PART III: CAMPAIGN RULES

Advancement

As models fight and survive in the sprawls, they gain valuable Experience Points (XP) as rewards from the scenarios. Fighters use this XP to advance in level and make themselves (and their gang) more powerful.

Experience Level

A fighter's Experience Level is based on their XP, and is used as an indicator of power or fame within the gang and upon the street. The higher a fighter's level, the higher they rank in the gang. They also tend to be more powerful, and are more well-known to other gangs and police-type forces. Fighter's levels also affect the gangs Fame rating.

A fighter is subject to *Fear* when engaged in close combat by an enemy with a level of twice their own or greater. Level differences also affect *Panic* tests for friendly models within 3". See the Wounding and Psychology sections.

Experience Level Table		
Level	Total Experience	Title / Notes
1	01-10	Noob Start (00)
2	11-20	
3	21-30	
4	31-40	
5	41-50	
6	51-70	Fighter / Roles Start
7	71-90	Gunner Start
8	91-110	
9	111-130	
10	131-150	
11	151-170	Hero / Leader Start
12	171-190	
13	191-210	
14	211-230	
15	231-250	
16	251-270	Champion
17	271-290	
18	291-310	
19	311-330	
20	331-350	
21	351+	Legend

Spending Experience

You don't need to spend the experience points to gain stat improvements or new skills. Whenever a fighter gains enough experience to go up a level on the Experience Level Table, they will gain a random Stat increase or Skill. Players can choose which one they want for their fighter.

Stat Increase: Roll 2d10 and check the Level Stat Increase chart to see which stat the fighter improves. The chart is divided up by the Role of the fighter. The stat indicated goes up by one point. The higher the dice total, the more useful the increase should be for the fighter, as these are the roles primary stats. Lower rolls are still increases, but may not be as useful for that fighters role. These are the stats less commonly associated with the role.

If the fighter rolls a stat that has reached its maximum amount, roll again on the chart.

New Skill: Instead of rolling for an increased stat, the fighter gets a random roll on one of their skill lists. All roles get the General Skill list and their own Role Skill list to choose from. Select which table to use and roll 2d10 to see which skill has been learned.

The fighter may reroll the results if they already possess the skill that is rolled up. However, some skills get a bonus if rolled a second time. The fighter can choose to either enhance the skill they already possess or to roll for a new skill on the same table.

Training: Instead of rolling a random stat or skill, a fighter may save their advances and pick a stat or skill by using two advances to do so. This represents the intense training required to improve a specific stat or learn a desired skill.

Different Lists: Fighters can also save and spend two advances to learn a skill from another Role's list. Fighters may not save even more advances to train a specific skill off another Role's list. Two advances for a random skill only.

Noob Advances

Since Noobs have no set Role until they graduate into one at 6th level with 51 XP, they must use the Noob Advancement Table to randomly determine their advances. These advances will help select the Role a Noob will graduate into when they have achieved 6th Level and become a full fledged gang member. Noob stats and skills on the Advancement Table are listed in alphabetical order, not by order of importance. Except for HP (Hit Points).

LEVEL STAT INCREASES							
2D10 ROLL	BRUTE	GUNNER	SAMURAI	SHOOTER	SNEAK	TANK	TECHNO
02	RA	CC	RA	CC	RA	RA	CC
03	AGI	WILL	WILL	WILL	STR	AGI	STR
04-05	WILL	COOL	STR	COOL	WILL	REA	AGI
06-07	REA	REA	COOL	REA	COOL	WILL	RA
08-09	COOL	CON	CON	CON	CON	CON	CON
10-11	HP	HP	HP	HP	HP	HP	HP
12-13	CON	AGI	REA	STR	CC	CC	REA
14-16	CC	RA	CC	RA	AGI	STR	COOL
17-19	STR	STR	AGI	AGI	REA	CON	WILL
20	Players Choice	Players Choice	Players Choice	Players Choice	Players Choice	Players Choice	Players Choice

"All we have on this guy is that he's a member of the Blue Circle Bruisers and goes by the name Prowl."

Investigator Wu looked over the scene. He was acquainted with the BCB. This Prowl was pretty low down in the BCB, and probably hadn't been out on his own. Someone had done quite a number on him with some very sharp objects. The blue circle on the back of his jacket had been quartered at some point. There was quite a bit of damage on the floor below as well, indicating there were a large number of participants in this incident.

Noob Advancement Table		
% Die Roll	Stat	Skill Table
01-12	AGI	Brute
13-24	CC	General
25-36	CON	Shooter
37-48	COOL	Samurai
49-60	RA	Sneak
61-72	REA	Tank
73-84	STR	Tech
85-96	WILL	Special
97-00	HP	Choose Skill Table

Hamster is a 5th level Noob with 49 XP. Two more points will put him up to a 6th level and allow him to join the Obsidian Fangs as a true member. In accordance with gang tradition, he will get to choose a new name when he earns his colors.

In game terms, he must choose a Role that he will graduate into. He has spent all his advances on four skill rolls. With two Samurai skills, a Brute skill, and a Special skill, Hamster decides to be a Samurai. He does not get a free skill for graduating. He can choose between stat and skill like a normal advancement, and he loses Noob's Panic.



Target Games (Conversion)

As a fighter gains experience, they can gain skills, stats, improved armor and, unfortunately, injuries. Chances are, the above Tank didn't start the campaign with this suit of heavy armor, and they probably had both eyes.

Wamba eyed the intruding gang fighters. There were six of them, and they wore the colors of the Crimson Fangs, but he didn't recognize any of them. They stood huddled in a group talking excitedly, a collection of spray cans by their feet. Some fresh meat, apparently, out for a night of tagging Turf. They just picked the wrong place to try and put up some art. They were deep inside his gang's turf.

At his signal, the Killer Klowns sauntered in for an easy kill, jeering at the young Noobs. Their numbers were even, but Wamba was with some of his best guys.

Then she stood up from the midst of the noobs. Lilly White. One of the most feared members of the Crimson Fangs. They were so dead...

Campaign Skills

When fighters go up a level and earns a skill, they are not buying a specific skill, but a roll on either their Role or the General skill charts. Pick the skill list they want to use, roll 2d10 and consult the list. The Ability column is the name of the skill the fighter has just learned, and the Description tells about the skill and how it's used.

If a fighter wants to have a specific skill, they can use two advances to *Train* that particular skill. Fighters can also learn random skills from other Role lists by using two advances, so it's possible for Brutes to learn Sneak skills if they so desire. Skills from other Roles cannot be *Trained*.

Special Skills are rare skills that can by learned by all Roles. Since they are so rare, they always require the use of two advances to get a random roll on the Special Skills table. They may not be *Trained* like Role or General Skills.

I Already Have That Skill

If a fighter rolls a skill they already have, they may roll again on the same list until they receive a new skill. Many skills give a bonus to a certain action, so they may be able to increase the bonus by +1 if they happen to roll that skill again. They may also get to apply the skill in a different way. The fighter can choose which to use when both options exist. No skills can be enhanced beyond a single bonus, no matter how many times they're rolled up. Skills may not be *Trained* up to receive any bonus.

Amorune is a Shooter and rolls up the **Specialist** *skill on the General Skill list. The next time they roll on this list, they get* **Specialist** *again. They can reroll for a new skill, become a specialist with a second weapon (their back-up, perhaps), or add a +1 bonus to their first specialist skill. They choose to add +1 to their skill.*

If they should somehow roll up **Specialist** *again, they would have to either reroll the result, or choose a second weapon to specialize in.*

Combining Skills

Not all skills require that fighters spend an action to use them. Instead, they modify a regular action or its results. This allows many of the skills on the lists to be combined into very deadly combinations, used as a single action, by the fighters that possess them.

Read the descriptions carefully, for they will tell when and how the skills may be used. Many will also tell when they may not be used or combined with other skills.

Rerolls

Many skills allow rerolls in case of failed saves, tests or in certain situations. In all cases, the second roll applies. Even if the second roll is worse than the original.

Special Case

If a Gunner should get the Special Skill **Instructor**, and *the gang gets a new Noob, the Gunner may attempt to train the Noob to be a Gunner when they graduate.*

The Gunner has to have **Instructor** *at the time the Noob joins the gang. The Gunner and the Noob both have to survive until the Noob hits 6th level, when they graduate into a gang member. If these conditions are met, the Noob can join the gang as a Gunner instead of rolling for their last random stat or skill.*

This is intensive training, so this requires no lost games from injuries for either fighter. If either one of them should miss any games due to injuries, the Noob joins the gang as a regular role, not a Gunner.

Using **Instructor** *in this way will permit more Gunners in the gang than normal. You cannot HIRE more Gunners to break the Gunners per Gang rule. These Gunners are trained and graduate into the gang. Noobs can be recruited or join the gang through the Friendly Neighborhood turn or a fighter with Mentor skill.*



Please, Sensei, teach me to use that heavy weapon.

*"Iron Man" wasn't the biggest guy in the gang, but he had earned his nickname time and again. No matter how much he drank, he never got drunk. And once the White Orchids had tried to poison him, but it had had no effect on him (***Iron Constitution***). He could take a bullet as well as a punch (***Thick Skin***), and whenever he was knocked down, he always managed to get right back up again (***Thick Skull***). Even when seriously injured, his wounds never turned out to be as serious as they thought they were (***Tough as Nails***).*

*And when he hit you in close combat, you felt it. No matter how good your armor was (***Mighty Strikes***).*

Brute Skills		
Roll	Ability	Description
2	2 Weapon Combo	This skill allows a brute to use two 1-H melee weapons with only a -1 off-hand penalty. This skill may not be used with 2-handed weapons.
3	Battle Cry	When Engaging in close combat, the brute ushers a blood-curdling scream. All opponents in base to base contact must pass a COOL Test or they fight at 1/2 CC Stat for the first round of close combat. Even if they are not battling the Brute.
4	Berserker	The brute may enter a berserk rage during close combat. They get +1 attack / action, +1 to Wound rolls, -1 to opponent's armor saves, and a -1 to their own Wound rolls. They may not use any skills or ranged weapons while berserk, and will Ignore all COOL tests. Berserk fighters must pass a REA Test to tell friend from foe. Berserk fighters must always move towards an opponent if not in combat. Brutes must pass a COOL Test to willingly go Berserk. If Wounded, a failed COOL Test will make them go berserk involuntarily.
5	Blood Lust	Close combat gets the brute all worked up. Each time they wound an opponent, they add +1 to future rolls against the same opponent. This increases for each wound inflicted by the brute, but not wounds caused by others. Brutes with this skill must keep attacking an opponent until that opponent is KO'd.
6	Body Slam	When initiating close combat, the brute adds +2 to their attack score instead of +1. If they win the close combat, the target is also knocked prone by the attack. If they have the *Vicious Assault* skill as well, add +3 instead of +2.
7	Bulging Biceps	This brute can use 2-H weapons as if they were 1-H weapons with the usual penalties. This includes while using the *Two Weapon Combo* skill.
8	Combat Monster	The brute loves taking on more than one enemy, and gets a +1 to hit whenever in close combat against multiple opponents.
9	Crushing Blow	The brute may add +1 to Wound results they inflict with a close combat weapon (not including pistols).
10	Devastator	When using 2-H weapons, the Brute is -2 AS, +2 Wound Roll instead of -1/+1
11	Feat of Strength	The brute can reroll failed STR tests to lift things, force things open, hold things closed, or otherwise force things to do what the brute wants.
12	Hardened Knuckles	The brute can use other Brute skills without needing to use a close combat weapon.
13	Head Butt	The brute gets an additional attack in close combat, which must be a Head Butt. Attack vs. opponents CC 0 (they're surprised). -1 to Wound roll, -2 if opponent is wearing a helmet; +1 if they are wearing a helmet and their opponent isn't. Usable only once per opponent per game. May not be combined with *Stunning Blow*.
14	Hurl	After making a successful attack, the brute may Hurl an opponent their STR in inches in a chosen direction instead of causing damage. Very useful in high places. Alternatively, the brute may throw objects up to their STR in inches as a type of ranged attack.
15	Mighty Strike	All close combat attacks with a close combat weapon get an additional -1 Armor Save Penalty.
16	Stunning Blow	The brute may attempt to subdue an opponent they defeat in close combat instead of causing Wounds with their close combat weapon. Their opponent must make a CON Test for each wound or become KO'd. Subdued opponents are automatically captured at the end of game.
17	Thick Skin	All Wound rolls made against the brute have a -1 penalty.
18	Thunder Struck	Close combat attacks with a weapon also cause Knockback with a successful STR test.
19	Vicious Assault	When Engaging, the brute gets a +2 bonus to hit in the first round of close combat instead of +1. Should they have the *Body Slam* skill as well, this bonus increases to +3.
20	Player's Choice	Chose one skill from this list.

The Waffle Boys were playing with him. They knew Koi-Koi had been looking straight into the flash grenade when it went off. Damn, all he could see was after-flash. But he was far from helpless. Long hours of training had prepared him for this. He took a deep breath and listened to their mocking voices, the swish of their clothes and their heavy footsteps. His blind shot hit one of the Waffle Boys square in the chest.

General Skills		
Roll	Ability	Description
2	Alertness	The fighter may reroll failed REA tests, useful when on Guard Duty. The second roll applies.
3	Breakfall	This model knows how to survive falls. Halve all distances under 12" for purposes of power, damage and save mods.
4	Climb	Model may climb areas without plentiful hand holds at normal speed, and can *Dash* up ladders or other areas with plentiful hand holds if they have that skill as well.
5	Confident	The fighter can reroll all failed COOL tests. The second roll applies.
6	Dash	When Running, this model can move at x3 Move instead of x2. They may not Dash up ladders. The model must rest (normal actions) for one round before they can Dash again.
7	Escape Artist	If captured, this fighter can automatically escape, but will leave their Gear behind.
8	Fast Healer	The fighter subtracts -1 from the number of games missed as a result of After Hours Recovery Chart rolls. They may still have penalties for returning early.
9	First Aid	This fighter has "on the job" training in the patching of wounds. During the After Hours segment, each model with this skill allows one other model a reroll on the Recovery Table. These models can assist MedTechs and StreetDocs, giving an additional -10 bonus to a single After Hours Injury roll.
10	Inspirational	The fighter can give friendly models aid when pinned/shocked. If within 3", the friendly models can add +1 to their rolls due to encouragement from this fighter.
11	Leap	At the end of a double move, the fighter jumps and adds +d5" to the distance moved. If used after a single move to jump across a gap, roll two dice and use the best result.
12	Nerves of Steel	The fighter may reroll failed Panic and Shock Tests. The second roll applies.
13	Pugilist	An expert with their fists, this fighter can make close combat attacks without weapons. When unarmed, they may still add their CC Stat to attack rolls. Opponents get a +1 AS.
14	Scavenger	When Looting bodies, Scavengers can reroll failed Tech Level tests. Only one reroll is allowed per item, regardless of the number of Scavengers the gang may have. The second roll applies.
15	Scout	The fighter is placed on the game board after all other set up is complete. They may be placed anywhere on the board except in an opponent's start zone, and must be Hiding when the game starts.
16	Scrounge	The fighter has the ability to find edible foodstuffs. Roll 1d5-1 and subtract that many models from the gang's total for feeding purposes.
17	Specialist	The fighter specializes with a specific weapon and earns a +1 to hit with that weapon (1-h axe, 2-h sword, whip, light pistol, medium machine gun, etc.)
18	Streetwise	Fighters with this skill have their own Black Market connections. When using this skill, they get 1 roll on the Black Market charts. If a Leader gets this skill, they may add +1 item to what they are offered.
19	Vault	When moving, models with this skill can vault over low obstacles without having to lose any of their movement to do so.
20	Player's Choice	Chose one skill from this list.

