Quick Play Guide

The Way of War is a table top game that you can play with action figures or miniatures or anything really. The current measurements have been set up for Action Figures but you halve the range values then it works miniatures too.

Unlike traditional wargames this game involves elements of role-playing as characters can improve with experience. Story elements can also fit into the game easily too. This particular tutorial will focus more on the tactics side than story side of the game so that you can learn the game as you play.

What you will need is at least one twenty side dice referred to from now on as a d20. 2 six-sided dice, also called d6s. A ruler of some kind; a tape measure will work and you might find it handy to have a metre/yard stick. You may want a calculator as there are several calculations that you'll do but its mostly addition and subtraction.

You will need about 20 figures. The space you will need for Action Figures, should be 4 feet by 4 feet space, if using miniatures then half the size is needed. For the scenery all you will need are books and a flat area. Larger hard cover books are better if you are using Action Figures. For miniatures use smaller paperbacks, but not very thick books as you want the miniatures to be able to climb up onto them, if they wish. If you want to use houses as the setting, then feel free.

How the scenery will be set up for this game will be in four columns, much like how it is set up in the picture below.

The team of good guys that you will lead will be made up of the four sample characters found at the end of this manual. The good guys team will be made up of a Rifleman, a Machine Gunner, a Bodyguard, and a Medic. The enemy force will be made up of 12 Thugs. Print pages 8 -14 of this manual, which are ready to be used to play with. Your team should start behind one of the book obstacles on the corner of the map. The other bad guys are split up into three groups behind each of the other obstacles. The picture on the next page also shows the deployment. Note that the books are not too high that each of the characters can climb up onto the books if they wish.

Turns go back and forth between players. The main team goes first and then the bad guys go first. Characters can do whatever they wish during their turn so long as they have the Action or Movement Points to do it.

Getting Underway

This guide will cover some of the same rules covered in the Full Version so the rule numbering will match the Full Version, but seem weird and out of sequence here, just ignore the numbers.

9.0 ACTION POINTS (AP). Action Points determine everything you can do in the game during your turn. Action Points are used for interacting with your environment, using weapons, equipment or vehicles, see Sheet 5 for more information.

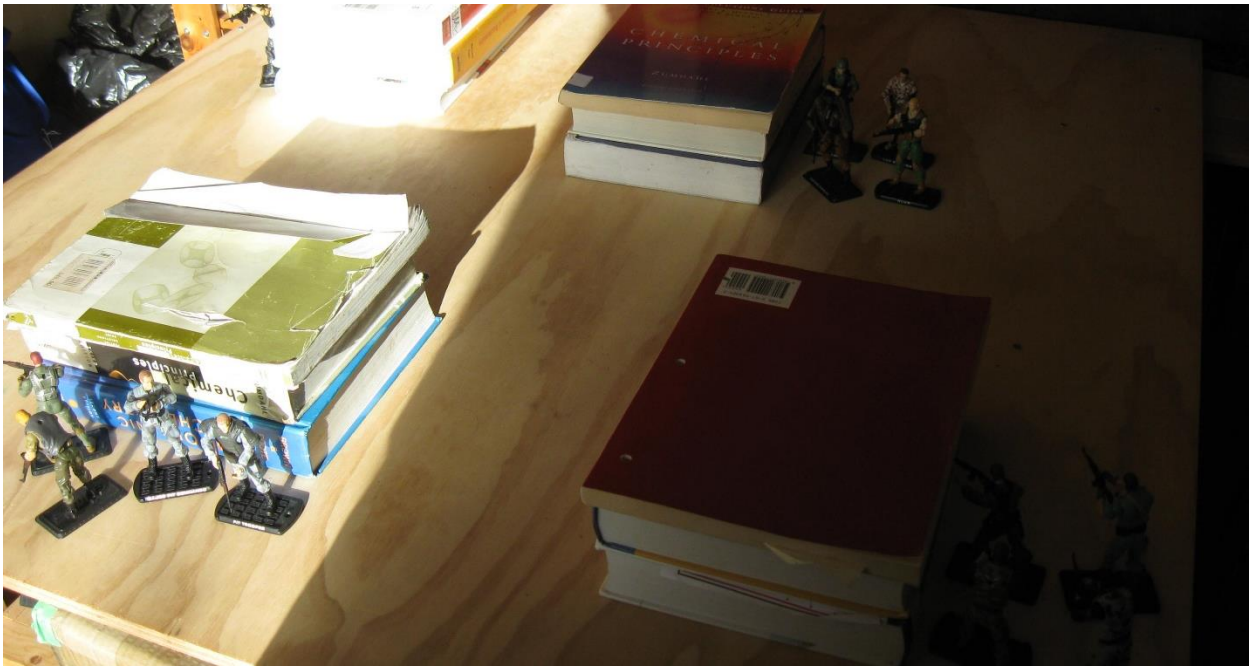
9.1 At the start of each of your turns you generate how many Action Points your character has by how many Stat points your character has.

