

GANG WAR CAMPAIGN RULES

Weapons	Short	Med	Long	ROF	Ammo	Notes
Assault Rifle	4	12	30	4	4	-1 save
SMG	4	10	24	5	5	
Machine Pistol	5	8	18	5	5	Counts as a HTH weapon
Light Pistol	2	6	14	2	12	Counts as a HTH weapon
Heavy Pistol	2	5	12	1	6	-1 save
Saw	4	12	30	6	6	
LMG	5	15	35	4	8	-1 save
Sniper Rifle	5	15	35	1	5	-1 save ±1 to location
Shotgun	5	8	18	2	6	+1 hit, +1 save lng rng, +1 effect sht rng
.50 Machine Gun	5	15	40	4	6	-2 save, +2 effect
Minigun	5	15	30	10	10	2" burst
.50 Sniper Rifle	5	20	50	1	4	-2 save, +2 effect
Flame Thrower	#	#	#	1	4	Special
Rocket Launcher	5	12	24	1	1	1" burst, -2 save

(Grenade same but 12" range) 1" Burst 5-6 to get through window
 Grenade Launcher guess range up to 24", Roll 1D6 + scatter dice

The .50 machine gun and minigun need to be mounted on a tripod, which comes with the gun. The defending player may have his guns set-up at the start of the game. These weapons take 5 turns to set up and 3 turns to take down.

The minigun has a 2" burst template, any figures under template are a potential target and must be rolled as normal.

Flame thrower rules

Use WH40K flame template. Any figs totally under template take 1 automatic wound + chance of burning. Figs partially under template take 1 automatic wound. Armour saves count as normal.

Chance of burning

Roll 1D6. 1-3 figure starts to burn
 4-6 no fire

Burning figures take 1 extra wound.

Burning figures can do nothing apart from attempt to put out flames at the end of the next turn.

Roll 1D6 1-3 Still burning

4-6 Flames out (No extra wounds)

+1 to this roll per extra figure helping douse the flames.

Shooting the Flamer

If the flame thrower carrier is hit in the chest roll 1D6.

1-3 Normal hit (Armour as normal)

4-6 Flamer hit (No Armour save)

If the flame thrower takes the hit the following takes place.

Light wound = No effect

2nd Light wound or any other result = Explosion.

Explosion

Flame thrower figure takes 2 hits + 2 chances of burning

Use WH40K small template and apply as before.

Burning objects

To burn an object (Building/car etc)

Use template as normal. If it catches fire it will burn down. If not try again next turn +1 to the chance of burning.

Fully Automatic Fire at multiple targets

All fully automatic weapons have a burst radius of 1 ½” unless specified.

A player may fire at 1 figure **or** all figures in the burst radius. All figures in the burst radius must be allocated 1 Dice each before multiple dice are assigned.

Automatic fire must be targeted at a figure.

Suppressive Fire

Single and semi automatic weapons may suppress a 1” area.

Fully automatic weapons may suppress an area equivalent to there full auto burst area.

Any figures in the suppressed area must roll 1D10 and roll equal to or higher than the number of shots fired into the area. If the roll is passed there is no effect. If the roll is failed then the figure must move to the nearest cover and hide or hide if in cover and remain there for 1 turn.

On a roll of a 1 the test is always failed and the figure rolls for a save and wound as if it had just been hit (this is the only way a figure may be hit by suppressive fire). On a roll of 10 the figure will always pass the test. Hard Boiled and Soldier skills both give +1 to this roll.

If the figure is in the open there is a –1 modifier, in light cover no modifier and hard cover +1 to the roll. Sniper rifles count as 2 shots in the area unless fired from a high elevation in which case the count as 4 shots and may suppress a 1” area.

The basic to hit score is 6

+1 Med Range

+1 Walking

+4 Heavy Cover

+2 Long Range

+3 Running

+2 Light Cover

-1 Aim (-3 Max)

+2 Serious Wound

-1 at short range Laser Sight

+1 Target Prone

+1 Sniper Rifle at Short

+1 Snap Shot

+2 Through Smoke

+1 Telescopic sight at long range

-1 Single Shot

+4 at Specific Location

+2 Firing 2 Light Pistols

+1 wearing Med/Hvy armour

+2 Firing 2 SMGS Machine/Hvy pistols

A hit is scored if a D10 roll is equal to or greater than the to hit number. For target numbers greater than 10, a hit is scored on a 10 but the armour save for the target is increased by (target number – 10) ie a target number of 12 requires a 10 to hit and gives +2 to the targets armour save.

Overwatch

A figure may go onto overwatch; this will allow a figure to fire during the opponent's movement phase. A figure can only fire to his front 180°. If using a telescopic scope this is reduced to the front 90°. A figure can only go onto overwatch if they neither moved nor fired the previous turn. A figure firing on overwatch cannot gain any bonuses for aiming and they suffer a -1 penalty for snap firing.

1 – Head, +1 to effect	1-2 Light Wound (no effect) x2 = Serious
2-6 – Body	3-4 Serious Wound (+2 Firing) x2 = Neutralised
7-8 – Arms, -1 to effect	5 Neutralised (Recover on 6, Go Out on 1) may crawl 2"
9-0 – Legs	6 Out of Action

If a die roll of 6 is scored on a leg or arm there is a chance that the limb is severed or mangled beyond repair (odds left, evens right). 1D6 1-3 hit in knee elbow +1 to firing or -1" move. 4-6 limb lost.