Osaka crouched behind the dumpster, listening to the two Grey Tigers argue about which of them was going to try to lure her out of hiding. One of them had already been struck by her shuriken, and they were being much more conservative with their pursuit down this dead-ended alley. Why did she always end up in spots like this?

She eyed the brick wall blocking her escape. No more than a dozen feet away and at least nine feet high. The entry to the alley was much farther back the way she had come, plus there were those two Tigers who were sort of in the way. She could hear them moving closer.

The Tigers made their move, and so did she. She burst from behind the dumpster just before they opened fire on her hiding place. Running full tilt at the wall, she ran straight up it and across the roof beyond. The Grey Tigers' curses were nearly drowned by the gunfire chewing up the edge of the roof that she had vaulted over.

A couple of rooftops later, Osaka sat for a breather. There was no sign of pursuit. A relieved chuckle escaped her lip as she let the tension go. Osaka had only managed that stunt twice while training with Kanoko, and couldn't wait to tell her about this escape.

Gunner Skills		
Roll	Ability	Description
2	Bludgeon	The gunner can use their support weapon (or exotic weapon) as an improvised close combat weapon without worrying about damaging the weapon. Treat them as being armed with a 2-H weapon in close combat.
3	Brace	When a gunner uses this action, all further shooting To Hit rolls are at +1 until the Gunner moves, takes a hit, or uses a different skill.
4	Bulging Biceps	The gunner can use 2-H weapons as if they were 1-H weapons with the usual penalties. This includes while using the *Gun Slinger* skill. This skill is limited to Light and Medium support weapons, but includes all non-support rifles and exotic weapons.
5	Bulls Eye	If the gunner spends one action aiming, this skill allows the gunner to pick one Hit Location with their next shooting action. This skill may carry over into another round.
6	Crack Shot	The gunner knows how to ignore their target's cover, and gets a -1 to all Cover modifiers.
7	Dead Eye	The gunner aims for weak spots in armor. All successful shooting hits add a -1 penalty to all Armor Saves.
8	Demolisher	The gunner can use their weapon to destroy scenery pieces.
9	Eagle Eye	The gunner may freely choose any available target within their front and peripheral fire arcs. They also have no penalty for shooting at a target in the peripheral arc.
10	Gun Smith	Roll after each game. On a roll of 10, the gunner creates a random gun for free. The gun may be added to the stash or assigned to a gang fighter right away.
11	Lock On	The gunner may reroll a single missed shot every round. This skill may not be used with any of the special Full Auto attacks types. The second roll applies.
12	Marksman	The gunner adds +1 to rolls on the Wound Table when using ranged weapons.
13	Munitions	Roll after each game. On a 10, the gunner creates a random type of special ammo for one of the gang's weapons for free. The ammo may added to the stash or assigned to a fighter right away. Instead of special ammo, they may Rearm d5 fighters with normal ammo (no *Out of Ammo* checks for those fighters) for the next game.
14	Pumped Up	The gunner's massive muscles are very useful for toting around heavy weapons. Gunners with this skill do not need to use a Ready Weapon action after moving with a support weapon. They may go straight to using a Fire Action, but with a -1 penalty.
15	Set Up	The gunner can combine Hide and Op Fire into a single action. Since setting up Op Fire takes up both actions for the round, this cannot be used as a second action.
16	Steady	The gunner may reroll Full Auto attack dice, but must abide by second roll. This skill may not reroll a natural 1, but may be used to reroll the follow-up roll required by a natural 1.
17	Tracker	The gunner is an expert at shooting moving targets. They may ignore the penalty for shooting at moving targets, and have a +1 to hit moving vehicles.
18	Trajectory	The gunner is an expert at estimating arc and distance. When using a weapon with a blast radius (grenades, grenade launchers, and rocket launchers) that can deviate, the gunner can roll two dice for deviation and take the best result.
19	Weapon Tech	The gunner is an expert at maintaining, fixing, and keeping weapons in good working order. Add +1 to the entire gang's Clear rolls for the next game. Can also clear permanently jammed weapons during the After Hours segment.
20	Player's Choice	Chose one skill from this list.

*Skoober took careful aim at the White Opal gunner providing covering fire for her gang. She had his mates pinned down with a MMG. He lined up a torso shot (***Bulls Eye***) along the upper edge of the wall she was using as a shield (***Crack Shot***). The range finder told him she was at long range so he switched to single shot mode for a better shot (***Sniper***). He better make the shot count (***Marksman***) to save his gang.*

Brujah was making a name for himself within the SkarBoyz. A couple of successes with his twin pistols and he was trying to reinvent his image, complete with a shaved head and long black trench coat. He looked like a strutting peacock, but he was good with those pistols he wore like an old west gunslinger.

So Slinky decided his best option was to stick a knife in Brujah's back.

Samurai Skills		
Roll	Ability	Description
2	2 Weapon Combo	This skill allows the samurai to use two 1-H melee weapons with only a -1 off-hand penalty. This skill may not be used with 2-handed weapons.
3	Blind Fighting	This skill reduces the penalty for fighting while Blinded to -1.
4	Combat Master	The samurai knows how to move in order to minimize their opponent's advantages in close combat. All opponents must reduce any close combat bonus based upon position (Rear/ Flank) by -1 while attacking this model.
5	Counter Attack	When engaged, the samurai attacks back using full engagement bonuses, as if they had initiated they attack. This creates a simultaneous attack and uses no actions.
6	Counter Strike	If the samurai is the defender and wins the close combat roll by 2+, they may attack their opponent without using an action, and with normal close combat bonuses.
7	Deadly Strikes	The samurai adds +1 to all rolls on the Wound Table when using melee weapons.
8	Defensive	When on the defensive, this samurai adds +2 to their close combat rolls as long as they are armed with a suitable melee weapon. May not be combined with Counter Strike.
9	Deliberate	With a successful COOL Test, the samurai may select the location for a single successful close combat attack. Any other successful attacks during this round are still randomized.
10	Disarm	Disarm replaces a normal attack. Roll to hit as normal, but if successful, make a STR vs. STR test. If the test is successful, the opponent's weapon is stripped away. They may not use it for their next set of actions, but will recover it for future use. If failed, nothing happens. Entangling weapons will give a +1 bonus to this skill. If the samurai is the defender and wins the close combat roll by 2+, they may attempt to disarm the attacker.
11	Disengage	This skill allows the samurai to freely leave close combat by making a successful COOL Test. Place the model 2" away from their former opponent. A failed test means the combatants are still locked in close combat.
12	Dodge	The samurai gets an Agility Test to avoid being hit by an opponent's attacks in close combat. Make a test against each successful hit. If successful, the attack misses. If dodge fails, roll hit location and armor saves as normal.
13	Lethal	The samurai knows how to strike at weak spots with melee weapons. All successful strikes have an additional -1 Armor Save penalty.
14	Lightning Strikes	When attacking with melee weapons, the speed of the samurai's strikes gets +1 to hit.
15	Parry	Samurai with this skill may force their opponent to reroll one close combat attack for each melee weapon the samurai is armed with, but they must abide by second roll.
16	Reverse Stroke	The samurai can attack opponents to their flank with no penalty, and opponents to the rear with just a -1 penalty. They do not have to change facing when using or after using this skill.
17	Sweep/Throw	Replacing a normal close combat attack, a successful Sweep attack will force your opponent Prone and costs them one action to get back up. Or, if your opponent Fumbles their close combat roll, you may throw them in any direction (AGI in inches).
18	Tumbling	Adds +1 to the samurai's close combat attack rolls, or subtracts -1 to the opponent's close combat attack rolls when defending. May not be combined with Dodge or Counter Strike.
19	Wall Walker	If Running, the samurai may convert up to half of the horizontal movement into vertical movement, regardless of hand holds.
20	Player's Choice	Chose one skill from this list.

The Iron Giants had a well-deserved reputation as violent meatheads. All of them spent the majority of their time working out and getting into fist fights all over the sprawl.

For serious fighting they preferred large blunt weapons like hammers and maces. They also had a love of loud, large calibre weapons. Heavy pistols, shotguns, and machine guns being some favorites.

*Big Belly was a mountain of a man. He loved being in the thick of things (***Combat Monster***) with his chosen weapon: a big stick that most people needed two hands to use (***Bulging Biceps***). And his blows were devastating (***Mighty Strikes***). He was thought to be unstoppable (***Thick Skull***, ***Tough as Nails***), and never seemed to miss out on any of the action, ever. No matter how badly he was injured (***Fast Healer***). He was arguably the most feared of the Killer Klowns.*

Shooter Skills		
Roll	Ability	Description
2	Bulls Eye	If the shooter spends one action aiming, this skill allows them to pick the Hit Location with a ranged attack as their next action. The skill may carry over into another round.
3	Crack Shot	The shooter knows how to ignore their target's cover, and gets a -1 to all Cover modifiers.
4	Dead Eye	The shooter aims for weak spots in armor. All successful shooting hits add a -1 penalty to all Armor Saves.
5	Disarming Shot	If successful, this attack does no damage. Instead, it knocks the held weapon out of the target's hand. The target may not use the weapon for their next set of actions, but it is recovered for future turns. Make a Tech Roll to see if it's still usable.
6	Eagle Eye	The shooter may freely choose any available target within their front and peripheral fire arcs. They also have no penalty for shooting at a target in the peripheral arc.
7	Gun Slinger	The shooter has the ability to fire a pistol with each hand as one action. There are no penalties if they are firing at a single target. Separate targets have a -1 to hit penalty to each attack, in addition to any other penalties. The targets do not have to be in the same arc.
8	Hip Shot	This skill combines a move action and a fire action into a single action. There is a -1 to hit penalty, and sights cannot be used.
9	Lock On	The shooter may reroll a single missed shot every round. This skill may not be used with the special Full Auto attacks.
10	Marksman	The shooter adds +1 to rolls on the Wound Table when using ranged weapons.
11	Munitions	Roll after each game. On a 10, the shooter creates a random type of special ammo for one of the gang's weapons for free. The ammo may be added to the stash or assigned to a fighter right away. Instead of special ammo, they may Rearm d5 fighters with normal ammo (no *Out of Ammo* checks for those fighters in the next game).
12	Quick Shot	The shooter may attack twice with a ranged weapon in one action. The second attack is at -2 to hit. This skill may not be combined with *Gunslinger* or *Rapid Fire*. Full Auto weapons do not suffer the penalty for the second attack due to their high rate of fire.
13	Rapid Fire	A *Gunslinger* may attack with each pistol twice as one action. Each attack has a -1 penalty (-1 to first, -2 to second, -3 to third, -4 to fourth attack). Each attack must be placed within 2" of a previous attack, and may not use sights.
14	Snap Fire	A shooter with *Dash* may Dash and make a fire action. The shot may be taken at any point along the movement path. The attack is at -2 to hit, and may not use any sights.
15	Sniper	The shooter is an expert at targeting at long ranges. They must take one action to prepare before firing, and may then reroll missed shots at long range. When armed with a sniper rifle long range uses medium rolls, and snipers get to make Extreme range attacks useing long range target rolls without having to roll a 10 first. This skill may not be used with full auto attacks, and may not be used with thrown weapons, exotic weapons, or support weapons.
16	Steady	The shooter may reroll Full Auto attack dice, but must abide by second roll. This skill may not reroll a natural 1, but may be used to reroll the follow-up roll required by the natural 1.
17	Tracker	The shooter is an expert at shooting moving targets. They may ignore the penalty for shooting at moving targets, and have a +1 to hit moving vehicles.
18	Weapon Tech	The shooter is an expert at maintaining, fixing, and keeping weapons in good working order. Add +1 to the entire gang's Clear rolls for the next game. Can also clear permanently jammed weapons during the After Hours segment.
19	Zen Shooting	The shooter's penalty for firing while Blinded is reduced to -1.
20	Player's Choice	Chose one skill from this list.

*Bones flicked the tooth out of the machine gun's grip, and stepped on the unconscious Waffle Boy (***Bludgeon***) He settled the weapon against his hip (***Brace***) and turned his attention back to his original task. He'd been trying to take out a couple of this guys buddies, who were holed up behind a cinder block wall. They had plenty of hard cover to hide behind, so he decided to use that against them. He opened fire at the wall itself, weakening the lower bricks and letting gravity pull the whole thing down (***Demolisher***). As the dust cleared, the Waffle Boys who had thought themselves safe were sitting in stunned silence, fully exposed..*

Sneak Skills		
Roll	Ability	Description
2	Ambush	When successfully attacking from the Rear or Flank, the sneak adds +1 to any Wound Table roll. This skill is usable with both close combat and ranged attacks.
3	Back Stab	When attacking from the rear arc in close combat, the sneak may force an opponent to reroll one successful Armor Save. The second roll stands.
4	Blind	The sneak tosses a handful of something into an opponent's face. Make a CC attack roll. If successful, the opponent must make a REA Test or be Blinded for their next set of actions. If failed, the opponent has defeated the attempt, but may not use Counter Strike in return.
5	Bypass	With a successful WILL Test, the sneak can defeat locks, electronic locks, security systems, surveillance equipment and traps.
6	Combination	Allows a sneak to combine a CC attack with another action into a single action. For example, *Blind* and then a CC attack; or a CC Attack with *Tumbling*. This skill cannot be combined with another combination-type skill (like *Dive* or *Vanish*).
7	Dive	The sneak can Run and Hide using two actions instead of three.
8	Evasive	A sneak with this skill makes it difficult to land a solid hit in close combat, and can force opponents to reroll a single Wound roll each round. The second roll applies.
9	Evaluator	Sneaks with this skill get the most for their ill-gotten loot. Add +1 to all variable income rolls.
10	Hard Target	The sneak ducks and dodges as they move, making them more difficult to hit with ranged attacks. Attackers have a -1 to hit at Short and Medium range, and -2 to hit at Long range.
11	Hide	The sneak is an expert at Hiding. Anyone trying to spot them is at 1/2 REA. If within REA range, a -2 modifier applies to their roll.
12	Low Blow	A dirty hit. With a successful attack, the opponent is Stunned for their next set of actions.
13	Nerve Strike	On a successful attack, this strike Stuns the opponent. Two successful Nerve Strikes in a row will KO an opponent (they will fully recover After Hours).
14	Nimble	The sneak is an expert at moving across narrow objects, such as ledges, tightropes, high wires and the tops of walls; objects other fighters cannot move across. They may not run across these objects. If hit while moving in this way, make an AGI Test to see if they fall.
15	Quick Throw	If using thrown weapons, the sneak may throw 2 as a single action (shuriken, axes, knives, etc.) This skill may be used with grenades, but they will automatically scatter.
16	Shadow	Sneaks with this skill can try to tail members of a rival gang when they go out to work Turf or meet contacts. On the roll of a 10, an income source is located. The sneak brings the information back to their gang, who can attempt to destroy or capture the Turf by choosing the appropriate Scenario against this gang.
17	Stalk	By moving silently, opponents are at ½ REA to detect this sneak.
18	Sure Footed	The sneak may reroll any AGI tests they are required to make pertaining to falling off high objects (walking catwalks, slipping off stuff) or moving through terrain.
19	Vanish	The sneak combines a Move action and a Hide action into 1 action.
20	Player's Choice	Chose one skill from this list.

*The most unusual thing about Mysti was her name. She looked just like anybody else, which was the idea in her line of work (sneak). She just blended in with the crowd (***Hide***), which allowed her to find out all sorts of rival gang's secrets (***Shadow***).*

The most successful sneaks were the ones that no one knew were sneaks. Most go to great pains to imitate other roles in their gangs. Shooters and Samurai are most commonly impersonated, but there are sneaks that can blend in with the Brutes and even Technicians.

*Ozone was invaluable to the Crimson Reign. He kept their guns working (***Weapon Tech***), could dream up new ones (***Designer***) and then build them (***Gun Smith***). He also kept the gang supplied with ammo (***Munitions***).*

In a straight-up fight, he wasn't much of an asset. He knew how to fire a gun and keep his head down so that the rest of the gang didn't have to baby-sit him.