9.2 As your character shoots, uses equipment, etc. you subtract the costs from the total amount of Action Points you have. You can only do the actions that you have the Action Points for.

9.4 A character can never have more than double their default Action Point value.

9.5 You can convert Action Points to Movement Points at a cost of 2 Action Points per Movement Points.

9.51 With converting Action Points to Movement Points you can never exceed more than double the amount of Movement Points that your character can have.



9.52 If you happen to interrupt an enemy during their turn you can do the point conversion, but you have to remember the Movement Points used in your last turn as the interrupt still counts as part of a full turn and you can never have double your Movement Points in a full turn.

10.0 MOVEMENT POINTS (MP). Movement Points are what you use to move your character. The more Movement Points you have the further you can move per turn. Movement Points are also used for Jumping, Climbing and Swimming too.

10.1 The cost for Movements are on Movements (MP), Actions (AP) and What they Cost, Sheet 5, which has all the information you need to know about movement and actions. Below are a few simple things to give you an idea about how Movement Points work in the physical space of a table.

It costs 1 MP to Run 2 inches
It costs 1 MP to Walk 1 inch
It costs 2 MP to Walk 1 inch with a Readied Weapon
It cost 2 MP to Crouch/Walk 1 inch
It costs 3 MP to Crawl 1 inch
It costs 6 MP to climb over a low wall

10.2 Movement Points can be converted to Action Points at a cost of 2 Movement Points per Action Point.

10.21 With converting Movement Points to Action Points you can never exceed more than double the amount of Action Points that your character can have.

10.22 If you happen to interrupt an enemy during their turn you can do the point conversion, but you have to remember the Action Points used in your last turn as the interrupt still counts as part of a full turn and you can never have double your Action Points in a full turn.

If you decide not to move your character or do anything with them for two turns in a row, they will have their maximum amount of Action and Movement Points. You cannot do any Point Conversion that turn because you have already reached the maximum amount of points you can have for either of those stats that turn. If you decide to Move that turn, but spend no Action Points. Then the next turn you can use the unspent Action Points and convert those to Move Points.

3.0 STATS. Stats are used to measure a character's abilities. In this game the following Stats will be covered are Health, Stamina, Action Points, Move Points, Awareness, Elusiveness, Damage Resistance, and Dodge

14.0 GUNS. Guns are broken up into several types, which are handguns, submachine guns, shotguns, rifles, assault rifles, sniper rifles and machine guns. An example gun card is located on the next page in Figure 3.

14.1 Who can use what guns/weapons is limited by the Training Class that they have picked. At the bottom of each Training is a list of Weapon Accuracy bonuses that this character gets.

14.2 A character's Weapon Type Accuracy Bonus helps to improve your chance of hitting targets.

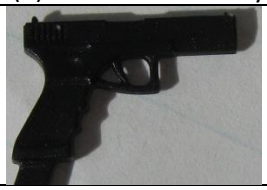
6) Glock 17/18 (plastic)
Handgun Accuracy: _____ Reg Range 2– 18in Point Blank 1-2in Aimed Shot – 4AP Accuracy 8 Rapid Shot - 3AP Accuracy 7 Burst Fire(3) – 6AP Accuracy 5

Damage (2d6): RW 1AP 1-3(3), 4-6 (5), 7-9 (6), 10-12 (8) 15 9mm Caliber bullets in magazine

Figure 3

17.0 WEAPON RANGE. All Weapons have a Regular Range where they don't get any extra Accuracy Benefits or Penalties. The Regular Range of the weapon is generally listed near the top. Guns have a Regular Range and Point Blank Range.