A figure with one leg can only move at half rate, cannot sprint and is -2 in Hand to Hand. A one armed character cannot use two-handed weapons, if the character loses his right arm he is at a further -2 to shooting, unless he is ambidextrous.

Light Armour	= 6+ save
Medium Armour	= 5-6 save, +1 to hit
Heavy Armour	= 4-6 save, -1" movement, +1 to hit

Walk	3"
Run	6"
Sprint	9", 2 turns only then walk to rest

A neutralised figure in HTH is automatically taken out of action (arrested by a cop). If no cops are left standing at the end of the game all 'arrested' figures on the table are assumed to be freed.

Turn Sequence

All movement and firing is simultaneous

Movement

Firing

Roll for police interest.

Initiative may be rolled if required for movement in critical situations

WEAPON	AMMO		EP	EXTRA	
	WITH GUN	COST		AMMO	COST
Assault Rifle	2m	50	5	3m	15
SMG	2m	40	2	3m	10
Machine Pistol	2m	40	2	3m	10
Light Pistol	3m	15	1	5m	10
Heavy Pistol	2m	20	2	3m	10
Saw	1m	60	5	2m	20
LMG	1m	75	6	2m	25

Rocket Launcher	2s	60	6	2s	25
Grenade Launcher	6s	50	5	6s	10
Sniper Rifle	2m	50	4	3m	15
Shot Gun	2m	25	3	3m	10
Hand Grenade	1	5	.5	-	-
.50 Machine Gun	1	150	10	1	40
Minigun	1	200	10	1	30
.50 Sniper Rifle	2m	150	6	3m	25
Flame Thrower	1m	50	7	1m	15

WEAPON	COST	EP	EFFECT
Combat Knife	10	1	+1 in hand to hand
Sword	50	4	+2 in hand to hand
Chainsaw	50	5	2 H weapon, +1 in H to H, +1 to damage effect
Monomolecular blade	X3		A knife or a sword may be purchased with a monomolecular blade; this triples the cost of the weapon. This will give the weapon a -1 armour save and +1 to damage effect. Mono blades are not as strong as normal and as such if a 1 is rolled in H to H combat the blade will shatter on a d10 roll of 6+

If a character has a second Hand-to-Hand weapon he gains +1 to his result when fighting a round of combat.

A second character attacking gives +1 in H-to-H, third gains +2 and a fourth gains +3. No more than 4 characters can attack one person at a time.

The attacker decides which of his gangers will be the primary attacker; the defender can still choose to injure any of the attackers if they win the fight.

Both players roll 1D10 and add any modifiers, the highest roll hits. Any armour saves are made and damage rolled as usual.

ARMOUR	HEAD	BODY	ARMS	LEGS
Light	5	10	5	10
Medium	10	20	10	15
Heavy	15	30	15	20

Medium armour is 1ep if on more than 2 locations.

Heavy armour is always 1 ep.

A character can hold 8 Encumbrance Points worth of weapons. All extra ammo counts as ½ EP
Extra ammo for the Flame Thrower costs 2EP. Anyone carrying extra ammo for the Flame Thrower suffers the same chance of blowing up when hit as if they where carrying the weapon itself.

Fortifications

Sand bags \$25 for each 5cm wall up to waist high.

Mines cost \$25 and have the same effect as a grenade. They must be set on a specific terrain feature and may be command detonated from a building. Both the feature and building must be noted down before the game starts.

Barbed wire costs \$15 per 5cm and must be diced for to cross. It costs 5cm to cross a barbed wire fence and anything but 1 must be rolled on a d6. The fence may be crossed for no penalty but a 5-6 must be rolled on the d6. If either roll is failed the figure becomes entangled and must roll a d6 each

following turn, if a 5-6 is roll the figure frees its self (roll randomly to determine which side of the fence the figure emerges), on a 1-4 the figure is still entangled.

A figure may voluntarily become entangled to clear a path the following figures.

Basic Equipment

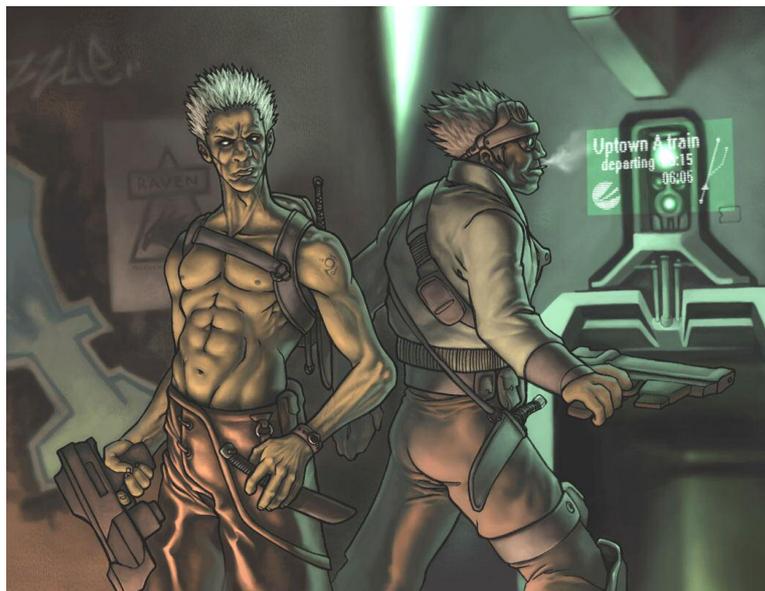
Telescopic sight	10	+1 to hit at long range.
Laser Sight	10	-1 to hit at short range, will not work in fog or smoke.
Silencer	20	Measure distance from weapon firing and listener this is the target number; you must roll equal to or greater than on 1d6. Does not count for purposes of police interest unless heard by an existing cop or it is a cop being shot at and he survives, then it gives a +2 to the next roll for one time only. May be seen being fired.
Night Vision Goggles	15	Doubles visual range during night battles, may be fitted on to a scope for \$10
First Aid Kit	25	Reduces wound by one level, may not be used on "taken out" can only be used once then discarded. May only be used to reduce a light wound if used on "yourself"
Hollow Point Armour	15	+1 wound effect, +1 armour save
piercing Riot Shield	15	-1 wound effect, -1 armour save
	40	-1 cm walking, -2 cm running, no sprinting. 4+ save to body and legs 3eps

