 1' into the table, and at least 1' from the side edges. Fighters may be on any level.

Special Rules: There are no special rules for this scenario.

Rival Gang's Edge



Winner Chooses Edge

The Fire Road Tenements were on the edge of both of their Turf. The Wyldfyres and the Concrete Queens both wanted to bring the housing complex under their "protection." So both gangs were out in full force, determined to make the others give up their claim on the tenements.

The two gangs squared off in a nearby industrial park, where most of the buildings were vacant. Abandoned machinery and a couple of stripped vehicles was the only real cover around. The buildings were all low, so there was little danger from snipers. Both gangs kept an eye up there anyway, just in case they had both sent teams up there to try and flank their rivals.

The only witnesses were some of the more adventurous residents, aka: "Future recruits."

Playing: The objective is to secure the new Turf for the gang, while preventing your opponent from doing the same.

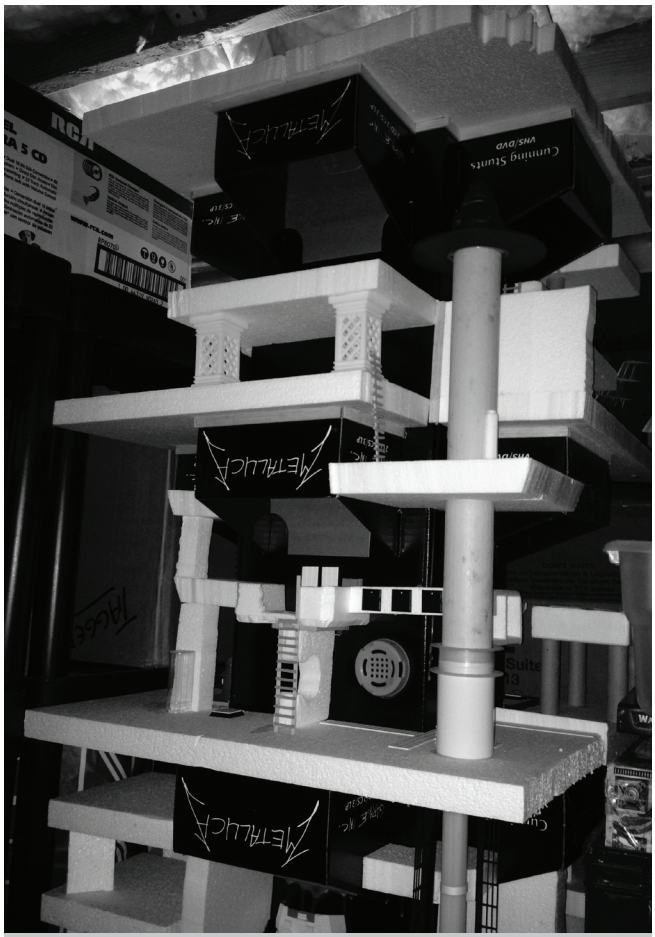
Ending: The game ends when one gang is entirely KO'd, is forced to Rout, or voluntarily Routs.

Rewards:

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning Gang Leader

New Turf: The Turf randomly rolled before the game is added to the victor's Turf. They may immediately dispatch a gang fighter to collect income from this Turf.

Options: Scenario modifiers may be used if desired.



This work-in-progress is a tower made up of a cardboard display standee liberally covered with polystyrene sheets and bits and pieces of things from a variety of sources: cardboard tubes, baby bottle bottoms, cake decorating pillars and pieces of old toy kits. Paint will pull the whole thing together into a cohesive piece.

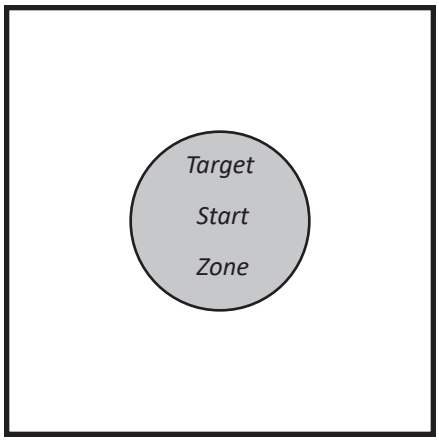
Mei usually loved running the family business. They had been on this particular corner for nearly three generations. But today was Monday, and she hated Mondays. Sure enough, a group of Crimson Reign thugs showed up, looking for their share of the profits.