17.1 At Point Blank Range you get an Accuracy bonus +2 Accuracy. This applies for all weapons that have a Point Blank Range.

17.2 There used to be a rule where guns could be used beyond their Regular Range, but suffer an accuracy penalty. This varied between weapons and was generally pointless and an unused rule so it was removed. Weapons can only fire so far as their Regular Range states.

18.0 DIRECT LINE OF SIGHT. Guns like many weapons in this game require a direct line of sight to the target in order to hit it. The target can be slightly obscured by cover, but so long as part of the target is visible it can be shot at.

20.0 SHOT TYPES. Each gun has different shot types that can be taken generally they are Aimed Shot, Rapid Shot and Burst Fire. Then the Double-Barrelled Shotgun also has the Double Shot option, which allows the shooter to roll 2 2d6 dice in a single shot. Each type of Shot has a different Action Point Cost and Accuracy value. Guns that are more accurate tend to have higher Rapid Shot Accuracy values compared to their Aimed Shot counterparts.

21.0 DAMAGE. Below Accuracy comes the weapon's range of Damages. When you hit a target roll 2 6-sided dice, d6, often represented in this game as 2d6. So if you rolled a 7 (you will roll many 7's), it would fall within the 7-9 values and be 6 damage with the Glock 17.

21.2 The target may also be wearing armor and this will both remove the value of your 2d6 roll and remove a flat amount of damage. -2 2d6 and -1 Damage, will mean that if you had a rolled a 7 it now counts as a 5, which would mean that 5 Damage would be dealt with the Glock in the 4-6 Roll Range, but then subtract the additional 1 so only 4 Damage is actually done to the target.

22.0 BURST FIRE. Some guns are able to fire a lot of bullets at once, and some guns call this Automatic Fire or Burst Fire such as the M-16A2 which has a selector or firing three shots in a burst. To not have to do research to see, which guns have what, a tedious task, instead the guns just have a Burst Fire, based on what I think is a trade-off between amount of bullets and accuracy, even if they're technically just using automatic fire.

22.1 When you use Burst Fire you will see a number in brackets, this is the amount of bullets that the gun spews out when it uses Burst Fire. Remove that number from the total amount of bullets you have.

22.2 When you use Burst Fire you roll an Accuracy Roll for each bullet that leaves the gun. Then each time you hit the target you roll a damage roll to see how much damage is done to the target.

22.3 Machine Guns are the ideal Automatic Fire weapon as they can spit out the most amount of bullets for a fair accuracy cost and also do a lot of damage.

24.0 READY WEAPON. The Ready Weapon value on a weapon is represented by RW on the Weapon Card usually on the right side just underneath the picture of the weapon. The Ready Weapon cost is what it takes to lift the weapon into a firing position, which a character must pay prior to firing their weapon for the first time. They can then fire as many times as they wish too once the weapon has been readied.

24.1 It the character moves after readying their weapon

Character's Weapon Type Accuracy bonus + Weapon Accuracy
Minus
Target's Dodge Stat + Target's Dodge Modifiers (stance, cover, etc, from Sheet 7)
Equals
Accuracy Total (a number) Roll that number or less to hit the target

Figure 4

Weapon Damage (roll 2d6 to determine, see Sheet 13) + Bonuses from Talents
Minus
Target's Damage Resistance Stat + Target's Armor
Equals
Damage Total (a number) minus the total from Target's hit points

Figure 5

then the weapon becomes un-readied, requiring them to pay the RW cost again prior to firing.

24.11 A character can move with their weapon readied. A character can walk with their weapon readied at a cost of +1 MP per inch.

Use these ammunition cards to keep track of your ammo, the Full Version of the game includes rules for different ammo types.

Standard Ball _____
Standard Ball Ammunition

_____/_____x___

29.0 COMBAT BASICS. Combat is split into two sections, first targeting and hitting your target then seeing what damage is inflicted to the target.