CYBERWARE

Cyberware	Cost	Effect
Leg	300/leg	Increases speed by 1", increases speed by 3" if a pair, gives a 6+ save in that location or increases the save by 1 point. Cost is increased by \$125 if original leg is still functional. May count as a second H-to-H weapon.
Arm	250/arm	Gains +1 EP if both arms are cyber. Gives 6+ save in that location or +1 to save, if pair will confer benefits equal to strength skill. If Left arm is cybered then may be used as a second H-to-H weapon. If arm is still functional then increase cost by \$100.
Eye	500	Will count, as a targeting scope that will give +1 to hit with all missile weapons, cannot be combined with laser sight. For an additional \$50 comes with night vision upgrade.
Head	300	6+ save to the head or +1 armour save
Torso	200	6+ save to the torso or +1 save
Chip Socket	500	May hold up to six skill chips. Skill chips are an easier way of learning skills but are unreliable. Whenever a skill chip is used (once per turn/fight) the GM rolls against the following table
Chip Socket Malfunction table	2	Chip short circuits, produces negative results and needs to be replaced owner unaware until end of fight/turn
	3	Chip breaks, owner aware but chip needs replacing
	4	Chip malfunctions, owner aware does not need replacing
	5-12	Chip works as desired

Skills

1	Ambidextrous	Any 2 SMG/Hvy Pistol at +1, No Penalty firing 2 Machine/Light pistols
2	CQB Specialist	-1 to hit at short range
3	HTH	+1 in HTH
4	Tough	1 st wound treated as 1 level lower
5	Street Deal	10% discount, 2 nd level 25% discount 1- Realtor: discount on setting up new businesses 2- Pharmaceutical Rep: discount on medical bills, cyberware and first aid kits 3- Fixer: discount on weapons, armour, ammo and basic equipment (not first aid kits) 4- Social Services Officer: discount on recruiting new gangers.
6	Combat Sense	May move & fire 1 st once per game
7	Medical Tech	If in base contact with neutralised recover on 5 - 6
8	Super Fit	+1" to run, +2" to sprint, may sprint for 3 turns
9	Sniper	-1 to hit at long range, not full auto
10	Driver\Scout	+1 to Drive rolls. \ cover 1 level better (Scout will be used if driving rules are not used)
11	Soldier	No firing penalty to firing when in armour\ no ep cost for armour
12	Lawyer	+1 to court case rolls
13	Hard Boiled	Immune to police authority rolls
14	Strength	As ambidextrous, may fire hvy pistol/smg/mchn pistol in each hand at +1 to hit. If combined with ambidextrous no penalty.
15	Donkey	May carry 10 ep's instead of 8
16	Dodge	6+ unmodified save against shooting in addition to any normal armour saves
17	Step aside	6+ unmodified save against hand to hand in addition to any normal armour saves
18	Killer rep	Opponent is at -1 in HTH
19	Lucky	May re-roll 1 die per game, re-roll stands.
20	Pickpocket	+1 to D6 for money found on corpse.



Skill	Starting Price	Chip price	Short Circuit Effect
Ambidextrous	100	200	+4 to fire 2 SMG's +2 to fire two MP/Light Pistol
CQB Specialist	150	250	+1 to hit
HTH	150	250	-1 in H to H
Tough	75	-	
Street Deal	100	150/350	+10%/25% to list price
Combat Sense	150	-	
Medical Tech	100	150	Wounded ganger taken out on 5-6
Super Fit	150	-	
Sniper	150	200	+1 to hit at all ranges
Driver/Scout	50	100	-1 to drive rolls
Soldier	200	-	
Lawyer	50	100	-1 to court case/pay extra 5% tax
Hard Boiled	50	-	
Strength	100	-	
Donkey	200	-	
Dodge	150	250	-1 armour save against shooting
Step aside	150	250	-1 armour save against hand to hand
Killer rep	150	-	
Lucky	200	-	
Pickpocket	50	100	On a d6 roll of 6 no money found

Enemy Gang

Each Gang will have one randomly determined enemy and each gang will be someone's enemy. Each gang leader will be informed as to whom their abhorrent antagonist is, but will not be informed as to whom hates them.