*He'd been working on improving his ability with a gun, and figured out a way to tweak his assault rifle so that it was more accurate (***Boost***). Unfortunately, the tweak didn't seem to work for anyone else's weaponry.*

Tank Skills		
Roll	Ability	Description
2	Absorb Blow	The tanks physique allows them to absorb the damage from CC attacks. All CC attacks that are not saved by armor have a -1 roll to Wound the tank. This may be combined with Thick Skin during close combat only.
3	Bulging Biceps	The tank can use 2-H weapons as if they were 1-H weapons with the usual penalties. This includes while using the *Two Weapon Combo* skill.
4	Crushing Blow	The tank may reroll Wound results they inflict with a close combat weapon. The second roll applies.
5	Damage Damper	When caught under a blast template, the tank gets a +1 Armor Save against the attack. This save does not apply to gas-based attacks.
6	Fast Healer (improved)	If the After Hours results require the tank to miss games due to injuries, subtract one from the number of missed games. They may return early with no penalty.
7	Fireproof	The tank may reroll failed Armor Saves against fire-based and heat-based attacks. They may also reroll failed Immolation tests. The second roll applies.
8	Hold the Line	The tank has a 1" threat range to either side of the model to attack opponents attempting to pass the model. When defending in CC they roll two dice and chose which roll to use.
9	Immovable	The tank may reroll a failed Knockback test. The second roll applies.
10	Increased Cardio	The tank has an increased lung capacity, allowing them to hold their breath and reroll failed saves against gas attacks and drowning.
11	Iron Constitution	The tank may reroll failed tests against Drugs and Poisons. The second roll applies.
12	Mighty Strike	All close combat attacks have a -1 Armor Save Penalty, in addition to any other penalties.
13	Resistant	The tank may reroll failed tests against Stunning and Subdual attacks and skills. The second roll applies.
14	Shrug it Off	The tank may ignore wound penalties taken during the game. Keep track of the penalties, because a RA/CC/CON reduced to 0 will still KO the tank. They just power through the injuries until they succumb.
15	Thick Skin	All Wound rolls made against the tank have a -1 penalty.
16	Thick Skull	The tank is hard to keep down. They get a -1 Bonus to all in-game Recovery rolls.
17	Tough as Nails	-10 Bonus to all After Hours Injury Rolls. Will not affect a natural 00.
18	Unbreakable	The tank may reroll failed Rout tests. The second roll applies.
19	Warcry	The tank issues a thunderous Warcry that will force opponents within range (WILL Stat in inches) to make a COOL Save. If they fail, they have to target the tank. If the opponent's model has to be turned to face this tank, they will also suffer the penalty for changing targets. If they pass, they can choose their targets as normal.
20	Player's Choice	Chose one skill from this list.

*Sister Silver laughed at the young Klown attempting to engage her. He was helplessly out matched (he was a noob and she was a champion). She had her favorite sword (***Specialist***), and used it like an extension of her own arm (***Lethal, Deadly Strikes***). To prove it to the young fool, she decided to take off his hand (***Deliberate***). She waited for him to attack, then turned the tables (***Counter Strike***).*

She left him laying there, clutching his bloody stump.

*Big Sister was mostly retired, but was definitely still contributing to the continued success of her old gang. Today had been a particularly good day, and she presented the two potential Noobs to Twist. They were siblings she had found out in Neon Alley (***Recruiter***). The older brother had successfully hacked an ATM with seriously outdated tech. The sister had been almost invisible while acting as his lookout. Big Sister would take her under her wing (***Mentor***) until she was ready to be accepted as a full member.*

Special Skills are unusual skills that do not readily fit into any of the other skill lists. As such, they are more expensive than other skills, no matter what the fighter's role is. So most fighters usually won't have more than one. However, most are very useful in Campaign settings, and could be well worth the extra cost to pick up a couple for your gang.

Tech Skills		
Roll	Ability	Description
2	Armor Smith	Roll after each game. On the roll of a 10, the tech makes a single random piece of armor for free. The armor may be stashed or assigned to a fighter right away.
3	Armor Tech	Experts at adjusting, repairing and enhancing armor, this skill allows the tech to "tweak" a single model's armor before a game, allowing that model to reroll their first failed AS of the game. This skill also reduces the Rearm/Repair cost by one level, as the tech can do some of the work themselves.
4	Boost	Roll after each game. On the roll of a 10, the tech can modify a weapon with a technological component so that it has a +1 bonus. For ranged weapons, this is usually +1 to hit. For close combat weapons, this can be to hit or an AS penalty. There can only ever be a single +1 bonus, and it is lost if the weapon is scavenged, looted, or jury rigged.
5	Bypass	With a successful WILL Test, the tech can defeat locks, electronic locks, security systems, surveillance equipment and traps.
6	Computer Tech	Repair, upgrading, infiltration, and theft. Techs with a computer can also use it to detect and disable electronic locks and security systems.
7	Customize	Roll after each game. On the roll of a 10, the tech can modify a piece of armor so that it has a +1 AS bonus. Each piece can only have a single +1 bonus, and it is lost if the piece is scavenged, looted, or jury rigged.
8	Demolitions	Roll after each game. On a 10, they have created a random grenade for free. They may build more than one. As long as you keep rolling 10s, the tech keeps making grenades (of the original type rolled). They may be stashed or assigned to a fighter right away.
9	Designer	Techs with this skill and a Smith skill (or Demolitions/Munitions) can choose the item they create. They can also team up with another model with one of the creation skills.
10	Evaluator	Techs with this skill get the most for their ill-gotten loot. Add +1 to all variable income rolls.
11	Fabricator	Roll after each game. On a roll of 10, this tech creates a single piece of random Gear for free. The gear may be stashed or assigned to a fighter right away.
12	Gun Smith	Roll after each game. On a roll of 10, this tech creates a random gun for free. The gun may be stashed or assigned to a fighter right away.
13	Jury Rig	Techs can temporarily fix/repair items, such as looted items that fail their Tech Roll. Make a Tech Roll every time a jury rigged item is used. Pass, and it works like normal. Fail and it's useless forever. Take it off the roster.
14	Med Tech	This tech has extensive medical skill. A tech with MedTech who treats wounded gang members After Hours can reroll up to 3 results. MedTechs can aid Street Docs with recovery rolls, subtracting 20 from the result. If rerolled, the MedTech becomes a Street Doc. They have become experts in triage and the treatment of injuries. Street Docs can reroll up to 5 results on the After Hours tables.
15	Munitions	Roll after each game. On a 10, the tech creates a random type of special ammo for one of the gang's weapons for free. The ammo may be stashed or assigned to a fighter right away. Instead of creating special ammo, they may Rearm d5 fighters with normal ammo (no *Out of Ammo* checks for those fighters in the next game).
16	Observant	The tech can reroll failed REA Tests to spot hidden enemies, traps and secret doors inside their REA range. The second roll applies.
17	Upgrade	Roll after each game. On the roll of a 10, the tech can modify a piece of gear with a technological component so that it has a +1 bonus to whatever it is that it does. If a +1 bonus does not make sense, a reroll will be allowed in case of failure. There can only ever be a single bonus, and it is lost if the weapon is scavenged, looted, or jury rigged.
18	Weapon Smith	Roll after each game. On a 10, the tech has built a random close combat weapon for free. The weapon may be stashed or assigned to a fighter right away.
19	Weapon Tech	The tech is an expert at maintaining, fixing, and keeping weapons in good working order. Add +1 to the entire gang's Clear rolls for the next game. They can also clear permanently jammed weapons during the After Hours segment.
20	Player's Choice	Chose one skill from this list.

Special Skills		
Roll	Ability	Description
2	Charge	Instead of using the free 2" move to Engage in close combat, the model can Run across the board and Engage their enemy as a single action. Charge must be used as a first action. If the enemy is out of range, move the attacker the full Run amount towards the target. The Charge then counts as a normal Run, using up both actions for the round.
3	Disguise	Models with this skill can take the place of an enemy model during the game. Leave this model off the game board to start. Randomly select an opponent, and at some point during the game, replace that model with this one (maybe right as your opponent rolls an attack). The enemy model is found trussed up after the game, unharmed, but they gain no XP for the game. No more than 1 enemy per game can be affected in this way.
4	Exotics	Fighters that pick up this skill have learned how to use exotic weapons. They may not use Support weapons. Not even if they reroll this skill multiple times.
5	Guardian	The fighter has developed an instinctual defensive reaction towards Noobs. Whenever a Noob within 3" of the Guardian is shot at and hit, the Guardian, who is keeping their eye out for the Noob, can try to push them out of the way. Roll d10. On a 10, the Guardian spots the danger and pushes the Noob to safety. On a 1, they push the Noob to safety, but take the hit themselves.
6	Haggle	This fighter can attempt to get a better deal. See Market Place for Haggling.
7	Iceman	This fighter is unaffected by Panic, Fear, or Hatred, no matter the source.
8	Instructor	The fighter may teach other models skills that it knows. Teacher and student must be uninjured, they both must use the After Hours segment working on the skill, and the student must have an advancement slot available for the skill.
9	Iron Will	The fighter refuses to succumb, and may reroll failed Subdual or Stun tests. The second roll applies.
10	Leadership	A Leader with this skill doubles the effective range of their Leadership Aura. Other gang members with this skill can support their fellows like a Leader. If the gang Leader is lost, fighters with this skill are most likely to take over the gang.
11	Mentor	The fighter is acknowledged to be the one to go to to learn the ways of the street. Add a free Noob to the roster to represent the mentor's protégé when this skill is gained. This Noob must stay within 4" of the mentor until they become a full-fledged gang member. After the Noob "graduates", the mentor accepts a new pupil with a d10 roll of 10. The noobs seek out the mentor, so this roll does not count as using a skill. Mentors may only have one noob under their tutelage at a time.
12	Persuasive	When working Turf that has a random element for the amount earned, the fighter can roll an extra die and keep the best result.
13	Quick	+1 to Move stat. This will bring the stat over the maximum, and may only be gained once.
14	Quick Draw	With a successful REA test, fighters with this skill can add or subtract 1 from the Initiative Draw to see if they can act earlier. So a fighter with number 4 could act in draw 3 or 5 if they are drawn before the 4 is drawn. In case of any REA tie with other models, the Quick Draw will act first. Fighters must choose a weapon to use with this skill (sword, light pistol, etc.)
15	Recruiter	This fighter can seek out new gang members (Noobs) without using a Neighborhood. If a Neighborhood is in the gangs Turf, add +1 to the roll if the recruiter visits this Turf (you don't get 2 Noobs, just a bonus to find one).
16	Ruthless	Very eager for melee, this fighter gets a free 3" move at the end of close combat if victorious. They must be moved towards a potential target.
17	Sixth Sense	The fighter may make an unmodified REA test vs. any model within REA range, regardless of skills. A successful test makes the fighter Aware of their opponents.
18	Stubborn	A Leader with this skill can reroll a failed Rout test. The second roll applies. Any other gang member with this skill can perform 1 parting action when a Rout does occur.
19	Tactician	Models with this skill allow the player to move 2 set up models by d5" after set up ends and before the game begins. All *Scouts* set up after this move.
20	Player's Choice	Chose one skill from this list.

Fame and Reputation

A gang's Fame rating is a measure of how tough they are compared to their rivals. Fame is used to establish the pecking order of gangs in an area, and reflects how well the gang is known to their rivals, the locals, and law enforcement. The gang with the highest Fame score is the Top Dog, the most well-known gang in that area of the sprawl.

A gang's Fame begins with their first game. A gangs starting Fame is the sum of the ten chosen gang fighter's levels.

As gang fighters advance, they will increase the gang's Fame as they go up in level, hit certain level thresholds, or gain individual reputations for accomplishments. All Fame points contributed by individual gang fighters are lost if they die or are retired due to injuries.

Level and Reputation Bonuses

Gang fighters who earn a Reputation also gain +1 Fame for the gang. Every fighter that makes it up to Champion earns +1 Fame, and reaching Legend earns an additional +2 Fame. So a gang will lose Level +4 Fame if a Legend with a reputation dies or is retired.

If a fighter makes it to Killer Reputation, they will add another +5 Fame. Legendary Killers earn a further +5 Fame. A dead Legend with a Killer Reputation will cost the gang Level +9 points of Fame. So the gang will lose at least 30 Fame from that fighter's death.

King of the Hill Bonus

Sometimes there is a large discrepancy between the Fame ratings when gangs fight. When this is the case, the gang with the lower Fame will earn bonus XP just for taking part in the game. Only fighters that actually take the field will get the bonus.

Top Dog Bonus

Being the Top Dog in an area has its disadvantages. All other gangs will come looking to knock them down a few pegs. All fighters from the opposing gang that took part in the action (and survive) will earn an additional bonus of +2 XP if they should defeat the Top Dog (as shown in the King of the Hill XP Bonus Chart).

There he was, just sitting in a little hole in the wall bar; not a care in the world. Diamond Dave, the Wyldfyres deadliest fighter.

Everyone knew DD. It was rumored that even Sister Silver refused to fight him. It was also rumored that he was now a pacifist.

Whatever. He was still Diamond Dave. So Roger turned on his bar stool and shot him in the back.

King of the Hill XP Bonus Chart		
Fame Difference	Win Bonus	Loss Bonus
10+	+1	0
20+	+2	+1
30+	+3	+2
40+	+4	+2
50+	+5	+3
vs. Top Dog	+2	0
Guts Bonus	+2	+1

Fearsome Gangs Guts Bonus

A gang with a Fame that is double the other gangs Fame or higher is considered a Fearsome opponent. Gangs have a penalty of -1 to all actions when fighting a Fearsome opponent. However, the gang will get a Guts bonus for daring to take on a gang that has such a high Fame rating. If a fighter has Hatred of the Fearsome gang the penalties are ignored as the fighter's Hatred overcomes the gangs fearsome reputation. A fighter with Hatred will still get +1 XP for taking out a Hated foe in addition to receiving the Guts bonus.

Reputation

Fame is earned by the gang as a whole. Reputations are earned by individual fighters who perform exceptional feats during a game. Fighters that earn a reputation gain a +1 bonus that is applied to the gang's Fame.

Since there are two types of combat, fighters can earn their Reputation in two different ways. Note that they cannot combine the two methods to get a single Reputation. KO's count towards one or the other, not both. It is possible to have both Reputations as long as they fulfill the requirements for each.

Close Combat Reputation: A fighter must KO 5 opponents in close combat in a single game. Only the fighter that causes the KO gets the credit. Opponents have to roll on the After Hours Recovery Tables in order to count towards this reputation. Taking out opponents with a stun baton will not earn them a Reputation.

Shooting Reputation: A fighter must KO 5 opponents with shooting in a single game. These do not need to be one shot KO's, but only the shooter that causes the KO gets the credit. Opponents have to roll on the After Hours Recovery Table to count towards the total.

The Golden Street Hooligans were a new gang. In their first game, they took on the Crimson Reign, a well established, Fearsome gang. And lost. Spectacularly.

Because of their Fame difference, all surviving members of the Hooligans get +4 XP on top of any other experience gained. +3 for the King of the Hill (Loss) Bonus and a +1 for the guts bonus.

Reputation Table		
Type of Reputation	Opponents XP Bonus	Fame Bonus (Gang)
Reputation	Bragging rights.	+1
Reputation +1	+1 XP	0
Reputation +2	+2 XP	0
Reputation +3	+3 XP	0
Reputation +4	+4 XP	0
Reputation +5 (Killer Reputation)	+5 XP	+5
Reputation +10 (Legendary Killer)	+10 XP	+5

Increasing Reputation

Whenever a fighter accomplishes a feat 5 times in one game, they gain a Reputation for this thing, such as Shooting or Close Combat. They can earn a bonus to this Reputation by repeating the feat in multiple games. If a model accomplishes the same feat 5 separate times, they gain a Killer Reputation. Repeating the same feat 10 times makes you a Legendary Killer.