29.1 To hit your target you need to find out your total Accuracy with both positive and negative modifiers.

29.11 Once you combine all positive and negative modifiers you will get a number, roll a d20 and you need to get that number or lower in order to hit your target.

29.2 To inflict Damage to your target you first roll 2d6 and then compare that number to the series of damage numbers that your weapon can inflict. If you rolled a 3, then you would deal damage in the 1-3 section of the Damage series of your weapon.

29.22 The target's Armor might then remove some of value of the 2d6 role so that should be calculated next.

29.23 Once a final 2d6 role has been determined, see what that value corresponds to on that Weapon Card.

29.25 The target can adjust the Total Damage but subtracting the secondary values of their armor and their Damage Resistance. This new total will be the Received Damage.

29.3 Once the Received Damage has been determined remove that number from the amount of Health from the Target.

30.0 HITTING YOUR TARGET WITH A GUN. Your character has Weapon Type Accuracy Bonuses with various weapons and these bonuses add to the Base Accuracy of the gun they are firing with to figure out what the Accuracy Total your character has to hit their target.

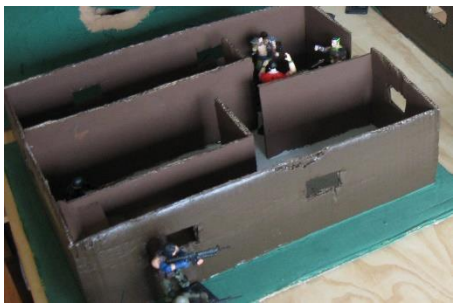
30.2 When you are trying to hit a target certain circumstances will affect whether or not you will be successful in hitting them, which is based on their Dodge Stat.

30.21 There are several modifiers that affect a Target's Dodge such as the character being in cover, or taking a certain stance. All the Dodge modifiers can be found on Sheet 7.

30.22 Each type of cover has a specific condition card. On a battlefield assign these Condition Cards (see card below) to those objects and listed on them is the Dodge bonus that they provide.

30.23 Always count the Dodge bonus that cover provides whenever the cover is between the shooter and the target, but the other modifiers only apply if the target is within the cover itself.

Medium Wood House



Cover Provided
Dodge: +2
Elusiveness: +2
HP/110

Cover Card all bonuses apply to targets within the Cover, but Dodge counts on all cover that lies between the shooter and the target

30.3 On Sheet 7, there's a separate column if you are using a ranged weapon or a melee weapon. Guns fall under the category of ranged weapon and so those are the modifiers that will affect you.

30.4 Once you've figured out your Total Accuracy, compare that to your target's Total Dodge, which is their Dodge Stat plus any Modifiers. You then subtract their Total Dodge from your Total Accuracy, which will result in a number. You then roll a D20 and you have to either get that number or lower in order to successfully hit the target. If you hit the target then move onto the

Inflicting Damage section, if you fail then go back to the beginning and try again.

30.5 Depending on the position of your character your target will suffer some Dodge modifiers. If your character is crouching then you get +1 Dodge as is it will be harder to target you. If your character is laying down then the target loses +2 Dodge as it will be even harder to target them. See Dodge Modifiers, Sheet 7 for these modifiers.

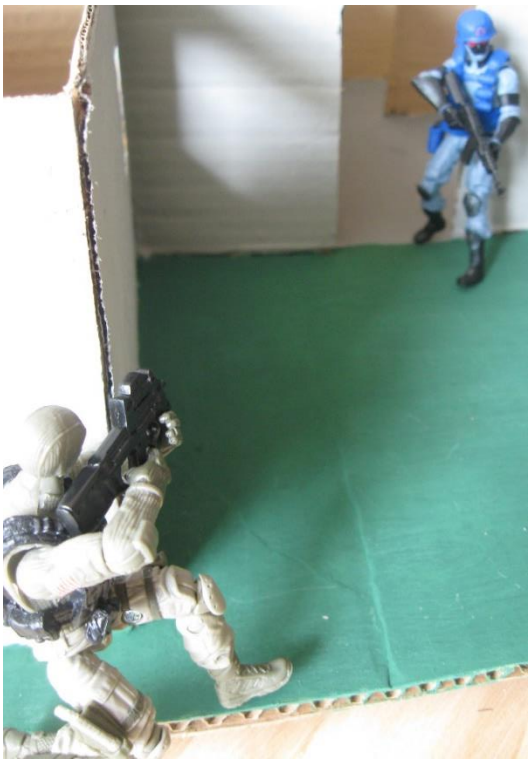
31.0 INFLICTING DAMAGE. Once you've hit your target you can then do damage to the target.