When fighting your hated opponent, you will gain +1 in Hand to Hand combat and neutralise or taken out results against the despised foe will result in 1 extra reputation point.

Needless to say, alliances cannot be made with your reviled adversary

When fighting your insufferable antagonist the Gangers will be keen to show their loathing of the opposition, they will not stop to loot bodies or buildings and will not burn any buildings down if there is one of the enemy to attack (again final decision lies with the referee).

Selling Skills

Certain skills have a marketable value, such as Street Deal and Lawyer. The services of gangers with these skills may be sold to other gangs. You cannot sell skills to your detested rival

Maximum Number of Gangers per block.

There is no maximum to the number of gangers that you can have in a block, but only a limited number of gangers can be involved in a fight.

Defence 4 gangers defending
 Gang HQ will allow an extra 1 ganger
 Gang leaders do not count towards the maximum number of gangers able to defend.

Attack Max 6 Gangers
Gang leaders do not count towards the maximum number of gangers able to attack.

If your gang leader dies, a d6 roll is made for each business, on a roll of 1 that business closes down no income is received. 2-6 no income is received this turn whilst a new leader is established.

Businesses can only be destroyed when all opposition has been neutralised
Then only one "building" per ganger left standing

Buildings may be looted as per original rules, only one attempt per ganger Per building. If a business is successfully looted, not only is the income lost for this turn, but the income for next turn must be spent on "repairing" the looted business. The income may be kept instead but then the business subsequently closes down.

RECOVER OF 'OUT OF ACTION' GANGERS

- | | | | |
|-----|--|-----|-----------|
| 1 | Dead – keep weapon, lose armour | | |
| 2 | Miss next game, roll again with +1 | | |
| 3-4 | Major recurring wound on worst hit location. | 4-6 | +1 to hit |
| | | 1-3 | -1 to HTH |
| 5 | Minor recurring wound on worst hit location | | |
| 6 | Full recovery | | |

Minimum of 2 figures in unit. 4 figures give +1 to police interest, 8 figures +2, etc.

The first time a figure kills a cop he earns 2 reputation points. Subsequent to the first time it a character gains 1 reputation point for killing/neutralising a cop you earn 1 point for killing an enemy figure.

A figure with 4 or more reputation points attracts +1 to police interest.

An arrested figure needs to roll equal to or greater than the number for the crime on a D6, minus their reputation. Pass and he is release. Fail and he is imprisoned.

Illegal ownership/use of weapon	2+
Wounding	3+
Murder/wounding a cop	4+
Killing a cop	5+

Rolls for imprisonment are made during the spending phase of the following turn. Any ganger who wishes to use bribery (see below) to affect this outcome must inform the games master when they hand in their turn.

Bribery

It is possible to bribe a judge. Whenever a ganger is arrested and an imprisonment roll is made, the roll may be modified by ± 1 per \$500 spent. If the roll results in imprisonment due to bribery (1 always fails) the gang leader may appeal.

If the leader appeals, the arrested ganger remains in custody for 1d6 turns, then rolls again for imprisonment at -1 , no other modifications may be made. If this roll is successful then the ganger is

released, but the ganger will always suffer a -1 penalty to future imprisonment rolls. If the roll is failed then the ganger is sent to jail.

Any ganger who is arrested and has to make an imprisonment role gains +1 rep

POLICE INTEREST

In any turn that there are gunshots a D6 is rolled and on a 6 - 1D3 police officers (min 2) turn up. A further D6 per officer is rolled and on a 5-6 the cop is SWAT.

If an officer is neutralised or killed, police arrive on a 5-6.

Each officer is a random figure with authority skill, which means, when within 6" of a suspect may roll a D6 and on a 6 the suspect may do nothing for 1 turn.

If 8 or more figures on the table, 2 police will automatically start on the table with a further +1 to police rolls.

A roll is made every turn; these cops will be patrol cops NOT swat.

+1 may also be added to the police interest roll by paying \$250 per +1 added. You must state the turn and target gang of the extra interest.

All pluses count towards whether the figure is from swat as well as to police arriving.

Cops

There are 4 types of cops -	Street cops	-	light armour and weapons.
	Patrol cops	-	Medium armour and weapons.
	SWAT	-	Heavy armour and medium weapons.
	CSWAT	-	Heavy armour and weapons.

Street cops are the cops that will start on table if a game requires it, patrol and swat will enter on police interest rolls and cswat will only enter if a cop is down or heavy weapons are being used (Lmg's, Saws, grenades (hand or launched) or rockets). On each successful police interest roll (well the successful for me, it means I get to shoot stuff as well), I will roll randomly to see which type of cop turns up. The chances for the cops are

1-2	Street
3-6	Patrol
7-8	SWAT
9-10	CSWAT (if requirements are met, other wise 9 Patrol, 10 SWAT)

Night Fighting

A gang may wish to invade a territory under cover of darkness. To represent this at the start of the battle 2d6 are rolled. This will determine the visual range for the battle, how many street lights are working, how bright the moon is etc

EXPERIENCE

1 point for surviving

1 point for neutralised

2 points for Out Of Action

1 point for doing something funny/heroic – at opponents' discretion.

+1D3 for each turn and \$150 spent at the Guns r Us training facility in block 17.