Killer Reputation: Models that manage to earn this level of infamy can cause *Panic* in opponents. Fighters with any level of Reputation are immune to this type of *Panic*. They see this opponent as a worthy challenge. Models already subject to *Panic* (Noobs, for example) will have a -1 penalty to their Panic Test.

Legendary Killer: if a model manages to earn the Legendary Killer status, they will cause *Fear* in all opponents. Opponents with a Reputation below Killer Reputation will be subject to *Panic*.

Bonus XP: Opponents get bonus XP for KO'ing a fighter with a Reputation. The bonus XP is equal to the Reputation Bonus or the difference for opposing Reputations (a model with Reputation taking out a model with Reputation +3 would get +2 XP. If they took out a model with Killer Rep, they would +4 XP instead of +5 XP). There is no bonus for taking out opponents with a lower Reputation than yours.

Sister Akane wiped her blade off on the heap that had been Frenzi da Klown. When she got back to the HQ she'd make sure to add another notch to her scabbard.

"How many is that, then?" asked Sister Ruth.

"Today? Five. Altogether? Fifty-three ."

"Better watch it, or you'll earn yourself a nasty reputation," Ruth laughed.

Sister Akane was pretty sure it was too late for that. Frenzi had been particularly eager to try to take her out. He had said something about earning bragging rights, but she had been more concerned with that ridiculous double-bladed axe he carried than with what he had been saying.

Different Types of Reputation (Optional)

Most skills are not eligible for earning reputations, and some Reputations are bragging rights with no real effect on the game (unless the GM wants to come up with something). These reputations are mostly for flavor and to add some dimension to gang fighters. A fighter that successfully uses a skill or accomplishes something 5 times in a single game can get a Reputation for doing it. This should be something interesting or unusual. Most fighters will fire their gun successfully more than 5 times in a game, so there's no Reputation for doing that.

Some skills are only used once per game (such as in the After Hours segment). In this case, keep track of the number of games in which the skill is successful used. Each time the model scores 5 games in a row, they earn the Reputation.

Enemy models will still get +1 XP for taking out a model with one of these Reputations, even though they do not have a combat reputation.

A couple examples:

Mentor (Special): each time a Noob "graduates" to Gang Member, the Mentor gets a mark towards reputation. When they earn Reputation (Mentor), their chance of getting a free Noob increases to rolls of 9+. A Noob dying or being forced to retire before becoming a member makes them start all over.

Thick Skull (Physical): A model keeps getting taken down, but thanks to the Thick Skull modifier, they keep getting back up. If this skill modifies 5 rolls during a single game, allowing the fighter to get up and keep fighting 5 different times, they'll get a reputation as being impossible to take down, but it has no effect on the skill.

Sakiku has the Mentor special skill. She helped raise four Noobs to gang members for the White Orchids. If she raises a fifth noob to gang member, she'll earn a reputation for helping noobs out, and will get new noobs with a roll of 9+ instead of 10+ as the noobs seek her out.

If the fifth noob doesn't make it, for any reason, she has to start all over again.

Turf

Once you've picked a gang for a campaign, it's time to figure out where they live and how they get their money. Some of the biggest scores come from playing scenarios, but money also comes from the area of the sprawl the gang has as its Turf. A gang's Turf is its territory, its home base, its place of power.

Gangs have to do something to their Turf to get the money. Extortion, harvesting, scrounging or some other activity will have to be performed on the Turf to turn the property into spendable cash. No matter what the gang has to do, this is their Turf, so they are always successful in getting the cash. As long as one fighter visits a piece of Turf, they will collect the income listed by the Turf's name. Noobs are not full-fledged gang members yet, so they are not able to collect income from Turf.

Some Turf is a source of aid to the gang instead of a source of income. You can sell scavenged goods, get discounts on items, and score information, medical care or even new fighters from some Turf. Most Turf is only used during the After Hours segment of the game when a fighter goes to collect from it, but some pieces will affect game play. Each piece of Turf has a description that will let you know when Turf can be used during a game.

All gangs start with five (5) pieces of Turf. One of these can be designated as the gang's headquarters (HQ), where they crash, heal, stash their gear and count their money. Starting Turf begins the game under the gang's control, and they can begin using it right away. Roll percentile dice (01-00) five times and consult the Turf Table to determine your starting Turf. If you roll up the same Turf multiple times, that's fine. You can have more than one piece of that Turf.

Option: Each gang can also roll up 4 pieces of nearby Turf so that there is some idea what's around them for when they begin expanding their empire. This will also give plenty of locations for gangs to fight over. These pieces of Turf are not under the gang's control, and are available to any gang willing to take them. If Sprawlzone is run by a GM, they can roll these up or just assign them via a City Map.

Waste not, want not. The corpse in the alley looked like he had been a factory worker of some sorts. Obvious bionic replacements, probably from industrial accidents. The big guy had an cyber eye and a partial arm. No sense lugging a whole body to Doc Brown's Spares. He dug out his bone saw and rusty pliers, and got to it.

The arm wasn't a problem at all. It was a two-piece set up. The corpse would probably get to work, unplug the human-type arm and plug in something industrial to help out with their job. He released the arm and slid it into his bag. He took the socket/upper arm off halfway to the shoulder just in case. Now for the eye...

Turf Basics

Once a gang's Turf has been generated, there are a few things to keep in mind regarding their real estate.

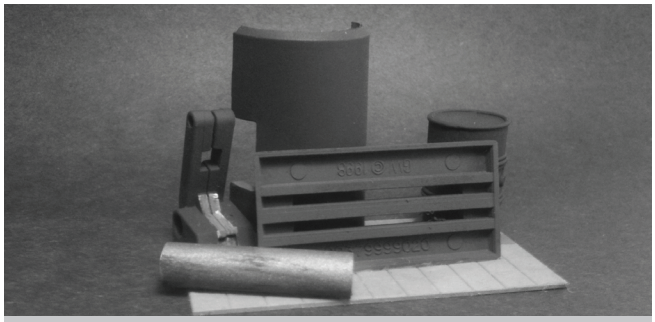
1). No gang may have less than 3 Turf. If Turf is stolen away or destroyed, the gang will move into new turf nearby. Reroll on the Turf table until the gang has 3 pieces of Turf. If the Turf that is lost is also their HQ, it's going to hurt the gang. See the HQ section for what happens if they should lose their HQ.

2). No gang may have more Turf than gang members. This is the total number of fighters in the gang. If this rule should come into conflict with the above rule (they have less than three fighters in the gang), it's probably time to start a new gang. Fighters in Recovery count even though they may not visit Turf. Noobs count as well, even though they cannot work Turf yet.

3). A fighter not in Recovery during the After Hours segment can collect income from one piece of Turf. If a fighter does not visit a piece of Turf, no money or special rule is earned from that Turf. If they collect income, that fighter cannot use any skills (like *MedTech* or *ArmorTech*) during After Hours. No matter how the Turf pays the gang, the visiting fighter is always successful unless something in the Turf's description says otherwise.

4). Turf that is visited by a gang fighter is automatically considered to be guarded. Turf that is unguarded is a prime target for raids or invasions by rival gangs. Unguarded Turf does not get the starting guards described in the scenarios, and the defender has to depend on the Reinforcement Rolls to see when or even if defenders arrive to drive off the attackers. Undefended Turf can easily be captured by rivals or destroyed.

Option: Ignore Rule 2. This allows lots of Turf to fill a City Map (if used), but the gangs have to be careful of which Turf they visit, because of the 4th rule.



This small scenery piece made of extra bits and pieces. The two items in the back left are from old toys. The barrel on the right is from a WWII model set. The "plate" in the middle is an old GW calvary slotta base. The "pipe" in the front is a leftover bit of plastic tubing. The pieces are glued on a plastistruct tile base, then primed and painted. It provides cover and can also be combined with similar pieces to act as barricades.

Turf Table			
Roll	Name	Cash	Description/Specials
01-02	Arcade	1d10x10	With the advent of interface jacks, arcades have seen a resurgence in popularity as the hardware to run full blown games is still too expensive for home gaming consoles.
03-04	Bar/Pub	1d10x30	Bars are prevalent throughout the sprawls. This one is under the gang's control, and the gang gets a share of the profits.
05-06	Bath House	1d10x25	Gaining in popularity, these are styled after the Japanese bath house. The owner pays the gang to leave them alone.
07-08	Black Market Entertainment	1d10x35	An illegal manufacturer of pirated software, skill-chips, vid-chips, or whatever is popular. The gang gets a share of profits.
09-10	Body Shop	1d10x25	A franchised plastic surgery center. In addition to protection money, the gang can also gets free Skinjobs (Vulcan, Elf, Goblin, Nekomimi, etc.).
11	Bookie	Spec	An old-style betting parlor disguised as a something else. The gang provides protection for the bookie and also acts as muscle. If providing protection, the gang earns 1d5x100. The bookie also provides the gang with the option of using the special scenario *Collection Agent* (where they're the muscle).
12-13	Brothel	2d10x60	The gang is a partner in a "house of ill repute" and takes a cut of the profits.
14-15	Coffin Hotel	2d10x15	Set up like a honeycomb, people rent a private sleeping area stacked up along the walls. The bathroom is communal. The gang is paid to not hang around here.
16-17	Commune	1d5x50	A large group of street people living in a squat. They pay the gang to protect them, and the visiting gang fighter is fed for free.
18-19	CyberDoc	1d5x150	Unscrupulous CyberDocs are always looking to make a buck as cybernetics are not cheap. The gang can sell salvaged Cybernetics at half price, plus the doc will give them a 25% discount on new cybernetics (well, new to them, that is).
20-21	Derelict Building	1d10x5	Fighters can always scavenge some interesting bits to sell from here. Wiring, piping, left behind items. Just scrounge around.
22	Chop Shop	Spec	Not everyone likes the idea of cybernetics, so there is a huge market for biological spare parts. These guys buy freshly dead bodies, no questions asked. For each dead fighter brought in (yours or the opponents) they will pay $2000 - $200 per wound suffered or -$300 for flame-caused wounds.
23-24	Drug Lab	2d10x100	The owner of the lab is "renting" the space from the gang for a share of the profits and some protection.
25-26	Industrial Wasteland	2d10x50	Large pools of toxic waste have been left lying around. Over the years, reactions have occurred that create crystallized compounds the gang can collect and sell.
27-28	Abandoned Factory	Roll again once to determine type	1 A big empty building. Good place to hold parties? 2-4 Scrap Machinery. Sell off bits for 1d10x50 5-7 Materials Storage. Sell off bits for 2d10x50 8-0 Goo. This sludge has been reacting for decades. Collect and sell samples for 2d10x50. If you roll doubles, you also find a rare crystal that can be sold for 1d10x100.
29-30	Flop House	1d10x10	Roll the bums and collect what falls from their pockets.

Opal liked the squatters in the old Starford building. Good people who were just trying to get by. And that Jane on the third floor was a good cook. So Opal had no problem actually earning the money they paid the Crystal Vixens to make sure they were protected. These wannabes trying to shake down her squatters were gonna be sorry they were on CV turf.

Flubbo got a thrill every time he descended into the basement of the condemned hotel that the local homeless used as a flop house. There were always a few in here sleeping something off, and others that were too scared of the streets to venture outside. Both types paid the Killer Klowns to stay away. But what he liked most were the new faces, the ones who needed convincing.

31-32	Friendly Neighborhood	500	Roll d10. On a 10, get a free Noob to join the gang (no gear, just the Noob). The visiting gang member is also fed for free.
33	Fence	Spec	A gang with a Fence on their Turf can sell their ill-gotten items using the Fence Table in the Black Market section instead of the usual selling rules.
34-35	Gambling Den	2d10x100	A hidden "casino" run by the local big boys (Mafia, Yakuza, Triad, etc.) Gambling: Win the amount rolled. If the gambler roll doubles, they lose that much, and must roll a 3rd d10. If it matches the doubles, they lose twice the amount. If the gang fighter can't pay, they must sell off weapons or gear to cover the debt. Gangs don't mess with the big outfits.
36-37	Foundry	Spec	The foundry takes metal and melts it down into raw materials. The gang can sell unwanted metal items (like melee weapons) at 50% cost. They will also pay double the base cost for metal-based materials scrounged up by the gang (such as Scrap Machinery from the Abandoned Factory).
38-39	Hydroponic Garden	2d10x50	The gang must chose how they'll use this garden: Illegal substances or food. If illegal substances, the gang earns the cash from sales. If food, the gang is immune to starvation.
40-41	Junk yard	1d10X35	It's a disposable society, and it generates lots of trash. Scrounging around will reveal sell able techno-bits and recyclables.
42-43	Maintenance Tunnels	1d5x5	Sewers under the streets are filthy, but these tunnels are used to maintain the infrastructure, and are (reasonably) clean and dry. Roll 1d10 before a game. On an 8+, the tunnels run into the fight zone, and the possessing gang can send d5 fighters through the tunnels to set up anywhere on the board. This takes place after all other models are set up. Models moving through the tunnels must be placed on the ground floor, and may not be within 10" or in LoS of an enemy fighter.
44	Grocery Store	Spec	Instead of cash, the store pays the gang in food to feed the gang. You can skip *Feeding the Gang* as long as this Turf is visited.
45-46	MagLev Station	1d10x75	Take up a collection from travelers. Probably through the threat of violence.
47-48	Hidey Hole	1d5x20	A friend or family member has an extra room or an empty apartment. This is a great place to hide or stash goods. The gang fighter can also hit their friend/family up for some cash.
49-50	Fireworks Factory	1d5x20	The gang can choose to take the money for protecting the place, or they can accept raw materials. If they take the raw materials, a fighter with *Demolitions* skill will build items on a 9+ instead of a 10+. The factory will not build demolitions for the gang.
51-52	Chem Lab	1d10x35	A secret R&D facility, they pay the gang to keep the locals, and their rivals, away. In addition, they will also buy raw materials the gang manages to scrounge up for double the base rate. (Raw materials that would sell for 1d10x25 would sell for 1d10x50 to the chem lab.)
53-54	NeoOpium Den	1d10x75	The gang provides a "safe" place for users to indulge their habits. For a fee.
55	Gun Smith	Spec	A creator of firearms has a shop in the gang's territory, and they have established a working relationship. The gunsmith will buy any non-melee weapons from the gang at 50% of cost to use as spare parts. Whenever a fighter visits the Gun Smith, roll 1d10. On the roll of a 10, the Gun Smith has created a random gun which they give to the gang. Also, for $5 per gang member, the Gun Smith will maintain the gang's firearms, allowing each fighter to ignore their first Jam in the following game.
56-57	Nightclub	500	A legitimate business run by a friend or family member, they "share" the profits with the gang.
58-59	Old City Ruins	2d10x100	In some places under the sprawl there can be found the remains of the original cities. Poking around, the visiting fighter can find valuables or rare items for collectors.
60-61	Animal Arena	2d10x30	Blood sports are popular in the underground, and the gang operates an arena for cock and/or dog fighting.