31.1 The first thing you do after you've hit your target, is you roll 2d6. The number that you roll with the 2d6 corresponds to the position of the Damage sequence that's available with that weapon that you're attacking with. If you roll a 4, you would do damage to the 4-6 Damage numbers in the sequence

Combat Example. Say we have a Character with a SMG Weapon Accuracy of 6 with a FN P90 that has an Aimed Shot Accuracy of 10 (we'll forgo Dodge for now). You Combine the Character's SMG Weapon Accuracy and Weapon Accuracy together giving us a 16. This means that we need a 16 or less to hit the target.
Combat Example. We'll say our character hit the target that he was aiming at. So he rolls his 2d6 to see how much damage he does with his weapon. He rolls a 4, which is in the 4-6 Damage Range and if you look to the Damage values for the FN P90 on Sheet 13, you'll see that 4 is 8.
Combat Example. Now that we know that we did 8 Damage. We need to know how much damage the Target can prevent with their Damage Resistance and Armor. The target has a Damage Resistance of 2 and has no armor (we'll cover this in Scenario 2). This means that from The 8 Damage being inflicted we can minus 2 of it away, resulting in the Damage Total being 6. The Target takes 6 points of damage, which we subtract from their Health of 6 (if using Character from Figure 1). This character's Health would be 0 causing the character to be unconscious.

31.3 You then see how much damage the target's Damage Resistance and armor can protect them from.

31.31 When determining how much damage armor is preventing make sure to use the armor that corresponds with where the target was hit. If the target was hit in the head, then Helmet's armor would be what would help absorb the blow. Torso hits would be protected by the vest, and legs would be protected by pants.



31.4 Each armor has two numerical values. The -2d6 value subtracts from the 2d6 roll and the second value you add to the character's Damage Resistance (/2). That total is how much damage they can prevent from harming their Health points. Minus the Total Damage Resistance from the Received Damage Total.

31.5 After you've subtracted the Damage Absorbed by the armor from the Initial Damage that's inflicted. You then have the total Damage that was inflicted upon the target.

31.6 You can now subtract the total Damage that was inflicted upon the Target from the Target's Health.

6.0 DODGE STAT. Dodge is used to help your character avoid being hit.

6.1 Whether you are being targeted by guns, explosives, melee weapons or thrown weapons, your character's Dodge Stat is subtracted from their total Accuracy when attempts are made to hit your character. Modifiers also affect your character's total Dodge, see Dodge Modifiers, Sheet 7.

7.0 AWARENESS STAT. Awareness has everything to do with being observant, cautious and listening intently. Awareness breaks down into three parts of the game, Interrupting, Spotting and Listening. The higher your Awareness the more likely you can react to your enemy before they can react to you.

7.1 Every time during your enemy's turn that they move into your turn you roll a d20 and add that to your

Awareness Stat along with any Awareness modifiers that may apply. The enemy will roll a d20 and add their Elusiveness to their roll. If your total Awareness surpasses their total Elusiveness then you interrupt them during their turn.

7.2 You can have a negative Dodge value if you are wearing heavy armor. If your character has a Negative Dodge then characters targeting you get a bonus Accuracy bonus.

8.0 ELUSIVENESS STAT. Elusiveness is the antithesis of Awareness as Elusiveness has everything to do with being sneaky, silent and hard to spot. Elusiveness breaks down into three parts of the game Interrupting, Hiding and Moving Silently.

8.1 Every time during your turn that you move into your opponent's turn you roll a d20 and add that to your Elusiveness Stat along with any Elusiveness modifiers that may apply. The enemy will roll a d20 and add their Awareness to their roll. If the Total Awareness surpasses total Elusiveness than the enemy can interrupt you during your turn.