10 points for a skill
 10 to get -1 to hit, 20 for -2 to hit, etc
 10 to get +1 to HTH, 20 for +2 to HTH, etc

If units from 2 opposing gangs end their movement in the same square their actions depend on their orders. The orders are: -

Aggressive - see enemy start shooting
 Neutral - watch, no offensive action
 Flee - if attacked run away. 1D6 1 = stay and fight, 2-6 = escape to last square.

If both orders are aggressive a fight ensues
 If both orders are neutral nothing happens
 If both orders are flee both move to their last square
 If one aggressive and other neutral a fight ensues
 If one aggressive and other flee roll 1D6 – on 1 a fight ensues, on 2-6 flee escapes to last square
 If one neutral and other flee – flee moves to last square

If 2 enemy units pass through the same square at the same time they will NOT fight
 They are assumed to be travelling by train, car or subway.

If a unit passes through an enemy square, they will NOT know/report it because they are assumed to be travelling by train, car or subway

Game Sequence

1. Spend Money
2. Move (map movement)
3. Fight Battles
4. Receive income

MAKING MONEY

Businesses

Type	Cost (\$)	Time (turns)	Income	Notes
Blood Donor	0	Special	Special	Special
Chop Shop	300	2	Special	Special
Church	100	1	Special	Special
Drinking Den	150	1	2D6x10	+1 to find
Flop House	100	1	1D6x10	-1 to find
Gambling Den	250	2	2D6x20	2 or 12 x loss
Gang Headquarters	1000	5	Special	Special
Lap Dancing Club	300	3	3D6 x\$10	+1 to find
Money Laundering	500	1	Special	Special
Night Club	350	2	2D6 x20 +	Special
Protection Racket	0	1	10 per un-owned building	
Sex Shop	300	2	2D6 x\$10	+1 to find
Shopping Mall	1000	3	Special	Special
Weapon Smith	300	2	2D6 x10	Special
Women's refuge	0	1	Special	Special

Expansion Businesses

Type	Cost	Time (turns)	Income	Notes
Brothel	150	2	2D6 x10	+1 to find
Private Booth	150	1	2D4 x\$10	+1 to find
Video Arcade	200	1	Special	3,11 or 18 loses
Video Booth	150	1	2D4 x\$10	+1 to find

A block can hold between 3 – 5 businesses as determined. BUT a block can only sustain one of each business. If more than one of a particular type of business is built in a block then all of those businesses will receive a -1 penalty to all income rolls.

Blood Donor

Once per turn any gang member may go to Crazy Nikita's and give blood. They will receive \$50 for doing this, but will have to have a nice lie down at Crazy Nikita's next turn to get some of those red cells back again. (I.E. Lose next turn)

Max 4 donations per turn at Crazy Nikita's. Any extra donors will be turned away. Dice off for first come first served. Donations from Hookers will not be accepted.

Roll 2D6

2	Sorry mate forgot you were in here. Gang member drained! Out of action for 3 turns.
3-4	I thought you cleaned the gear! Gang member gains a Major Recurring wound, and can never donate again.
5-10	Thanks for the pint, do call again
11-12	We're crying out for this blood type. Extra \$50 payment to gang member.

Chop Shop

A Chop Shop is where you take stolen cars and re-spray, change plates, break up for spare parts etc the stolen cars.

It costs \$300 and 2 turns to set up.

The Chop Shop on it's own does not make any money, but it will increase the amount earned on stolen cars to:

Car 1d6*20

Luxury/Sports Car 2d6*20

A Chop Shop can only deal with 2 Cars a turn.

For every turn that the Chop Shop has a car in there roll on the following table

2	The car has a tracker in it 2d6 patrol cops and 1d6 SWAT turn up, Gangers must fight or flee the table. Chop Shop is destroyed
3-4	Police Observation. Chop Shop shut down for the week –1 on next roll
5-12	Work continues as normal

Grand Theft Auto

This is the act of stealing cars and selling them on to a chop shop.

A minimum of 2 gangers must go into a block within 2 blocks of their starting point and steal a car (you don't steal from your own). They then drive the vehicle back to their block, strip it down and sell it off for parts.

When your Gangers enter a block you must roll 2d6 on the following table

2	Gangers caught in a police sting, both arrested. Miss next turn in jail then released on \$150 bail each. If second arrest then they go to court, jailed on a 4+
3-5	Spotted by 1-3 police/*4-6 opposing Gang. Fight battle as normal. Roll for Police interest if Gang fight. Roll for Gang interest if Police start fight.
6-11	Steal Car
12	Steal luxury/ sports car

*If you are stealing a car in a block controlled by another gang then it is possible that you will be spotted by one of the Gang members, if so the opposing Gang player can choose to attack you with what forces he has available in the block, call the police or do nothing.

If the Police try to arrest (roll of 3-5 on table) then 1d3+1 police will arrive (+2 if adjacent to the police station 1d3+3 no SWAT to start with) the Gangers then roll for police interest as normal but substitute police for available Gangers from opposing Gang.

A successful theft will earn 1d6*\$10.

A Luxury/Sports Car will earn 2d6*\$10.

For every team over the first gives -1 to the die roll. Driver skill gives +1 to the roll for that team (natural 2 will still count)

Church

God hates sinners, particularly those who shoot the people who build him a church.

Any ganger wounded or killed has a 5% chance of a miraculous recovery; each \$100 gets 5% (not more than \$500 on set-up). Takes up one slot in a block.