62-63	Parking Garage	1d10x25	The gang knows some attendants willing to look the other way (and shut off the security cameras) while they ransack a few parked cars.
64-65	Water Still	3d5x15	Utilities in the F-Zones are substandard at best. The gang has managed to find/ liberate a still to purify water, which they then sell to the locals. Impurities can also be collected and sold for 1d10x10. (Requires a 2nd gang member to work.)
66	Sewer Garden	Special	Dark, moist, and full of free fertilizer, mushrooms grow in abundance here. Roll 1d5 whenever a fighter is sent to work the place:
			1 - Poisonous spores sicken the fighter. They miss the next game. 2 - Edible Fungi. Enough to feed 1d10 gang fighters. 3 - Hallucinogenic 'shrooms. Sell for 1d10x30 4 - Toxic Toadstools: Sell for 1d10x50 5 - Medicinal Mushrooms: 1d5 doses. Use one per fighter, and will reduce missed games by one.
67-68	Pawnshop	Spec	The pawnshop will buy weapons, armor and gear for 30% of cost. The gang also gets +20% to any random Item values from scenarios.
69-70	Pharmacy	2d10x200	It pays to have contacts on the inside, who can slip the gang legal drugs for illegal purposes. Or prescription medications.
71-72	Fight club	2d10x50	Blood sports are popular in the F-zones, and the gang operates an underground fighting arena for unarmed or melee combats.
73-74	Porn Studio	1d10x60	A friend or family member specializes in the creation of adult entertainment. The visiting fighter is paid as set security. Or maybe a performer.
75-76	Print Shop	Choose	In addition to doing legitimate work, the shop will make counterfeit bills or ID's for the gang. The ID's will sell for 1d10x50. The bills can be moved for 2d10x50,but at a risk. If you roll doubles, roll 1d10.
			1-5 Miss 2 games in police custody. 6-9 Miss 1 game in police custody. 0 The officer "confiscates" the bills, but you're free to go.
77	Restaurant	Special	A popular eatery, the gang is immune to starvation so long as it's visited.
78-79	Retail Outlets	1d5x35	Local shops that pay the gang to stay away. Alternatively, the gang may loot the store for 2d10x100, but it is then destroyed and removed from their Turf.
80-81	Scrap yard	1d10x150	Similar to the Junk Yard, this place specializes in large scraps, junked vehicles, and industrial equipment.
82-83	Shady Clinic	2d5x10	Something's odd about the docs who run this place. They pay the gang for biological samples the collecting fighter has to donate to earn the cash. In a pinch, they will help one injured gang fighter heal one day faster at no cost, they just need some extra samples to cover it.
84-85	Sewers	100	Before a game, roll 1d10. On an 6+, the sewers happen to include the area in the scenario. 25% of the gang may set up in the sewers. Thanks to the smell, they cannot appear in the enemy's start zones.
86-87	Construction Site	2d5x35	Breaking in at night, the fighter steals tools and raw materials to sell.
88	Med Clinic	Special	Local boys or family members are trying to make a difference in the neighborhood. The gang collects no income. Instead, they can visit the clinic for treatment. For $100 per injury, the clinic will remove 1 day of required healing time. Also, they will not report injuries to the police.
89-90	Still	2d10x100	The gang makes and sells its own booze. If the gang also has a Water Still, the quality of the booze goes up and will sell for 2d10x125 instead.
91-92	Tattoo Parlor	D10x20	A friend runs the parlor, and can be hit up for a few bucks. Plus, they'll give the gang free tattoos!

93-94	Mob Contact	3d10x50	Mafia? Yakuza? Russian? These are the big leagues, and they pay the gang to do odd dirty jobs that are either beneath them, or that they don't want to be connected to.
95-96	Vacant Lot	1d5x10	The fighter can scrounge up sell able items lying around.
97-98	Toll Bridge	3d10x20	The gang controls the only convenient path across a large obstacle (river, highway, etc.) and charge the locals a toll. This Turf must be worked during After Hours. If they cannot work this Turf, it is considered abandoned and the locals will tear down the toll booth. Gangs must then fight to regain control of this Turf. The 3d10 is the number of people that pay the toll of 20.
99	Workshop	1d10x60	An eccentric inventor has a junk shop where he will fix up items. He will buy Gear from the gang at 50% cost. If a fighter visits the Workshop, roll 1d10. On a 0, he has invented a random piece of Gear that he gives to the gang.
00	Choose One		Choose any single piece of Turf.

Gaining New Turf

Most gangs won't be satisfied staying with the same old Turf they generated at the start of a game. They'll be looking to gain new Turf to expand their power base, make more money, and destroy their rivals. New Turf can be stolen from other gangs, found, and even developed. Some new Turf will be earned through scenario special rules. No matter how it's earned, new Turf may be used immediately.

Losing Turf

Turf may be lost to another gang as a result of some of the scenarios. The opposing gang moves in and seizes the Turf by driving off the former owners. The former owners cannot use the Turf "one last time" before it is taken, or ruin it to prevent the new owners from using it.

Turf may also be lost as a gang loses power. Since a gang may not have more Turf than gang members, they may lose Turf due to deaths in the gang as there simply isn't enough manpower to protect all the Turf. Randomize which Turf is lost due to shrinking membership. If a City Map is being used, the piece furthest from the HQ is lost. Alternatively, some players assign Turf to gang fighters as their responsibility. If that fighter is lost and the gang also needs to lose Turf, that fighter's assigned Turf will be lost. Note that HQ's will always be the last piece of Turf lost, but it may be time to disband the gang if things have gone that poorly for them.

Turf lost due to a shrinking gang does NOT automatically go to another gang. There is now a piece of undefended Turf waiting for someone to come and take it.

Abandoning Turf

Turf may be abandoned. Abandoned turf is not automatically replaced by new turf, so gangs cannot ditch "bad" turf in the hopes of getting something better. Abandoned turf will generate twice it's normal income when abandoned, and is then destroyed. Strike it off the Turf list. It does not go up for grabs to rival gangs.

Places of Interest

These are large public areas that beginning gangs couldn't possibly hope to control or visit for income. Or they may be large areas that don't readily lend themselves to money making (zoo, aquarium, museum, corporate archeology). Places of interest can be included to make interesting locales for the game board. Turf selections should be tailored to available scenery pieces. Don't allow a gang to possess a "City Zoo" if you're not interested in modeling one (well, part of one, anyway).

City Map (Optional)

A City Map is a way to visualize the area of the sprawl in which the games take place. Draw up a map of the sprawl with each gang's "realm" clearly marked. Do not include the locations of actual Turf. Rival gangs will need to discover where it is on their own. Once Turf has been discovered, put it on the map.

This will allow the gangs to specifically target their opponent's cash resources and expand their own territory. As games are fought, these borders can change. City Maps can also be used to set up scenery for some scenarios. ("We're going to invade their Turf through this vacant lot, and try to take it out.") Even if there isn't a GM controlling the Sprawlzone games, this is still a viable option.

The "Gray Havens" are a well-known chain of Elf bars. The entire staff were Elf-type skinjobs, and most of their clientele too. That hadn't been much help to this particular Gray Haven. Its owner had made two critical mistake: First, they opened the new shop deep in Goblin turf. Second, they had refused to pay up.

Now Boggart was standing amidst the wreckage of this Gray Haven. He dropped his blood-smeared baseball bat and counted out the bills from the registers. A grand total of 500 bucks. Maybe they should have waited until closing time. Ah well. This place was never reopening.

His boys were raiding the bar for intact bottles. Uruk was still beating the unconscious owner mercilessly. He grinned. The local ER was going to be busy tonight.

Head Quarters (HQ's)

Gang HQ: Every gang has a head quarters (HQ): a place to crash, store loot and weapons, relax, and heal. The HQ can be a piece of the gang's rolled Turf because anything will work so long as there's room to gather together, store stuff, and offers some sort of protection. This is usually the gang's last bastion of defense, and may be raided by other gangs. Turf designated as the HQ can not be lost due to a random roll. It must be fought over.

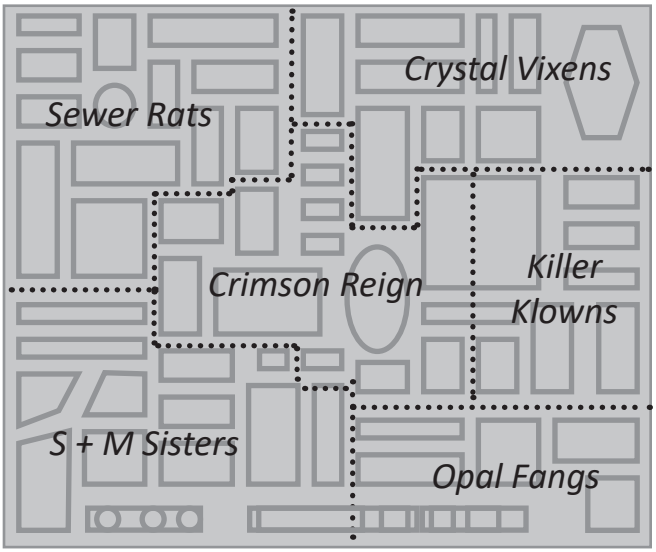
Combining Turf: Generated Turf may be incorporated into the HQ (such as a Still), otherwise it's just an empty space to stash gear and relax (or hide) in. You can chose to incorporate any Turf that may be reasonably added to the HQ. All Turf included in this way may be worked by a single gang fighter. Recuperating fighters cannot work the Turf, but a healthy Noob can do the work. The healing fighters will explain how to do the necessary tasks.

Turf outside the HQ can be combined if you desire. Even when combined, a fighter can only work a single piece of turf outside of the HQ. Combining turf does make it easier to guard: if one part is worked, all the parts are guarded. However, if combined turf is lost, all the parts are lost.

While most of the gang was out making money, Tatyana went down the dark stairwell into the secret complex below the old factory Crimson Reign used for their HQ. She wasn't sure what the previous owners had used the subterranean space for, but Crimson Reign were making good use of the space. A water still was set up that purified the piped in sprawl-water and their collected rain water. The still fed the large hydroponic garden that helped keep the gang well fed.

Losing the HQ: This can have a devastating effect on the gang, which is why HQ's may not be lost due to a random roll. If the unthinkable happens and the gang is driven out of their HQ, all gear, loot, and Turf associated with the HQ is also lost. All Gear, Weapons, and Armor not possessed by a gang fighter is assumed to be stashed here, and the gang will have no chance to grab it as they flee. All Turf incorporated into the HQ is lost to the invaders as well. So if the gang's HQ is a Bar with a Still in the back and a Mushroom Garden in the basement, they would lose all three pieces of Turf if it is lost.

The gang needs an HQ, so appoint another piece of Turf as their new HQ. If they now have less than three pieces of Turf, they must roll up the new Turf first, then they can chose which piece to make into their new HQ.



Modifying Turf: The Turf listed in the chart is an example of commonly found locations in most sprawls. Feel free to modify the chart or specific chart entries to match your particular location.

If you decide to set your games on JFC out in the Great Lakes, keeping 97-98 Toll Bridge may not make much sense. You may want to change it to a Bilge Pump or maybe a Hidden Launch Bay that can hold small boats.

27 - 28 Abandoned Factory could be changed to be a specific type of factory. Maybe one that used to make municipal air scrubbers, but is out of commission. The gang could invest money in fixing the factory up to continue making scrubbers, which they could then sell. It is not recommended to make the factory one that manufactures firearms or armor.

A game set on the outskirts of the sprawls, in a Green Zone, or away from the sprawls could have a completely different Turf Chart. Or maybe you just don't like some of the entries. It's your campaign, your setting, so make some changes.

The above is an example of a City Map that could be used in a game of SprawlZone. The dotted lines are the edges of each gang's turf.

Each player would have a copy of the map, and can place the Turf they rolled up in any of the buildings in their area. If they should discover an opponent's turf, they can place it on their map. If they decide to reveal it's location publicly, all players can enter the information.

The map can be used to determine scenarios (the S+M Sisters are going to raid a piece of Opal Fang turf on the bottom edge of the map), determine scenery that is being fought over (the Killer Klowns and Crimson Reign are going to Rumble in the oval building, which is a museum), or to change scenarios up a bit (Crimson Reign and the Crystal Vixens are mixing it up on their border, which also touches Sewer Rat turf. If the 'Rats got wind of the action, they might decide to join in).

Another way to create a City Map is to start with a blank slate and let the scenarios decide what it looks like. Or just forget using a City Map and free play it all.

After Hours (Campaign)

After Hours is the final part of a campaign session of Sprawlzone. This is where you find out what has happened to injured gang fighters, where they earn experience points (XP) and gains skills or stats, make their money, go shopping for new gear, recruit new members, and do all the other behind the scenes things that help the gang to grow and prosper. Or at least survive.

After Hours Activities

Most fighters that have to roll on the Injury Tables spend After Hours recovering from injuries sustained in the game. Each fighter that doesn't have to roll on the After Hours Injury Tables, or who roll a Full Recovery, can perform one of the following activities:

1). Use a Skill (such as *Armorer* or *Weapon Tech*)

2). Collect income from Turf (Noobs cannot do this)

3). Perform an "Illicit Activity" (roll on the chart)

4). Visit the Black Market (Leaders and models with *Streetwise* only)

The easiest way to keep track of things is to separate the gang into groups, such as Injured and OK. As each roll is made or each action is performed, put the models aside. When there are no more models left, you're done with After Hours.



A more literal translation of the term "Samurai."

Injury Table Modifiers	
Attribute	Table Modifier
MedKit	-10
MedTech Skill	-10
MedTech w/a MedKit	-25
HITS Left	-10/HIT left

Step 1: Injury Recovery

Before anything else is done, you need to find out what has happened to the injured gang fighters. Fighters with wounds need to heal, so they cannot perform any other actions during the After Hours segment. Your opponent gets to roll on the After Hours Injury Table to see what has happened to all fighters KO'd during the game.

Use the Hit Locations rolled during the game to determine which After Hours Injury Table your opponent must roll on. Fighters KO'd by an Arm Wound will not roll on the Head Injury Table. Fighters that have taken multiple injuries must make rolls for each injury.

Since the game is based on the concept of Comic Book Realism, the tables are designed to injure more than kill, but death is still a possibility. This allows for gang development, even in the face of adversity.

Recovery: Some injuries are so severe that a fighter must miss games to recover. These fighters miss the entirety of those games, including the After Hours segments. The game in which they are injured does not count as a missed game, even though they will miss the rest of the After Hours segment.

These results are cumulative. So a fighter that misses 1 game due to an abdominal injury and 2 games due to an arm wound will miss 3 games total.

Modifiers: Fighters with *MedTech* and/or a MedKit may modify your opponent's rolls on the After Hours Injury Table, as long as these fighters do not have to make their own rolls on the tables. Any fighter that is KO'd by an Injury, but which any has HITS remaining, can adjust the After Hours Injury Table rolls by -10 for each HIT left. (A fighter with 3 HITS is KO'd by the first wound they take in a game. Since they have 2 HITS left over, they modify the After Hours Injury Table rolls by -20.)

Fighters KO'd by flame-type weapons must make a second roll on the Flame Weapons Recovery Table.

Florian has taken an abdominal wound, and the opposing gang leader rolls a 96 for the Injury, meaning Florian is dead. However, his gang has a MedTech who carries a MedKit. This turns the 96 into a 71, so Florian lives, misses 1 game, and has permanent liver damage. During the After Hours segment, Florian can do nothing to help the gang due to ongoing medical treatment.

Flame Weapons Recovery Table	
Roll	Result
1-3	Singed
4-6	Bad burn –nice scars
7-9	Nasty burn –ugly scars
0	Disfiguring scars (cause Fear)

Revenge!

Fighters that suffer a Serious Wound (a roll of 76+ on the Injuries Tables) may develop harsh feelings towards the fighter or gang that caused the injury. For each fighter that suffers this level of injury, roll 1d10. On a roll of a 10, the fighter becomes subject to *Hatred*. Roll 1d10 on the Revenge Table to find out the object of this hatred.

Odinsson dreamt fever dreams. Always the same thing. The docks, sometime near midnight. Dark with barely any moon to speak of.

Something was there, something he wanted badly. In the back of his mind, he knew it was too good to be true, but he had to try to get it. There may never be another chance.

And then the shapes. Anger at walking into the trap. Lots of figures moving in the shadows. Then the bursts of light that split the darkness. Muzzle flashes from every direction. And the pain.

A figure standing over him. A voice speaking in a mocking tone. A single muzzle flash illuminating a hated face before the darkness. But whose?