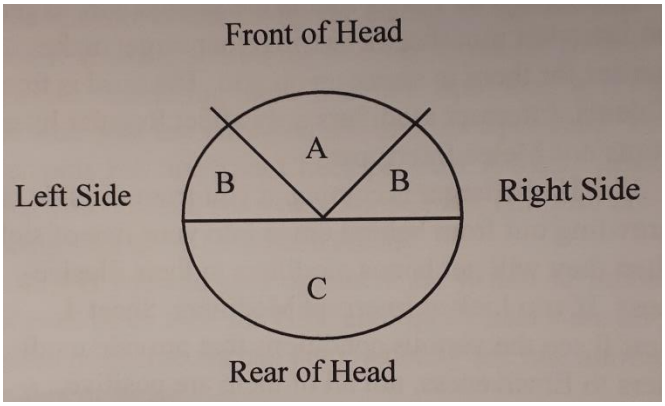


Figure 6

36.0 INTERRUPT LINE OF SIGHT. A regular interrupt triggers when an enemy moves into your character's line of sight and your character attempts to react to this.

36.1 Where your characters are facing is important for interrupts, because a character's face is broken up into three zones, the Front Zone, The Side Zones and the Rear Zone. It's a lot harder to interrupt someone that's coming up from behind your or even on your side.

36.11 Figure 6 shows a character's head and the zones in relation to it.

36.12 The Front Zone is section A within Figure 8. Anything that moves into this zone does not gain any Elusiveness bonuses.

36.13 The Side Zones are the character's periphery vision. These sides are represented in Figure 6 by the two B's on each side of the character's head. Anything that moves into the side zone gets a +4 Elusiveness modifier.

36.14 The last zone is the Rear Zone. As you don't have eyes in the back of your head the target gains a +9 Elusiveness modifier.

37.0 ELUSIVENESS MODIFIERS. There are two different ways of getting Elusiveness Modifiers, the first is the conditions of the Target. The target may be coming at you from the side or crawling, running, etc. Interrupt modifiers only affect Regular Interrupts not Melee Interrupts.

37.1 If the target is coming at you from the side or crawling out from behind cover into your line of sight then they will get bonus modifiers to their Elusiveness.

If you look at Interrupt Modifiers, Sheet 4, you'll see the various conditions that provide modifiers to Elusiveness and note that not all of them are positive.

Interrupt Example. Your character has an Awareness of 9. Your opponent is moving into your line of sight during his turn and he has an Elusiveness of 5. As the enemy is moving into Zone A, the front zone, which does not provide any modifiers to Elusiveness. Both characters roll a D20, you roll a 7 and your opponent rolls a 9. Your Awareness is 9 + 7 = 16 and your opponent's Elusiveness is 5 + 9 = 14. As your roll beats your opponents you would interrupt them in the midst of their turn with that particular character and do whatever you wish so long as you enough Action Points. Breaking a tie goes to the initiator. Whoever is doing the interrupting wins a tie.

38.0 AWARENESS MODIFIERS. There is only one way to additional beneficial modifiers to Awareness and that's with the Fast Reaction Talent, which provides a +3 Stat bonus to Awareness.

51.0 TREAT INJURY STAT. This Stat is used to heal your own character or other characters. There is no Treat Injury Check except when using Talents to revive

Awareness Stat + D20 Roll

Versus

Elusiveness Stat + D20 Roll + Elusiveness Modifiers

Figure 7

characters who have fallen below 0.

51.1 To Heal an injured character take the amount of Stat points you have in Treat Injury and add a d20 roll to see how many Hit Points you can heal. It costs 7 AP to use Treat Injury to heal someone.

51.11 In order to heal someone you will need either the First Aid Kit, or a Medical Kit. The Surgery Kit will be necessary to use the Surgery, Minor and Major Medical Miracle Talents.

46.0 ARMOR. Armor is very important as it helps to prevent damage from hurting your character.

46.1 Armor has two Damage prevention modifiers. Armor on the Equipment List, Sheet 12 will have protection listed as -2 2d6 -1.