This business may be replicated using a Ripper Doc (an illegal Doctor) for those who are not religious.

Drinking Den

Standard bar that sells intoxicating substances. Will generate 2D6 x \$10 income per turn.

Flop House

Lower class hotel, cash paid no questions asked. Will generate 1D6 x\$10 income per turn, but less obvious, gives -1 to chance of being looted by enemy gangs.

Gambling Den

Standard games of chance that favour the house, cards, dice, roulette etc as well as sports events. Will generate 2D6 x\$20 per turn but there is a chance that things will go wrong. If the income roll comes up with 2 or 12 then the gang loses the corresponding amount instead of income (loses \$40 on a 2 and \$240 on a 12).

Gang Headquarters.

\$1000 and 5 turns to set up. Can reduce the set up time by expending \$500 per turn to a minimum set up time of 2 turns.

Takes 2 Business “slots”

When the map is set up for a fight the HQ must be 2 buildings placed together (to make one big building) therefore no roll is required to find it (it’s obvious which one it is)

Building counts as being fortified, all entries are locked. Entry can only be made with a key, all defending Gangers carry a key, and downed defenders may be looted for a key. Otherwise entry may be gained through explosive entry (all windows are bullet proof) or by spending 1d6 turns breaking in.

Your Gang Leader must be located at the HQ for it to operate. Also your leader will insist that any unspent money and equipment (not at Crazy Nikita’s) will be kept safe in the HQ. If an enemy ganger spends 2 turns unopposed in the HQ they will be able to choose to loot the money or equipment, no roll is necessary. They cannot take both although a second attacker may loot as well

The HQ allows your leader to launder money in any adjacent block (still only one block per turn) without them having to be in that block. Therefore should the police arrest someone it will not be the leader (unless you are laundering money in the HQ block).

The HQ will also increase the income of every business in all 9 surrounding blocks by 10%. Unfortunately the increase in administration and efficiency comes with a draw back, it will also increase the losses caused by a gambling den or a Night Club by 10% as well.

A Garage may be added to the HQ, providing off-road, secure parking for up to 4 gang vehicles (buses and vans count as 2, bikes/scooters count as ½). This costs an extra \$300 and adds 1 turn to the set-up time.

Lap Dancing Club

From a dark and dingy, smoke filled room where young ladies will remove their clothing for your entertainment, to brightly lit up market establishments catering for the more well to do gentleman. The club will generate 3D6 x\$10 per turn

3	Fire at the club. No income this turn, no more club or attached booths. May be rebuilt on the same site
4	Girls go on strike for better wages. No income this turn and -\$10 on future income rolls paying the higher wages
5	Groping customer causes fight lose \$30 this turn
6-16	Normal income generated this turn
17	Hot new twins gain an extra 1D6 x\$10 this turn

18	Top celebrity seen at club gain +3 on this roll next turn.
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You may build a private booth on to the Lap Dancing Club (see Private Booth in expansion businesses)

Money Laundering

A new money making opportunity in Night City.

Money Laundering is the process of taking illegally gained money and making it appear legitimate income.

Any gang who has a business running may launder money for the Mob (or the Yakuza, Triad, Tong, IRA,...etc)

Initial set up is 1 turn and \$500, there are no business premises to build and as such does not count towards the number of businesses you may have in a square, the set up only needs to be done once per gang leader. I.e. if your leader subsequently dies or is imprisoned you have to go through the set up again. The set up is for working your way into the mobs confidence and proving that you are not “small time” and can handle it.

Any turn that you wish to launder money you must roll against the following table for the Mob response.

2-3	Mob not happy with you, no money laundering this turn and one randomly determined business is trashed (may be set up again at -1 turn to minimum of 1)
4-10	Business as usual, laundering may go ahead
11-12	Mob likes you, may launder money as usual. One randomly determined business earns 50% extra this week due to mob patronage

Gang leader controls the laundering, and may only do it in one block.

Every business in the block that is running may launder money. For each business role 2d6 on the following table.

2	One randomly determined ganger in that square is arrested. 3+ required to escape charges
3-5	Police interest, no money laundering allowed at that business this week
6+	Launder as usual

Money laundering increases profits in a business by 1D6*10 or decreases loses by 1D6*10

Night Clubs

\$350 and 2 turns to set up.

\$2D6*20 income and roll on following table.

+/-0 to find

- 2 - Police Raid, No income this turn.
- 3-4 - Mass Brawl, -\$1D6*20 in repairs
- 5-9 - Normal Night
- 10-11 - Packed House +\$1D6*10

12 - Packed House, Rave next week +\$1D6*10 and +1 to this roll next turn.

For \$50 you may advertise and get an extra +\$1D6*20 that turn. This also adds +1 to search roll.

3 police raids and club is shut down.

Protection Racket

The most basic method for making money available to the gangers, they simply go round to various businesses in the block and demand money. Income generated from this is equal to \$10 per business slot available that is not being developed.

Sex Shop

Standard shop selling all sorts of “under the counter” marital aids for the discerning connoisseur. Sex Shops may be expanded with Video Booths for customers to “try out” some of the merchandise (See Video Booths in expansion Businesses). Income generated from a Sex Shop is 2D6 x\$10.