Collection Agent (Campaign - Special)

Back Story: Only available to gangs with the Bookie Turf. Someone has welched on a bet, and the gang is being used as muscle to recover the debt. The debtor is either a member of a rival gang, or a friend or family member to someone in the other gang. Either way, the rival gang is protecting the Attacker's target. It's also possible they've been hired as body guards.

Terrain: The Defender does not have to be protecting the target on their own Turf, so the table can be set up in any agreed upon fashion. The table represents the hidey-hole the Defender is using to stash the Attacker's target.

Set Up: The Attacker has their Leader and may bring up to half their gang to collect the debt. The Attacker may chose a table edge as their start/exit zone. The gang is set up along this edge.



Attacker's chosen edge

The Defender may use up to half their gang to guard the target. Set up the target in the central foot of the table. Each Defender must be within 6" of the target and uses Guard rules. If playing on their home Turf, the Defender sets up d5 Guards and has Reinforcements instead. The Target is still in the central foot of the table, and the Guards must start within 6" of the Target.

Special Rules: Guest (the Target), Guards. If not on neutral Turf, the Defender has Home Turf and Reinforcements.

Luckily not everyone used the net for their news. Lots of people still preferred a physical news source they could hold and reread. Granted, modern newspapers were "printed" on demand, and used a type of plastic medium, instead of the paper commonly used in their original incarnations.

The best part of this were the public printing kiosks, like the one Radical Rex was using to block the gun fire from the S+M Sisters.

Playing: The game proceeds in a normal fashion until the Target is either captured, killed, or escorted off the table. The Target will not move until the Alarm is sounded or they are captured by the Attacker. To capture the Target, the Attacker must have a gang member enter base-to-base contact and spend one action threatening the Target. The Target will then move with it's captor. The Target will not move on it's own. A gang member (either side) must be in base-to-base contact in order for the Target to move.

Once the alarm has been sounded, a Defender may escort the Target off the table in a similar manner. They can exit off any side except for the Attacker's start zone.

If the Target is following a gang fighter, any shots at the gang fighter that miss will hit the Target on an 8+. Any fumbles in Close combat against a fighter with the Target will hit the Target on an 8+. The Target has no armor and only 1 Hit Point.

Ending: The game ends when the Target has been removed from the table by either side or has been killed. The game will also end if one of the sides Rout. If the Attacker Routs before the Target has been removed from the table, the Target is lost.

Rewards:

+d5 XP	Each participating model
+1 XP	Each wound inflicted
+3 XP	Winning gang leader
+2 XP	Gang fighter escorting Target off the board

If the Attacker manages to capture the Target, they are paid a finder's fee of d10x100. If the Target is killed or escapes, there is no payment.

If the Defender drives off the Attacker or escorts the Target off the table, the Target coughs up d10x100. If the Target is captured or killed, the Defender fails the scenario.

Options: Scenario modifiers may be used if desired.

Why the Street Saviors were watching over this particular Mr. Anderson was irrelevant to Meatgrinder and his Butchers. This particular Mr. Anderson owed Halfshank quite a bit of money, and the bookie paid the Butchers to collect for him. Getting to stomp some Street Savior ass in the process was just a sweet, sweet bonus.

Preacher relayed the information called in from the prospective Noobs keeping watch outside. He glared across the table at his cousin. If they got out of this alive, he just might kill him himself. Everyone knew the Butchers often worked for Halfshank, and ten of them had just showed up.

You just don't mess with mob bookies. Now his idiot cousin was set up as a "Mr. Anderson" and Preacher and his boys had to keep him alive.