His eyes flashed open. It had been those Ren Fair rejects, the Dark Warlocks. Warlo. Warlo would pay!

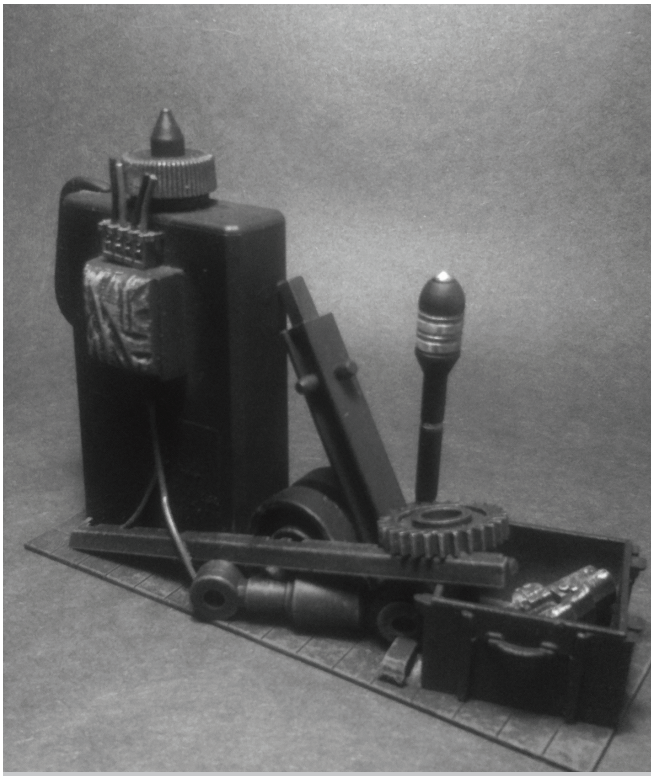
Revenge Table	
Roll	Object of Hatred
1-2	The leader of the opposing gang
3-7	The fighter that caused the injury
8-9	The entire opposing gang
0	All opposing fighters with the attacker's role (all gunners, all sneaks, etc.)



Only full gang members can work Turf. These two are filling containers from their gang's still.

Abdominal Injury Table			
Roll	Result	Details	Recovery
01-05	Full Recovery	Just a Scratch. It probably won't even scar.	
06-10	Full Recovery	Captured!	
11-20	Full Recovery		
21-25	Full Recovery	Cool Scars. Add a cool story and get some free drinks.	
26-30	Light Wound		
31-45	Light Wound	Ow my spleen! Well, it's not like you really used it anyway.	
46-50	Light Wound	Kidney destroyed. Well, you can live with just one. If repeated, fighter must spend all future After Hours being treated.	
51-55	Medium Wound		Miss 1 Game
56-60	Medium Wound	Muscle damage. -1 Agility	Miss 1 Game
61-65	Medium Wound	Ravenous appetite. The fighter counts double for feeding purposes.	Miss 1 Game
66-70	Medium Wound	Niggling Injury. Roll d10 before every game. On the roll of a 1, the injury acts up and fighter misses the game. Future rolls increase this chance.	Miss 1 Game
71-75	Medium Wound	Liver damage. The fighter must spend every After Hours being treated.	Miss 1 Game
76-80	Serious Wound	Major muscle damage. -1 AGI, CON, and CC	Miss 2 Games
81-85	Serious Wound	Major muscle and nerve damage to diaphragm. Easily winded. If the fighter Runs, they only have one Action in the following rounds until they spend a round not using Move actions.	Miss 2 Games
86-90	Serious Wound	Battle Damaged. Roll 1d10 before every game. On the roll of 1-2, the injury acts up and the fighter misses the game.	Miss 2 Games
91-95	Serious Wound	Spinal injury. Paralyzed from the waist down.	Miss 3 Games
96-00	Dead		

Arm Injury Table			
Roll	Result	Details	Recovery
01-05	Full Recovery	Just a Scratch! What a baby.	
06-10	Full Recovery	Captured!	
11-20	Full Recovery		
21-25	Full Recovery	Cool Scarring. Add a good story, and get some free drinks.	
26-30	Light Wound	Hand Injury. Lose d5 Fingers off the injured hand.	
31-45	Light Wound		
46-50	Light Wound	Broken bone. Arm set and useless for d5 games.	
51-55	Medium Wound	Dislocated shoulder. Roll 1d10 each time affected (falling, brawling, etc.). Roll a 1 and shoulder dislocates, making the arm useless until it is reset. Resetting the arm uses up two actions.	Miss 1 Game
56-60	Medium Wound	Muscle Wound. -1 STR with this arm	Miss 1 Game
61-65	Medium Wound	Phantom Pain. Roll 1d10 before each game. If the roll is a 1, the arm is useless for the game due to flaring pain. Future results increase this chance.	Miss 1 Game
66-70	Medium Wound	Muscle and nerve damage. -1RA and -1CC with this arm.	Miss 1 Game
71-75	Medium Wound	Nerve Damage. Roll 2d10 when using the arm to make an attack. If the total of this roll exceeds the attack just rolled, pain flares up the arm and the weapon is dropped. The attack still happens.	Miss 2 Games
76-80	Serious Wound	Hand destroyed.	Miss 2 Games
81-85	Serious Wound	Elbow destroyed. Arm useless from elbow down.	Miss 2 Games
86-90	Serious Wound	Major muscle and nerve damage. -2 RA, CC, and STR with this arm.	Miss 2 Games
91-95	Serious Wound	Shoulder destroyed. Entire arm useless/severed.	Miss 2 Games
96-00	Dead	Shock and major blood loss.	



This scenery, which provides hard cover and is large enough to have places to hide, was made from a dive through a bits box. It's mostly old toy and model kit bits. This is often referred to as "trash terrain!"

Kadi rolled her eyes. Not another "Mr. Anderson." She hated these jobs: Protect some schmuck from whoever was looking for him. There had to be a better way to make a living. Granted, they had the money to pay for the protection only the Red Lotus could provide. But their last Mr. Anderson had cost Kadi her left hand and arm up to the elbow.

The SkarBoyz had wanted that particular Mr. Anderson dead, and she had been forced to take on three of those idiots to keep him alive until reinforcements finally arrived. Sure, he had been grateful that she had saved his life. And it turned out that he had some major medical connections, so she was sporting a decent bionic replacement instead of one of those clunky cyber jobs all the chrome heads wanted. Sure, it wasn't enhanced at all, but the MedTechs had done a great job matching the synthskin to her real skin, so you'd never know it wasn't a natural arm.

But that shit had hurt, and her palm always itched. How does an artificial limb itch? You just can't scratch a metal itch!

This "Mr. Anderson" was some squirrely R+D type who needed protection getting someplace. Well, if Markus took the job, she'd gank anyone who came after the little shit. A deal's a deal.

Chest Injury Table			
Roll	Result	Details	Recovery
01-05	Full Recovery	Just a Scratch. Were you really KO'd by this?	
06-10	Full Recovery	Captured!	
11-20	Full Recovery		
21-25	Full Recovery	Cool Scars. Add a cool story and get some free drinks.	
26-30	Light Wound		
31-45	Light Wound	Cracked Ribs. Stiff and sore for a couple games.	
46-50	Light Wound	Punctured Lung. Must rest 1 round after Run actions for d5 games. May not Dash.	Miss 1 Game
51-55	Medium Wound		Miss 1 Game
56-60	Medium Wound	Muscle/skeletal damage. -1 Strength	Miss 1 Game
61-65	Medium Wound	Damaged lungs. +1 to all REA tests against you due to wheezing.	Miss 1 Game
66-70	Medium Wound	Niggling Injury. Roll d10 before every game. On the roll of a 1, the injury acts up and the fighter misses the game. Future rolls increase this chance.	Miss 1 Game
71-75	Medium Wound	Lung Ruined. Must rest 1 round after every MV/MV action.	Miss 2 Games
76-80	Serious Wound		Miss 2 Games
81-85	Serious Wound	Major chest wound (Muscle/Nerve) -1 CC/AGI/CON	Miss 2 Games
86-90	Serious Wound	Battle Damaged. Roll 1d10 before every game. If the roll is a 1-2. the injury acts up and the fighter misses the game. Future results increase chance of missed game.	Miss 2 Games
91-95	Serious Wound	Spinal injury. Paralyzed from the waist down.	Miss 3 Games
96-00	Dead		



Games Workshop Mini

A gang fighter dressed for the polluted streets of SprawlZone.

Head Injury Table			
Roll	Result	Details	Recovery
01-05	Full Recovery	Just a scratch. In your defense, head wounds are bleeders.	
06-10	Full Recovery	Captured	
11-20	Full Recovery		
21-25	Full Recovery	Cool scars. With a good story, worth a few drinks.	
26-30	Light Wound	Partially Deafened	
31-45	Light Wound		
46-50	Light Wound	Blinded in One Eye	
51-55	Medium Wound	Throat Injury. Mute	Miss 1 Game
56-60	Medium Wound	Blinded. Both eyes destroyed.	Miss 1 Game
61-65	Medium Wound	Brain Damage. Hatred (attacker. Gang if attacker unknown.)	Miss 1 Game
66-70	Medium Wound	Major Skull Fractures. All future Head Recovery Rolls at +10.	Miss 2 Games
71-75	Medium Wound	Brain Damage (Shell Shock). Very jumpy, easy to spook. -1 Cool and subject to Panic (like a Noob)	Miss 2 Games
76-80	Serious Wound	Face destroyed. Blinded, mute. Horrible scars.	Miss 2 Games
81-85	Serious Wound	Brain Damage. Roll on Head Wound Table	Miss 3 Games
86-90	Serious Wound	Neck Injury. Paralyzed from the neck down.	Remove
91-95	Serious Wound	Coma. Roll on Coma Table.	Coma Table
96-00	Dead		

Hazen was awakened by the clamor filling the room. His head was throbbing, and every muscle he could currently feel was tight and tingly.

Eight of his fellow Manhunters were hanging around. Bloo was lying outrageously about some girl he was claiming to have scored with last night, but Vulture and Fung were enjoying his tale. Chee was sullenly cleaning some of the gang's weapons, obviously angry about always drawing this tedious work. Rufus was confused, but he was always confused. Blaise and Zane were angry with...Bowen. Bowen was cheating them at cards. Hazen tried to move, and groaned.

"Holy shit! I think Hazen is waking up!" Chee exclaimed.

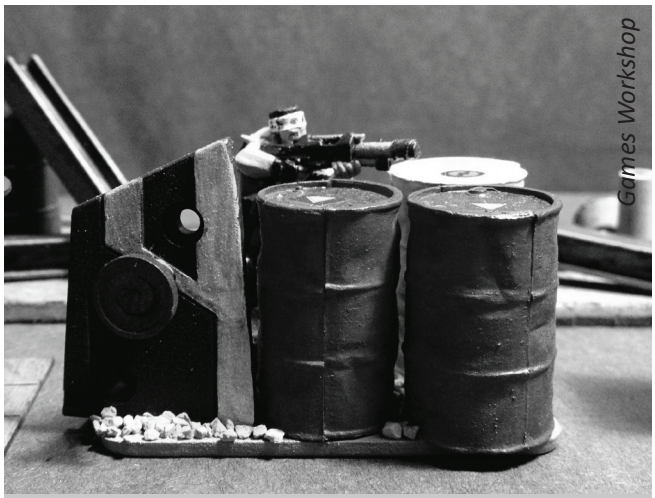
There was a rush of sound as Hazen was surrounded by the Manhunters, most of them talking excitedly.

"His eyes are still closed. What makes you think he's waking up?" Fung asked.

Hazen opened his eyes and looked at the faces surrounding him, but he already knew who he would see. Sure enough, they were all there. He could actually feel their relief.

"Man, we thought we were going to lose you," Zane said cheerily.

What the hell was going on? Why was his head all bandaged? And why did Fung suddenly "feel" so hostile?



No matter how good the cover, a head shot is going to ruin your day. There's also the possibility that those barrels might explode on you too.

Coma Table	
% Roll	Effect
01-20	Succumbs to Head Injury and dies.
21-40	Recovers. Miss 2 games. Reroll on Head Injury Table and ignore rolls of 76+.
41-80	Stays in coma. Roll again after next game.
81-99	Miraculous Recovery. Miss 1 game. Do not reroll.
00	Miraculous Recovery. Awaken Rogue Psychic Power. Roll on table.

Head Wound Table		
D5	Condition	Effect
1	Unbalanced	Roll at the beginning of each round. On a 6+, the fighter acts as normal. With a failed roll, the fighter changes. If they are "normal", they become Berserk. If already Berserk, they become normal.
2	Moronic	Roll at the beginning of each round. On a 6+, the fighter acts as normal. With a failed roll, your opponent can Move (only) the model for both its actions. Models also fight with half their CC value during a failed round.
3	Easily Distracted	Roll at the beginning of each round. On a 6+, the fighter acts as normal. With a failed roll, the fighter sits down and stares at something completely fascinating. They will continue to sit and stare until they pass a Will Test or are attacked.
4	Hallucinations	Roll at the beginning of each round. On a 6+, the fighter acts as normal. With a failed roll, your opponent controls the fighter as if they were a member of their gang. Who knows what they're seeing or experiencing.
5	Terror Tremors	Roll at the beginning of each round. On a 6+, the fighter acts as normal. With a failed roll, roll another d10. If Even, the fighter will run screaming in the grips of Terror. They will head toward their Start Zone or directly away from an enemy model within 5". They will use both actions as Moves until they pass a roll (6+) or leave the game board. If they leave the game board, they take no further part in the game, and recover their wits for After Hours. If Odd, the fighter collapses in a screaming, twitching heap. They will stay put until they pass a roll. If your gang Routs, and they're still twitching, they're Captured by the victor, but otherwise recover.

Sister Sinestra hadn't been the same since she took a bullet in the head from one of those Crimson Reign bastards. She seemed to have made a full recovery, especially when compared to a lot of other head shot victims.

But then she had run screaming from a pair of fresh-off-the-street Noobs trying to join the SkarBoyz. And now she was just sitting there, quivering and jabbering, while they were trying to rescue Sister Ginerva from those robed freaks in the Dark Warlocks. Sister Brittany hated to leave her, but Sister Ginerva couldn't wait.

"Hey. Hey! Snap out of it!" Sister Brittany shook Sister Sinestra, but she continued to stare at nothing.

Minutes later, Sister Sinestra took a shuttering breath and tried to make sense of her surroundings.



Some arm injuries are so extensive, that even an obsolete cybernetic arm is worth the investment.

Rogue Psychic Power Table	
D10 Roll	Power
1-2	Surface Telepathy. 12" diameter (Hostile, friendly, liar) Constantly Aware of all models in range.
3-4	Telekinetic Shield (Self). +1 Armor Save to all locations, but must know you're in danger (such as engaged in a fire fight or close combat, but not as you're about to be sniped).
5-6	Anticipation: The fighter knows where their opponents will be when they're on the move. Ignore all movement penalties to shooting at a target. +1 CC when defending against enemy attacks, or +1 to *Dodge*.
7-8	Weak Link: The fighter has the ability to spot the weak areas in enemy armor. -1 to all Armor Saves against opponents in Medium or Heavy armor.
9-0	Aura Sight: This model can see the auras of all living creatures. In low-light conditions (including Pitch Black), the model ignores all penalties and limited spotting distances for shooting and combat. Not usable with sights.