2	That may be acceptable in Wales but not here! Shop closed down (along with Video Booth if attached) Cannot rebuild due to local opposition
3	Dodgy stock, no income generated this turn
4-10	Normal Income
11	Hen party show up +\$50 in battery sales
12	There you go your Honour, nudge, nudge, wink, wink. Normal income and +/-2 to any police roll or imprisonment roll

Shopping Malls

A shopping mall takes up 1 full block and contains 6 legal businesses.
It takes 3 turns to set up a shopping mall and costs \$1000

The businesses are: -

Apollo Coffee	\$2D6*15	@
McRatties Fast Food	\$2D6*15	@
Cavalier Army Surplus	\$2D6*15	@
Cerberus Motors	\$2D6*20	%
Isandwana Records	\$2D6*20	%
Spark’s Electrical	\$2D6*15	@
Gabriel Security	\$2D6*15	@
Medtech Informants	\$2D6*15	@
Dallas Import\Export	\$2D6*20	%
Seraphim Investigations	\$2D6*20	%
Donut Shop	\$1D6*10	%

@ = On a roll of 2-4 company closes down and must spend next turn planning grand reopening.
% = On a roll of 2-4 company settles old score. That business and 1 other random business must lay low next turn and will generate no income next turn.

Donut Shops produce less income than most other businesses due to the police presence they seem to draw. At the beginning of a fight 1D3 random cops will be in the Donut Shop.

Shopping Malls generate legal income and as such must pay the IRS. 20% of the income generated must be paid out in tax. If this is done then there are no penalties; you may however elect to retain

some or all of the tax. If you elect to retain some of the tax then you must roll 2d6, on a roll of 2 you have been caught. For every 5% (done only in 5% increments) you retain there is a -1 penalty to the die roll, for each lawyer running the shopping mall in the block may work on tax evasion and as such will give a +1 bonus. A roll of 2 is always a failure. If a ganger running the shopping mall is arrested they are required to attend court and are incarcerated on a 1-3 on a d6. Any lawyer involved with tax evasion may not modify the court roll.

As Shopping Malls are legal businesses gangers assigned to guard the Mall may have the appearance of being legitimate. i.e. wear security guard uniforms, if they are limited to pistols, shotguns, tasers and night sticks then the police will not attempt to arrest them unless given provocation. Security Guards are allowed to use lethal force to defend life or property within moderation, e.g. 3 “security guards” clubbing a downed ganger will be cause for arrest. Final decision lies with the referee.

Shopping malls are legal businesses and as such are advertised. All players will know when and where shopping mall are opened, but will not know the owner of the mall. To discover the owner of the mall a successful search roll must be made in the mall.

Two street cops are always present at a shopping mall.

Weapon Smith

Where do you go when your gun breaks, or you need that laser sight fitting. The weapon smith cannot only sell his skills generating 2D6 x\$10 income but may also customise weapons. If the Weapon Smith is customising a gun no income is gained that turn. The Weapon Smith may customise up to 2 guns per turn, the customised gun will only work for the ganger it was designed for and in their hands will give +1 to hit. A gun may only be customised for a maximum of +1.

Women’s Refuge/ Pool Hall/ Soup Kitchen.

Take up one slot in a block.

No cost for setting up

Each turn roll 2D6

2	Robbed lose \$150
3-4	Busy week lose \$75
5-9	Normal week
10-11	Donation gain \$100
12	Volunteer Gain 1 poor ganger with no equipment or experience <u>OR</u> 1 figure running business gains 1D3+1 experience

Expansion Businesses

Expansion Businesses, are businesses that are built “on to” existing businesses. Only one expansion business may be built per city block. If you have a Brothel attached to a Drinking Den then you may not build Private Booths, Video Booths or a Video Arcade in that city block at all, unless the Brothel is closed down first.

Brothel

Ladies of negotiable virtue ply their trade. Brothels are attached to drinking dens. Only one brothel may be attached to any one drinking den. Brothels generate 2D6 x\$10 per turn.

Private Booths

These may be added to the back of a Lap Dancing Club. You may build 2 Private Booths per club. The Booths generate 2D4 x\$10 income per turn each.

2	But she said she was 17, Honest! Private Booths shut down, no income may not be rebuilt
3	How did I know she was the mayors daughter? No income this turn and -\$10 on future turns
4	Forged notes -1D6 x\$10 to income this turn
5-10	Normal Income generated
11	Popular Girl +1D6 x\$10 income this turn
12	Talented Girl. New gang member recruited. No weapons, no skills. Normal Income

Video Arcade

This is an addition to be made to a Gambling Den.

It cost \$200 and 1 turn to add, it will then increase the income for the gambling den to 3d6*\$20 but with the following additional rules.

3	Lose \$60
11	1-3 lose \$220, 4-6 win \$220
18	Lose \$360

Only 1 Video Arcade can be built in a city block.

Video Booth

A Video Booth may be added to the back of a Sex Shop. They generate 2D4 x\$10

2	Video of gang member and leaders current "moll" gets shown. 1 Random gang member leaves town quickly (with all their gear)
3	VIP punter found dead in booth. +1 to police interest rolls in this block from now on
4	Some joker puts super glue in the video slots, half income for the booth this turn
5-9	Normal income generated
10	Classic porn film unearthed +1D4 x\$10 income this turn
11	Wallet found in booth. Location of 1 random enemy gangs blocks revealed
12	Top celebrity caught on video +1D4 x\$10 income and \$50 bonus to return video to embarrassed celebrity.