Scenario Modifiers

Exploding Scenery

Lots of scenery pieces look like barrels, crates, or large bags of some type. Using this special rule changes these harmless obstacles into potential dangers. Fighters will think twice about hiding behind a stack of barrels if there is a chance they may be detonated by enemy fire. If a scenery piece is used as cover, and the piece's AS (armor save) mod saves a model from damage, the scenery takes the hit instead. Roll a d10. On the roll of 10+ the scenery ruptures and explodes in some way. Medium weapons add +1 to the roll, heavy weapons add +2, and Support weapons add +3 to the roll. Then roll again on the Exploding Scenery Table below.

Exploding Scenery	
Scenery	Result
Drums	1-6 Place a 4" template over the barrel, as it explodes in a fireball. Treat like a Fireball grenade.
	7-0 Place a flame thrower template on the barrel aimed at the shooter. The fire-spout will perform as a flame thrower, and lasts for 3 rounds.
Bags	01-05 Smoke Cloud: place a 2" template over the bags. Treat as a smoke grenade.
	06-10 Choke Cloud: place a 2" template over the bags. Treat as a tear gas grenade.
Crates	01-05 Smoke Cloud: place a 2" template over the crate. Treat as a smoke grenade.
	06-10 Explodes. Place a 3" template over the crate. Treat as a fragmentation grenade.

Gravez dove behind some barrels to get away from the lead flying thick through the storehouse air. Some little Noob from the Blue Orchids was determined to take him down.

At least he could use the barrels as cover to catch his breath. The little shit hadn't let up her attack; he could hear the bullets slamming into the metal barrels. She should have to reload that thing soon.

One sniff, and he knew he had made a horrible mistake. She wasn't trying to shoot him through the barrels, she was shooting the barrels.

Gravez got to his feet in order to sprint away from the death trap. The Noob's gun chattered and the world vanished in light, heat, and pain. The entire stack of barrels went off in a chain reaction.

Meg threw a victory elbow as the stack of barrels erupted into a massive fireball. She staggered back from the intense heat. There was no way that guy could have survived the inferno. She had her first kill!

Locked Doors

Locked doors are an obstacle commonly found all over Sprawlzone. Fighters with either Bypass (Sneak skill) or ComputerTech (Tech Skill) can attempt to get around locks to discover what's on the other side.

It takes one Skill action to attempt to defeat a lock. Bypass will work on all locks. ComputerTech will only work on electronic or high tech locks. Sneaks must use picks or other tools to attempt the bypass. A Tech must have a device to link to the system in order to defeat it. Both skills are attempted using a Will Test.

When this scenario modifier is used, the Defender gets to place 1d5 locked doors. Locked doors must be placed before starting the scenario. All locked doors must be placed in a usable position: blocking a corridor, closing off a room, etc. You cannot place a locked door in a useless position (laying across rubble, used as a bridge, or blocking a room easily accessed through ruined walls for example). Locked doors should be represented by scenery pieces or counters. Defenders may not use locked doors in any scenario that has the **Home Turf** special rule.

Doors may be placed up against blank walls or in other locations to represent vaults, secured rooms or lockers that are in the area but have nothing to do with the scenario. Attacking fighters with the appropriate skills may attempt to see what's inside. Defending fighters may not do this in any scenario where they are on Turf belonging to a third party that has hired them. Whatever's behind the doors belongs to their employer, and it's not a good idea to steal from an employer that has access to lethal methods of making you pay for what you've done. When on neutral territory, either gang may attempt to break into the locked doors.

Sister Obscura checked her scanner. Cross this wire, ground that one, and...success! There was a satisfying click as the lock disengaged. Sister Ginerva pulled the door aside, covered by Sister Hilde. No Mr. Anderson hiding in here either.

It was some sort of storage closet. A bunch of men's jackets, and a pair of well-worn boots on top of a box. The others moved on, but Obscura gave the box a quick check.

Her stomach growled at the stacks of protein bars. Hopefully they were still good. She grabbed a handful and followed her sisters to the next door.

This was tedious work. Pick the lock, check the door, repeat. The locks weren't even all that interesting. They were all mass produced, factory models.

Pick the lock, check the door, dodge the gunfire. So much for that boring routine! It looked like they had finally found where their Mr. Anderson was hiding. Time to collect that bounty.