Leg Injury Table			
Roll	Result	Details	Recovery
01-05	Full Recovery	Just a scratch. Hang your head in shame.	
06-10	Full Recovery	Captured!	
11-20	Full Recovery		
21-25	Full Recovery	Cool Scarring. Add a good story and get free drinks.	
26-30	Light Wound	Foot Injury. Model limps from now on.	Miss 1 Game
31-45	Light Wound		Miss 1 Game
46-50	Light Wound	Broken Shin. Leg cast. -1 Move for d5 games.	Miss 1 Game
51-55	Medium Wound	Knee Injury. Trick Knee. Roll d10 before each game. On a 1-3 the knee pops and the model is at half move for game.	Miss 1 Game
56-60	Medium Wound	Nerve Damage (Stiff Leg) -1 Move/-1 STR kicks	Miss 1 Game
61-65	Medium Wound	Phantom Pain. Roll 1d10 before game. If the roll is a 1, the leg is useless for this game due to flaring pain, and the fighter has 1/2 Move. Future results increase this chance.	Miss 1 Game
66-70	Medium Wound	Muscle + Nerve Damage. -1 Move w/Cane. 1/2 move without. No kicks, no jumps.	Miss 2 Games
71-75	Medium Wound	Trick Hip. Roll 1d10 before each game. If you roll a 1 then the hip locks up and the fighter must miss the game due to pain.	Miss 2 Games
76-80	Serious Wound	Foot Destroyed	Miss 2 Games
81-85	Serious Wound	Knee Ruined. Knee and lower leg useless. -2 Move.	Miss 2 Games
86-90	Serious Wound	Major muscle and nerve damage. -2 Move, may not Run.	Miss 2 Games
91-95	Serious Wound	Hip ruined, leg useless/severed.	Miss 2 Games
96-00	Dead		

Death of a Fighter

While the tables are set up to favor injuries instead of deaths so that players are not constantly forced to create new gangs, fighters will eventually have the dice roll against them, and die. Dead fighters are completely removed from the gang roster. Their level and any Reputation that they had is subtracted from the gang's Fame, and all items (weapons, armor, and gear) they were carrying may be lost.

Looting Bodies: A fighter that dies may be looted so that their weapons and equipment are not lost. Everything has a Tech Level. A gang must roll a test and score above the item's Tech Level to successfully loot it. Failed rolls indicate that it was somehow damaged and is now useless. This roll is modified by each wound beyond the first that the fighter took during the game (x2 wounds = -1 roll, x3 wounds = -2). Fighters that are killed by fire subtract a further -1 to the roll, and fighters that expired in an explosion modify the Loot roll by -2. A natural roll of 10 will always succeed, this means that the most sensitive equipment has a chance to survive, even if the fighter that was carrying it took 4 wounds while exploding in a fire ball (which would be a -6 Loot Roll).

A gang that was forced to Rout has left their dead behind, so the winning gang may do the looting.

Body Cart: To help keep down disease, places like the F-Zones have the Body Carts to help collect and dispose of the dead. If the gang has a dead fighter on their hands, the body cart will pay up to $500 per body brought in.

Body Cart Table	
Roll	Price
1	Refuses
2	-80%
3	-70%
4	-60%
5	-50%
6	-40%
7	-30%
8	-20%
9	-10%
0	Full Value ($500)

-1 for each Wound the fighter took past the first one

-2 if the fighter died from flame-type weapon

Once you needed a donor card to turn corpses in at the Body Cart. No card, no cash. But like anything else, greed took over. No card, no questions. In the F-Zones.

Death of a Leader

If the gang's leader should die, the gang will have to get a new leader. Unlike the other gang roles, a gang cannot have more than one leader and they cannot recruit a new one. The replacement leader must come from the current roster. Any fighters with *Leadership* or *Inspirational* will step up and take over. If no fighters have these skills, the fighter with the highest combined Cool and Will will inherit the leadership. If none of the conditions apply, the highest level fighter can take the reins. If there is a tie, the candidates will settle the matter in an appropriate manner. This depends on the gang, but is often a trial by combat to first blood. It's your gang, you decide how the new leader is selected. The new leader gets *Leadership Aura*.



Does this model represent a Sneak or a Samurai? Either way, this fighter is armed for close combat.

It had been a bad year for the Orchids. First off, founding leader Kitsune had died during a street fight with those bonehead Waffle Boys. Haruka had always been Kitsune's right hand, and took over.

Almost a month later, Haruka was killed during a raid by the S+M Sisters. Then Megumi stepped up, and died in a gunfight at a Chemical Rebellion concert on her first outing as their Leader.

Konno lasted six months, but was then ambushed by the Killer Klowns on her way to visit the black market. Her little sister Aoi took her place.

Now Aoi was riding in the body cart thanks to a car accident. Nobody wanted to take over. Maybe it was time to draw lots to see who would be the next victim.

Or maybe it was time for the White Orchids to vanish...

Captured

Fighters taken captive are automatically looted, so all their weapons and equipment go to the capturing gang. However, a **Rescue Mission** scenario should be fought to rescue captured gang members and their gear before it is distributed among the capturing gang.

Captives are most often ransomed back to their own gang. It is up to the players to determine the ransom used to get the fighter back. The ransom can be paid in cash, weapons, and/or gear.

If the gang cannot pay the ransom, the captive can be forced to help work Turf. If used in this way, add a bonus die to all turf rolls, and drop the worst roll. So if a piece of Turf generates 2d10x20 income, roll 3d10 instead, and keep the best two rolls. Captured fighters can be used after each game until the ransom is paid, or they are rescued.

The capturing gang may also use captives to send a message to rivals. The captive is beaten or tortured and left on Turf to be found by their gang. Roll d5 locations and make After Hours Injury rolls to see what was done to the captive. You may not kill the captive outright. If any of the results are "Dead", word spreads to all gangs that the gang murdered a captive in cold blood. Since the possibility of capture is well known to all gang fighters, the captors best watch their backs.

Before anything is decided on what to do with a captive, their gang always has the opportunity to play a **Rescue Mission** to get them back. If they opt not to attempt a Rescue Mission, the capturing gang may choose an option.

The capturing gang always has the option of looting their captive and sending them home or even just releasing the captive with all their gear. If the capturing gang decides to just release a captive with their gear, there is no need for a **Rescue Mission**.

The new hand was a shimmering green color, but the best part was the interface pad in the center of the palm. Meg couldn't stop playing with it.

She quickdrew her adapted Celt Supersemi, the pad in her palm connecting with the pad in the grip. Crosshairs blinked into existence in her field of vision, tracking as she moved the pistol back and forth.

She took sight on the target dummy dressed like a Red Lotus. The digital counter ticked down each shot she placed into the mannequin. Neck, elbow, chest, knee. All perfect shots.

She knelt behind the makeshift barricade and closed her eyes. The link to her cyber-eye took over her vision as she pointed the smartgun over the barrier at the target. The counter ticked off more perfect shots. So sweet! She was definitely investing in a range finder once she scored some cash.

Step 2: Growing the Gang

Earn XP and advance the models. Each Scenario lists the XP that surviving gang fighters earn by taking part. See the Advancement section for how the XP are used go gain new skills or stat increases. New members are recruited during Step 5: Spend Your Ill-Gotten Profits.

Step 3: Use Skills

Models with skills that aren't used during the course of the game can use them during this After Hours step. This includes designing new weapons or gear, making grenades and the like. Note that if models with the *MedTech* skill used it during the Injury Recovery segment of After Hours to modify any die rolls, they may not use another skill here. They spend After Hours caring for their comrades, and may not perform any other actions.

Most skills require a serious expenditure of time and effort, so models that use a skill in After Hours cannot be used to collect money from Turf.

Clearing Jams

Some weapons have Jams so bad that they must be cleared after game. This is a dangerous proposition, and there is a chance of explosion, which certain skills and items can reduce or remove. Select which model will attempt to clear the jam. Make a Clear Roll and a Loot Roll. If both rolls are passed, the jam is cleared and the weapon is ready for use. If one of the rolls fails, the weapon is too damaged and must be discarded. If both rolls fail, the weapon explodes. During the explosion, the model attempting the clear takes a hit to a random location (make Injury, Armor, and Recovery tests as if they had taken the hit during the game). The weapon is destroyed by the explosion, so take the weapon off the gang records. It cannot be repaired.



A simple paint scheme (black) turns an ordinary gunner into a goth gang gunner.

Step 4: Cash and Profit

During this step, models that aren't recovering from wounds or using a skill can go out and work Turf. After working Turf, the gang needs to be fed and to replenish supplies used up during the game. What's left over is profit. Profit is what the gang will use to buy gear and recruit new gang members. Profit is their spending cash.

Work Turf: Most Turf generates income for the gang in some way or another. Each available fighter can visit a single piece of Turf and automatically collects the Income listed. This is usually extorted from the owners or is the gang's cut of an illicit operation it owns and runs. Some Turf contributes special effects when used or provide special bonuses. Noobs cannot be used to collect Turf income as they're not full-fledged gang members.

Illicit Activities: Illicit activities are usually only used by large gangs so that their "extra" members don't sit around getting bored. Illicit activities usually involve an element of risk to the gang member, so a bad roll on the Illicit Activities Table could possibly land the fighter in jail. Noobs can engage in illicit activities, and many are required to do so to prove themselves to the gang leader. Gang members with no Turf to work and no skills to use can also roll on the Illicit Activities Table. Note that with very few exceptions, the way to make real money is by visiting Turf or winning scenarios.

Boopsie hated his name and couldn't wait until the gang thought he was worthy to join up for real. He needed to do something to prove he was ready, but what?

The streets were quiet, so there was no way to try to earn some cash. No bums to roll, no dumpsters to dive, no couples out on a stupid date to rob.

Wait... "The streets were quiet." It was the perfect opportunity. And he knew the perfect place.

The next morning an 18 foot angry clown face decorated the side of the local coffin hotel. His giant sneer facing straight into the Red Lotus's turf. Oh yeah. The guys would totally love this. A masterpiece.

Tagging Sub-Table		
d5 Roll	Size	Result
1	5'	Quick Logo
2	10'	Logo and Colors
3	15'	Logo and Artwork
4	20'	Logo and Scene
5	25'	Logo and Mural
1-9: It's a random piece of neutral Turf. 0: it's a random piece of a random opponent's turf.		

Illicit Activities Table			
Roll	Result	Earnings	Effects
01-10	Arrested!	0	Miss one game cooling your heels.
11	Shot!	0	Maybe by the police, maybe by the victim. Either way, determine Hit Location and roll on the After Hours Injury Table.
12-21	Dumpster diving	0	Miss one game while trapped in a dumpster. Barely escape with your life. Roll on the After Hours Injury Table at -50. (00 will not count as instant death)
22	Dumpster diving	D5+10	Miss one game trapped in a dumpster. It takes that game to make it back to the gang's hideout, filthy but uninjured.
23-32	Dumpster diving	D5x5	A modest success.
33	Dumpster diving	D5x10	One man's trash is another man's treasure.
34-43	Mugging	2d10x5	Hold up a street musician and steal his case of money.
44	Tagging	Special	Instead of making some money, the fighter "Tags" a piece of Turf with the gang's colors and symbols. Reroll on Tagging Sub-Table for size and features.
45-54	Free meals	D5	Scrounge up enough food to feed d5 gang members.
55	Theft	2d10x15	Stole grandma's Social Security check.
56-65	Mugging	1d10x15	Robbed a tourist.
66	Duffle Bag	Special	Found an unattended duffle bag. Roll on the Duffle Bag Sub-Table.
67-76	Theft	2d10x20	Snatch a street vendors till and run.
77	Found a wallet		There's 2d10x1, 1d10x5, 1d10x10 and 1d5x20 in cash inside. The gang doesn't have to know you found it.
78-87	Mugging	2d10x35	Actually, a couple of muggings.
88	Mugging	2d10+20	Mugged a suit or celebrity, but you get their fake money roll.
89-98	Mugging	1d10x50	Somebody got paid today.
99	Score!	1d10x100	Mugged a minor suit or celebrity.
00	Major Score!	2d10x100	Mugged a suit or celebrity out slumming.

Duffle Bag Sub-Table	
Roll	Results
1	Unfashionable, sweaty gym clothes
2-6	Clothes and stuff. Sell for 1d5x5 bucks.
7-8	Cool minor electronic devices. Sell for 1d5x15 bucks.
9	Chinese takeout! Entire gang eats for free this game!
0	Nice! Roll again on table below.
Second Roll	**Results**
1-5	Clothes and 1 random piece of Gear
6-8	Clothes and a pistol. Roll again: 1-5 Light Pistol, 6-8 Medium Pistol, 9-0 Heavy Pistol
9	Holy crap! 2d10x100 in cash
0	Bag of ammo! Cut the gang in half (round down) for determining Rearm and Repair costs this game.



A trio of Noobs out on the town After Hours and looking to prove themselves to their gang. The blank wall space behind them would be a good place to paint their gang colors, logo, or a slogan. Or they could be sizing up a potential target to relieve of their worldly goods. In a large enough gang, Noobs aren't the only fighters allowed to use the Illicit Activities table.

Feed the Fighters

To function effectively, the gang's got to eat. But what happens if the gang is all shot up and doesn't make any money after a game? It's hard to sneak up on someone when your stomach's growling, or to be the terror of the streets if you're too weak to point your gun.

It costs 10 bucks to feed a single fighter. Even if they didn't take part in the game, all gang members need to be fed, especially if they're healing.

Starving: Can't feed the gang? They're in trouble. Every gang member that doesn't get a full 10 bucks worth of food loses 1 STR per game they go without eating. If they should reach 0 STR, they die. A Leader who can't feed their crew is generally unpopular with them. Starving models gain no benefit from the Leader's presence and lose 1 point of Will with each point of STR they lose.

Starving models gain back 1 point of STR for every game that they get their full 10 bucks in food. They gain Will back at 1 point for every 2 games they get their full 10 bucks in food. It's tough to regain confidence in a Leader who makes or lets you starve.

Rearm & Repair Chart	
# Gang Members	Percentage Subtracted
10 or less	25%
11-15	33%
16-20	50%
21-25	66%
26 and up	75%



This shooter's gear won't do him much good without replacing the ammo or repairing the gear between games.

Rearm & Repair

All that ammo used and all those armor saves made takes its toll on the gang's gear. After they collect their income and feed the fighters, they're going to have to spend some cash on repairing their gear and replacing their spent ammo. Note that this does not replace used grenades.

Count the number of gang members that actually took part in the game, and find that number on the Rearm & Repair Chart. The corresponding percentage is the amount that income is reduced for repairing armor and restocking ammo.

Out of Ammo: If the gang has run out of money and cannot rearm and repair, they run the risk of running out of ammo. For every game they can't rearm, add +1 to their Jam rolls. A natural 1 is still a Jam, but the higher numbers indicate they have run out of ammo. So gang members who have missed rearming for one game will run out of ammo on any natural rolls of 2. Fail to rearm them for two games, and natural rolls of 2 or 3 will run out of ammo. As long as there's another fighter in the gang with the same type of weapon, they will be able to use their weapons in future games thanks to sharing ammo. If no one else in the gang has the same type of weapon, the weapon is out of ammo until they manage to rearm. This penalty will completely vanish with just one game's worth of rearming.

Rifles using single shot modes conserve ammo, and will not have a penalty higher than +1 (Natural 1 or 2). Semi-auto (normal mode) will have normal penalties. Trying to use Full Auto will add a +1 penalty to the regular roll and the penalties will apply to the Full Auto ammo check as well.

Shabby Gear: If the gang can't repair armor, and the fighter took wounds during the game, their armor gets -1 AS for each game it's not repaired. Penalize the armor for all Hit Locations, not just those that had to roll on the After Hours Injury Table. This penalty will also vanish with just one game's worth of repair.

There are currently 12 members in the Waffle Boys. After a successful raid and working some Turf, the gang has made $1500. The fighters need to be fed, and that costs $10 a piece, or $120. So the gang has $1380 left.

Only 6 fighters took part in the raid, so the cost to Rearm & Repair (replacing spent ammo and fixing damage to armor) is 25% of the $1380, or $345, which leaves the gang with $1035 to spend on new gear or recruitment. Since the other six members did not take part in the actual raid, they used no ammo and took no damage. If they had taken part, and had all survived, the gang would have had to spend 33% ($455) on repairs and would have $925 left over.