Actions

All businesses need 2 men in square to control. 2 men can control up to 3-5 businesses
If a figure has a reputation of 5 or more, he gets +1 to all D6 rolls to make money.

Any unit (2 men) spending a turn in an unprotected Building may roll 1D6 per building to find businesses (needing a 6). A 'snitch' may be hired from Nikita's this for 30.

Each unit (2 men) may do one of the following actions per turn: -

Patrol a square with aggressive orders: (DEFAULT if no orders given)
 Move up to 3 squares
 Set up/run business(es)/collect protection
 Visit Crazy Nikita's
 Attack square or business (es)
 Plan attack – once per game – you may move and fire before enemy

At Crazy Nikita's you may do one of the following: -

Gamble	1-4 = lose	5 = x2 win	6 = x3 win
Meet with another gang on neutral ground			
Heal wounds	50 for Minor recurring wound		
	100 for Major recurring wound		
	150 for Miss next game.		
	100 for bad Limb Wound		

Borrow Money You may borrow \$1000 per block controlled. The interest rate is 10% of the original loan per turn. i.e. borrow \$2000 and every turn (including the first) \$200 will be added to the outstanding balance. (interest is added at the end of the income phase).
 Minimum payment is 5% of the original per turn.
 Non payment means that Crazy Nikita may use any means fair or foul to recover her money.

Mugging

A gang may send up to 3 gangers to the park to do some mugging. Each ganger rolls earns \$1D6*10. If 2 or more 1's are roll when determining this amount then the gangers have been arrested and must make a court roll of 3+. No alliances count when in the park, so if 2 or more gangs meet they will fight regardless of orders. The last gang standing will only make rolls to mug people.

Mercenaries

For \$150 a mercenary may be hired for 1 turn.
 You may never have more mercenaries in the target block than the number of your own figures.
 You may pay a retainer of \$75 per week to the mercenary to keep his services. It must be on a monthly basis (paid weekly). If a mercenary is not paid, the mercenary will desert with the income from 1 (random) business, destroying the business in the process.

Commando - Soldier Skill
 CQB Specialist OR HTH Specialist
 Heavy armour on head and body
 Medium armour on all other locations.
 Assault Rifle 1+3mags OR SMG 1+3mags and Laser Sight
 Heavy pistol 1+2mags
 3 Fragmentation grenades NOT with Smg.
 Night Vision Goggles
 Skill Base 5

Heavy Gunner -

Soldier Skill
Donkey Skill
Heavy armour on Head, Body and Arms
Medium Armour on legs
LMG 1+2 belts OR Rocket Launcher 1+2 shots OR Grenade Launcher 6+6
Grenades
Heavy Pistol 1+3mags
Night Vision Goggles.
Skill Base 5



Medic

- Medical Tech Skill
Dodge Skill
Medium Armour on head and body
Light Armour on all locations
3 First Aid Kits
Light Pistol 1+2mags
Machine Pistol 1+3mags
Skill Base 6

Sniper

- Sniper Skill
Combat Sense Skill
Medium Armour on head and body
Light Armour on all locations
Sniper Rifle 1+3mags and Telescopic Sight
Light Pistol 1+2mags
Cybereye with night vision.

Skill Base 5

Mercenaries will not give up their weapons or equipment to anyone.
There will a certain number of mercenaries available at any time. This list is available at Crazy Nikita's.

Gang Standing.

A list of the gang standings is available at Crazy Nikita's.

At Guns r Us

Train for skills, see experience.

Trade for rare weapons or equipment.

TWO PLAYER OPTIONS

Corporate 2men = \$1,000 +1 to two court rolls

Ganger 2men = \$1,000 +\$100 to start

Each extra figure costs \$150

+1 Random Skill to new ganger (1 only per figure) \$50

+1 to a single court roll \$100

Gangers may be bought with a specific skill instead of a random skill, see skill list page 5

The objective is to get \$10,000 dollars together. One of the buildings owned must be designated "The Bank" where all the player's money is stored; unless, deposited with Crazy Nikita. This can be done as part of another action.

Any 'deposited' money may no longer be accessed but it is totally safe and counts towards the objective.

Victory Conditions

Gang Reputation 1 point per point

Money 1 point per \$100 in bank (not Necessarily Crazy Nikita's)

Territory Controlled 10 Points per block
 1 Point per business up and running

250 Points required to win

Rep Min 25 Max 150

Money Min 25 Max 150

Territory Min 25 Max 150

An 'out of action' figure may be looted for D6x10 cash and/or ammo.
Each item takes one turn with other action in contract.

Each square on the map has 3-5 buildings (A, B, C, D and E) and 2 roads

Rob a Square

(Each time a location is successfully robbed the defences will become stronger)

Run away	Nothing
Get in, get out	+/-0
Get in with no enemy	+1 roll

	BANK	GUNS'R'US	ROLL AGAIN
1	1D3x100	1D3xPistols	1-3 Light 4-6 Heavy
2	1D3x100	1D3xSMG	1-3 SMG 4-6 Machine Pistol
3	1D6x100	1D3xRifles	1-5 Assault 6 Sniper
4	1D6x100	Light Armour	1D6 pieces or Players choice of weapon
5	D6x100	Medium Armour	1D6 pieces or Players choice of weapon
6	2D6x100	Heavy Armour	1D6 pieces or Players choice of weapon