Doors that have not been rolled up, but which are present on scenery pieces, are considered to be unlocked Type 1 doors unless the piece itself suggests otherwise. These doors use no actions to open or close. Some doors may take one or more actions to operate, based on the scenery piece itself (a security point or hatch that takes time to swish open or closed). Others may be secured or blocked to form an obstacle. "It's just scenery, models can't go through it" is perfectly acceptable.

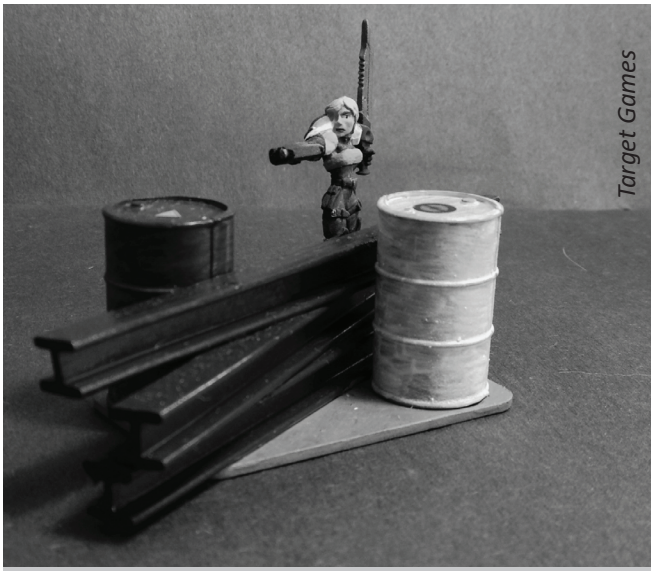
Random Doors

Roll a d10 for each door that's been placed to see what type it is. Then roll a d5 to see what type of lock that door has.

Damaging Doors: A standard human-sized door can take three points of damage before it is destroyed. Larger doors will take more damage to destroy, but three points will cause enough damage to let a human pass through. Vault doors have no Armor Type, and are impervious to normal attacks.

Door Construction					
d10 Roll	Door Type	Armor Type	Armor Save	Cover Bonus	Notes
1	Cheap wood	1	10+	Soft	-1 to Lock Roll
2	Thin metal	2	9+	Soft	-1 to Lock Roll
3	Solid wood	4	7+	Hard	
4	Light metal	5	6+	Hard	
5	Sturdy metal	6	5+	Hard	
6	Heavy metal	7	4+	Hard	+1 to Lock Roll
7	Security Grade	8	3+	Hard	+1 to Lock Roll
8	Reinforced	9	2+	Hard	+1 to Lock Roll
9	Standard vault door	N/A	Impervious	Hard	+2 to Lock Roll
0	Armored vault door	N/A	Impervious	Hard	+2 to Lock Roll

Lock Types			
d5 Roll	Lock Type	Test Modifier	Samples
1	Basic	+1	Door, Ignition, padlock
2-4	Complex	0	Combination lock
5	Electronic	-1	Key code, swipe card
6+	High Tech	-2	Gene reader, retina scanner, voice recognition



This scenery is a good piece of hard cover, unless the **Exploding Scenery** *scenario modifier is being used. Then fighters may want to think twice about taking cover behind those barrels and whatever may be inside them.*

On the best of days, life in the F-Zones sucked it big time. This was not the best of days. Sanitation trucks were generally left alone to go about their business, but now they were on strike. The trash had piled into heaps, almost reaching the second story of the buildings. Add in a couple days of unseasonable heat, and you could almost see the smell rising off in waves of noxious gas. Thick clouds of black flies swarmed around the trash mountains. Nearly every local had some sort of covering strapped across their face to ward against the smell and the swarms.

And, just to make matters even worse, the Dragonblades were here, too. They didn't look happy. Hell, their gunner, Zodiac, was openly carrying his machine gun, locked and loaded in a tactical harness.

A couple of sumo-wannabe brutes lead the way, shoving pedestrians into the mounds of stinking rubbish to make way for the leader, Tanaka. The locals glared at the gang, but did nothing to stop their progress.