Hunger can kill just as surely as a gang fighter's bullet or a mugger's blade. It's just a much longer way to die. Bullets and blades are sprawl mercy.

Step 5: Spend Your Ill-gotten profits (includes Black Market)

Now that the gang has earned their money, fed their fighters and repaired their gear, they can spend whatever cash they have left. New equipment and weapons can be purchased using the Gear and Weaponry Tables in the Marketplace. New gang fighters can be recruited into the gang. The gang leader can visit the Black Market in search of rare gear and illegal weapons. The gang must have at least one fighter that is not in recovery to spend any money. If everyone is wounded, no one is going shopping.

Common gear and weapons can be purchased for any gang member, even if they're missing games due to injuries. Simply find the item on the Marketplace charts and deduct the listed amount from gang funds. If they want, they can purchase extra gear and stash it away in the HQ for future use. All items on these tables are readily and legally available from a variety of sources.

If they want something not listed on those charts, it's time to visit the Black Market. Visiting the Black Market is the Leader's responsibility. This action is special and can be performed by the Gang Leader even if they have used a Skill or visited Turf. Leaders are mere mortals too, so if they're laid up in Recovery they cannot go to the Black Market.

Gang members can get the *Streetwise skill*, which will allow them to visit the Black Market on their own. Since *Streetwise* is a skill, gang members who use it cannot perform other actions. They get to make their own checks on the Black Market tables, separate from the gang leader's checks.

Selling Stuff: If the gang has gear they want to get rid of, this is the time to do it. Look up the item on the charts, and they gain 25% of the list price from selling it. Black Market items can be sold for a third of the base price. A gang can try their luck selling any item to the Black Market by using the Black Market Selling Table. They only get one attempt to sell an item during an After Hours session, so if they try the Black Market and don't like what they're offering, they have to wait until the next After Hours to sell it via the regular Marketplace, or try the Black Market again.

$-Nutt cursed. His chest plate was worn, the plates of his leg armor looked like swiss cheese, his main gun was out of shells, and his back-up was running low. His stomach growled. Loud. He couldn't hide very well when his own body was giving away his location.

Jo-E, Ba-ruce and Redrum weren't much better off. If they could do this job, they'd make enough to get some food, pay for repairs and restock the ammo. This could be the starting point for a Bonebreaker's comeback.

2-Blade gave $-Nutt a nod. She gave her last grenade a kiss and tossed it through the open window. All she had were her knives now. Time to get this started.

Recruitment

A gang can recruit any number of new gang members as long as they have the money to spend on them. Only Gunners have a restriction on the number that may be present in the gang (see their listing under Choosing a Gang). New gang members are recruited using the same costs as listed in Choosing a Gang. The main difference is that, since the gang is now established, they have full access to the Marketplace for their starting gear. The exception is Gunners, since their Support Weapons are listed on the Black Market lists. New Gunners bring a weapon with them, so find the weapon you want them armed with on the Black Market list, and pay the Base Cost for the item (Support or Exotic Weapon lists only). If you should decide to recruit a Gunner without a weapon, then you will need to find the item on visits to the Black Market in the future in the usual method. Or a player could special order the gunner a weapon.



Scenery can be as simple or elaborate as you wish. This small piece is a collection of marker caps glued to a small plastic base. A coat of paint and it's transformed.

It's tall enough to provide full hard cover, and can be placed in a wide variety of locations thanks to it's small footprint. Small pieces like this are called scatter terrain.

Sprawlzone Glossary

Aware: Just because a fighter can't see an opponent, it doesn't mean they are unaware of their presence. Maybe they can hear them moving around, or maybe their hygiene is so awful they can be smelled. A successful REA Test against a Hidden enemy makes the fighter Aware of them. They cannot target a Hidden opponent or an opponent they cannot see, but they can try to hit one that they're aware of. This involves the penalty for Blind Firing on top of any Cover Modifiers the target may have, unless the attacker is armed with a template weapon or a grenade.

Blinded: Models with this descriptor cannot see. They fight at -6 to all rolls, suffer -6 to all skill checks, and are -6 to all REA tests. They also consider all situations to be Pitch Black.

Dazed: A fighter that becomes Dazed fights at-1 RA and CC, has -1 to all skill tests, suffers a 2" Move penalty, and has a -2 penalty to REA Tests. The penalties apply until they recover from the attack. If a fighter should be Dazed a second time, they become Stunned and suffer those penalties instead of the Dazed penalties.

Deafened: Models that are deafened have a penalty to their perception. In addition to getting a -1 penalty to all REA Tests, deaf models cannot take advantage of their Leader's WILL stat, cannot listen to Inspirational talks from friends, and cannot become Aware of Hidden models that are moving around outside their Front Arc's LoS.

Disabled: A location (usually a limb) on a fighter that has been disabled cannot be used for the remainder of the game. Use of the limb is typically regained after the game has ended, or some other condition has been met.

Down: Models that are face up (shocked) or face down (injured) are both considered to be Downed models. Downed models do not block LoS and may be ignored if they are the closest available target. (You can target them if you wish.) This also includes models that are temporarily off their feet due to game circumstances (including, but not limited to, slip and fall, being prone, having been thrown by an opponent, etc.).

Engaging: Fighters initiating close combat are considered to be engaging their enemy and get a +1 attack bonus in the first round of close combat.

Entangled: Weapons such as chains, nets, and whips may entangle an enemy instead of doing damage. Entangled limbs may not be used for combat or movement. Agility Tests are used to avoid entanglement. Once entangled, Strength Tests are made to break free. Entangled fighters may not move until they break free.

Exhausted: A fatigued fighter that becomes fatigued again are considered to be Exhausted. Exhausted fighters are on the verge of collapse and may pass out (become KO'd). Movement is difficult (Move stat is halved), and the fatigued penalties are doubled. If any affected Stats are reduced to 0, they are KO'd.

Fatigued: Fatigued models are nearing the limits of their physical endurance. Skills that require a test become harder to use with a -1 penalty, and they temporarily suffer a -2 penalty to their REA, COOL, and WILL stats.

Fear (Afraid): Fighters who are Afraid cannot engage with any fighters that cause the fear without passing a COOL Test. They will try to run away from those opponents, and will fight at -2 CC if they cannot get away. See Fear in the Psychology section.

Fighter: A generic term used for all gang members throughout Sprawlzone. It doesn't mean just Samurai and Brutes, but all possible roles.

Grappled: Similar to Entangled, except that the attacker is using their own body to entrap their opponent with locks, bars, and holds.

In Cover: A model in base contact with suitable cover may be considered to have full cover, even though the model may only have partial cover. The fighter is using the cover in a way the sculpted model cannot represent.

Knockback: Some weapons, most notably explosives, deliver enough force to knock their victims off their feet. Knockback is resisted with Agility. Models that fail their test are moved to the nearest outside edge of the blast marker and placed face up as they are knocked prone.

Model: The actual physical playing piece representing the gang fighters. Models are moved across the game board and LoS is determined by which way a model is facing.

Patrolmen Wortham and Carnegie sat in their patrol cruiser at the intersection. Once they were across, they'd be in the NeoLondon F-Zone. L7 had the turf right on the border. Wortham stared ahead from behind the wheel, looking for hidden dangers. Carnegie was constantly checking the other directions for activity.

"I don't like this Wortham. There isn't a single person in any direction," Carnegie said.

"They're there. And they're watching us. You can count on it. They're probably waiting to see if we have the guts to cross," she replied.

"Do we? We've been sitting here awhile."

"Something's not right. It's like you said. There isn't a soul in sight."

Something bounced off their back window. The armored cruiser shook as the building on the passenger side exploded. Wortham looked over her shoulder. There was an L7 with a grenade launcher behind them.

Nauseated: Some gas attacks and resisted poisons can leave a fighter with this condition. Make a WILL test each round they suffer from this. If the test is failed, they lose 1 action due to vomiting or the dry heaves. If the test result is a natural 1, they lose both actions for the round.

Panic: A model subject to Panic must pass a COOL Test or flee a full move away from the source of their panic. If possible, they will move towards cover, but only if 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. Panicked fighters can perform no actions until they recover. Panicked fighters will flee if engaged in CC, and will keep fleeing until they leave the game board or recover their nerve. If there is a friendly model with *Inspirational* skill within 3", the Panicking model may reroll a failed COOL Test as the friend shouts encouragement.

If a friendly model is within 3" and is at least double the Panicking model's level, the Panicking model will also get to reroll a failed COOL Test. There is a +1 to the attempt for each increment higher the friendly model is. (x2 level = reroll, x3 levels = reroll at +1, x4 levels=reroll at +2, etc.)

Paralyzed: A fighter that becomes paralyzed is essentially KO'd as they cannot move under their own power and cannot use fire arms or melee weapons.

Prone: Prone fighters are lying flat on the ground and so make small targets for their opponents. Prone fighters also suffer from being in this position if they are engaged in close combat. Prone fighters fight at 1/2 CC for the first round of close combat.

Round: A unit of time during which all models get to perform their two actions. Once all models have performed their actions, a new round begins with a new set of Initiative draws.

Rout: Once a gang has taken over 25% casualties (Injured or KO'd), the gang has to start making Rout tests, which are based on the Leader's WILL stat. If failed, the gang's had enough, and leaves the battlefield. The remaining gang is victorious.

Shock: A fighter hit by gun fire (from friend or foe) may be subject to Shock unless they pass a COOL Test. Shocked models are placed face up on the game board and lose their next round of actions. Models that are Shocked may only crawl 3" towards cover. They must move towards the closest cover and may perform no other actions. Models make a COOL Test at the end of each round in which they performed no actions to break out of Shock. If a Shocked model is in cover, they get a +2 bonus to their COOL Test. A model who is Shocked, in cover, and who is shot again must make an immediate COOL Test at -2 or flee towards new cover as the current cover obviously isn't good enough. Shocked models engaged in close combat fight at -1 CC for the first round of combat. The imminent threat of death at the hands of an enemy breaks the Shock.

Stun: A fighter that is Stunned operates at half their MV, RA, CC, and REA stats. They also have -2 to any skill tests while Stunned. Their head is foggy and the world is spinning. Future Stunning hits add a further -1 penalty to all four stats and rolls. If any of the stats should reach 0, the fighter is KO'd. Stun is broken with a successful CON Test.

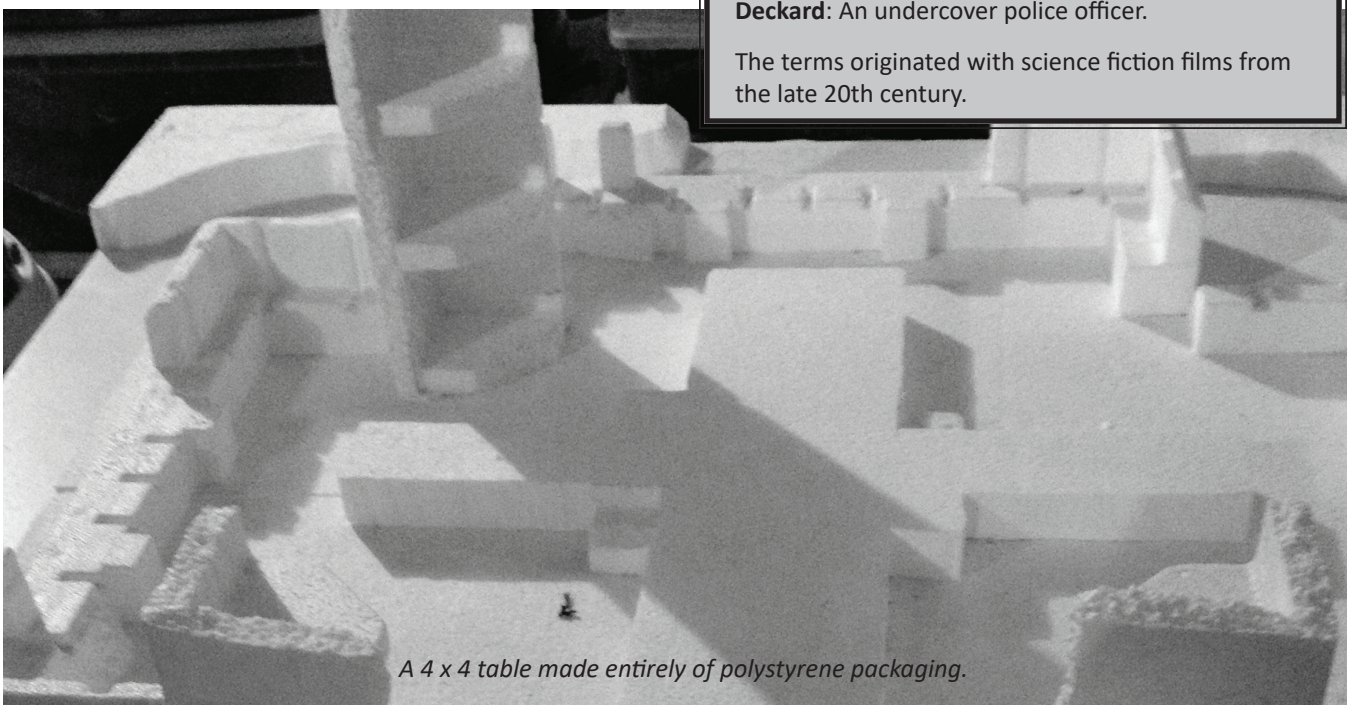
A SMALL LEXICON OF SLANG

Mr. Anderson: A generic term for someone not related to a gang. Mr. Anderson's are most often targets, but may be other contacts that wish to remain anonymous.

Agent Smith: An employer.

Deckard: An undercover police officer.

The terms originated with science fiction films from the late 20th century.



A 4 x 4 table made entirely of polystyrene packaging.

GANG NAME:

FAME:

NAME/ROLE	STATISTICS										ARMOR SAVES							WEAPONS	GEAR	INJURIES	XP	LVL	FAME
	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills

	MV	RA	CC	ST	AG	CO	HP	CL	WL	RE	H	RA	LA	C	A	RL	LL						

Skills:

TURF	INCOME	TURF	INCOME	TURF	INCOME	TURF	INCOME

NOTES:

1 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA

Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:
AS Roll:								
ARMOR TYPES								GEAR:
WEAPONS:								
SKILLS:								
INJURIES:								

2 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA

Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:
AS Roll:								
ARMOR TYPES								GEAR:
WEAPONS:								
SKILLS:								
INJURIES:								

3 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA

Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:
AS Roll:								
ARMOR TYPES								GEAR:
WEAPONS:								
SKILLS:								
INJURIES:								

4 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA

Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:
AS Roll:								
ARMOR TYPES								GEAR:
WEAPONS:								
SKILLS:								
INJURIES:								

5 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA

Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:
AS Roll:								
ARMOR TYPES								GEAR:
WEAPONS:								
SKILLS:								
INJURIES:								

6 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA
Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:		
AS Roll:										
ARMOR TYPES								GEAR:		
WEAPONS:										
SKILLS:										
INJURIES:										

7 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA
Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:		
AS Roll:										
ARMOR TYPES								GEAR:		
WEAPONS:										
SKILLS:										
INJURIES:										

8 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA
Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:		
AS Roll:										
ARMOR TYPES								GEAR:		
WEAPONS:										
SKILLS:										
INJURIES:										

9 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA
Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:		
AS Roll:										
ARMOR TYPES								GEAR:		
WEAPONS:										
SKILLS:										
INJURIES:										

10 **NAME:** **ROLE:** **LVL:** **XP:** **FAME:**

STATS	MOVE	RA	CC	STR	AGI	CON	HP	COOL	WILL	REA
Hit Loc	HEAD	R.ARM	L.ARM	CHEST	ABDOMEN	R.LEG	L.LEG	REPS:		
AS Roll:										
ARMOR TYPES								GEAR:		
WEAPONS:										
SKILLS:										
INJURIES:										