Alarm Systems

What good is a locked door if some Sneak is going to just come along and open it? This is where an alarm system comes in. In game terms, alarm systems are traps used to protect locked doors. Sneaks with Bypass may attempt to disarm them, and Techs with ComputerTech may attempt to disable the more sophisticated versions. Both attempts require a Skill Action using a Will Test.

Alarm come in two styles: active and passive. Active systems are usually linked to electronic or hi-tech locks. They can be defeated by certain actions, and may be remotely deactivated. For example, using the proper key card to open the lock will **also** disarm the alarm. Passive systems are independent and will go off unless disarmed or disabled.

A passive system could be an alarm that goes off no matter who opens the door. Sure, they used the right key to get in, but anyone opening the door will break the circuit and sound the alarm.

Locked doors have a maximum of two security systems; one for the door, and one for the lock. Each must be defeated to quietly open the door. Active systems can be detected by a ComputerTech ghosting through the net without the need for a WILL Test.

Alarm systems that are being provided (by the GM or a third party for some scenarios) must be purchased with points. Since they're being used with Locked Doors, use the same die roll used for the doors. These are the points that can spend on alarm systems. (Three doors, three points in alarms.)

Consequences: In games using the Guards special rule, failure to deactivate an alarm automatically alerts all Guards, and they may act normally in any remaining phases if they haven't already used their actions. Start rolling for any Reinforcements in the next round.

In other scenarios, the alarm alerts the owners of the intrusion. The scenario will last another 1+d5 rounds before a security team or law enforcement arrives and the game is over.

Alarm Systems		
Type	Points	Notes
Passive	1	Audible or quiet
Active	2	Audible or quiet

Alarm systems can be something as simple as strings with bells attached to it (a passive, audible system). They can also be as advanced as a motion sensor that scans an area and wirelessly alerts a base unit that intruders are in a given area (an active, quiet system). Some store bought alarms are known as siren boxes and come equipped with a tripwire that sets it off .

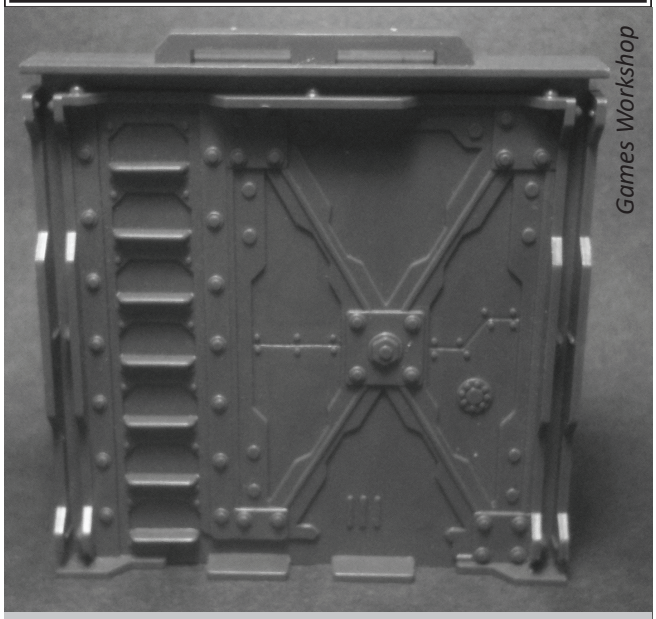
Behind the Door

A locked door is used to protect something in a scenario, most often the objective like an Item or a Guest. However, Defenders can end up with extra doors which have to be placed in some way. These extra doors wouldn't have a lock on them if there wasn't something on the other side worth protecting. Attacking Sneaks who manage to get past the doors might find something interesting. The better the lock on the door, the greater the chance for more valuable goodies on the inside. Once a Sneak has bypassed the lock (and any security systems), roll a d10 on the table based on the lock type. Defender Sneaks cannot go treasure hunting in this way unless they are on neutral turf and the doors do not belong to a third party that hired them for the scenario. Doors that have not been opened before a scenario ends remain locked. The winner does not automatically get whatever is behind them.

The S+M Sisters were patrolling around the warehouse. The green crates that the Crimson Reign were after were sitting out in the open, with a couple Sisters parked right on top of them.

The other Crimson Reign fighters were discussing the best way to get the crates, but Splice was checking out the upper level they were sitting on instead. There were three security doors with sophisticated locking systems up here. The intel said the green crates had what they wanted, but what if they were a distraction and the real valuables were behind those doors? If you had doors like that, why leave the good stuff sitting out on the floor?

Or maybe the stuff up there was even better. It looked like it was time to put those computer skills to use. Splice snuck off as the others continued their planning session. He booted up his glove and unpacked his tools.



This is obviously a heavy security door. One that does not necessarily open, no matter what tools a gang has. This would count as an obstacle or wall, not as a door.

Behind the Door Table					
Roll	Discovery	Basic Lock	Complex Lock	Electronic Lock	Hi-tech Lock
1-2	Spoiled Goods	0	0	0	0
3	Trinkets	d10	D10x10	D5x20	D10x25
4	Small items	D10x5	D10x15	D10x20	D10x50
5	Personal items	D10x15	d10x20	D10x50	D10x75
6	Personal gear	D10x20	D10x25	D10x75	D10x100
7	Electronics	D5x50	D10x30	D10x100	D10x200
8	Gear	1 melee weapon	2 melee Weapons	D5 Grenades	1 Black market item
9	Food	Feed 3	Feed 5	Entire gang	Entire gang twice
0	Weapons	1 Random Gun	2 Random Guns	1 Random Exotic	1 Random Support

Phyn was trying to flank the Waffle Boyz. The rest of his gang were already in position, but he wanted to get to higher ground for a better field of fire. The Waffle Boyz were lounging around a stripped down cargo truck in the middle of a vacant lot. Stomper was with them, and a local Yakuza had offered Phyn a few extra bucks to put the hurt on him. A quick trip up through this abandoned building, and Phyn would have a better shot at Stomper. And the cash.

So if the building was abandoned, why was there a fancy door across from the stairwell? A metal one with a keypad and key card reader, no less? He gave the handle a try...locked. He pushed a few random keys, and received a negative-sounding beep and a red light.

A loud bang and some laughter from the Waffle Boyz brought him back to what he was supposed to be doing. He turned and dashed up the stairs, failing to notice the red light was now quietly flashing away.

Sure enough, there was a great view of Stomper from the top floor. Phyn flipped his selector to single shot, and set up to take the shot, which was supposed to be the signal for the others to attack.

Searchlights from a trio of stealthed NEMISIS strike choppers sent the Waffle Boyz scattering in all directions. So much for that bounty. Damn cops. They never came out this far! What the hell was going on? Whatever the reason, it was time to get scarce.

Yeah yeah. Saki had a thermographic cybereye and was a hell of a shot. But that didn't mean she always had to pull guard duty. She and many others in the White Orchid knew that their gang had two sets of thermographic goggles stashed in the HQ. So why did she always have to baby-sit their Mr. Andersons?

They were holed up in an abandoned hospital. The Mr. Anderson was cowering in an inner room, probably in what used to be a nurses' station. Saki moved down the hallway, scanning for heat signatures.

Poor Lighting

Night: The gloom is thicker than usual. Models can only see clearly up to twice their REA stat in inches. Anything beyond that is heavily shadowed or invisible. Players may not measure REA distances before deciding a models actions.

Darkness: Street light upkeep is not a priority outside the wealthier zones. Models can see up to their REA stat in inches. Anything beyond that is heavily shadowed or invisible. Again, there is no measuring of REA distances before actions are performed.

Pitch Black: There is no ambient light. Everyone without technological aid is blind. Movement is limited to a rate of 1/2 Move stat. All unmoving models are considered to be Hiding.



Guard duty sucks. Especially when you're stuck on a narrow walkway up above the game board. This one is an HO scale bridge with plastic tile covering the tracks. There's no railing, so falling is a real threat if shot.