46.11 The first type of Damage that armor prevents in on the 2d6 roll when determining damage explained as the -2 2d6 part. That type of armor lowers the Damage Dice roll by 2. So if there's an 8 rolled with the 2d6, it's now 6 thanks to the armor.

46.12 The second type of damage that armor prevents is represented by the second number, the '-1'. This number subtracts directly from the total. So if 6 meant that your weapon did 7 damage to the target, the -1 would be subtracted from that, meaning only 6 damage was done to the target instead.

46.2 Armor protects 4 parts of the body, Torso armor represented by a T, Arm Armor represented by an A or the second number for Torso Armor. Head Armor represented by a H and Leg Armor represented by an L.

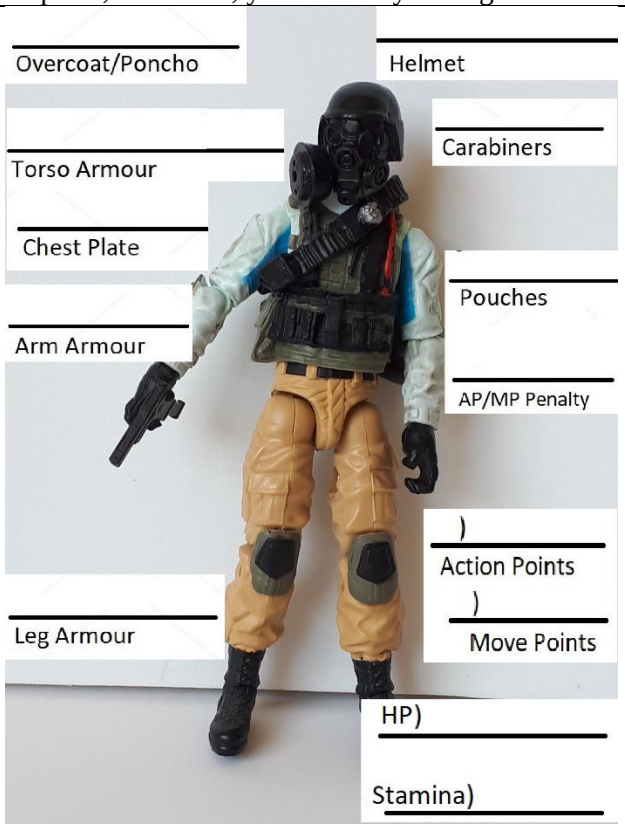
46.21 For Arm Armor it is included with the Torso Armor that you purchase, you can't buy it separately from a vest. In Figure 9 below you can see that the Kevlar Sleeves are right below the Kevlar Vest.

46.3 Several different kinds of armor have an Accuracy Penalty to the wearer, which reduces the amount of Action Points your character can generate per turn. The fourth column shows what Action or Movement Point penalty each type of armor has.

46.4 There are four different classes of Armor. Basic Armor, Light Armor, Medium Armor and Heavy Armor. Wearing a certain class of Armor (other than Basic) requires a certain amount of Stamina State Points in order for your character to wear it without suffering a further Action Point/Movement Point/Dodge Penalty. This Penalty would be added to the Action Point/Movement Point/Dodge penalty that the specific type of armor has.

46.64 Tactical Armor usually provides armor to the Torso and to the arms. Unlike other types of armor, it can have attachments such as Grenade Carabiners and Ammo Pouches, which make reloading and throwing grenades easier. They can also have Armored Plates inserted into them, which helps to improve the amount of Torso armor that the vest provides. Plates only give armor bonuses to the Torso and not to the arms.

You want to write in the protection that your armor provides in the slots of the Character's Equipment card much like how it is put below:
-2 2d6, -1 (-3)
Torso Armor
If the character is wearing a Flak Vest, which provides the -2 2d6, -1 Armor. The bracketed number after the -1 the '-3' is what the total negative number would be when combining the character's Damage Resistance value. It is better to put the Damage Resistance value with the armor so that you only have to look for it in one place; otherwise, you are likely to forget about it.



For a Character write out their armor on these Equipment Cards. They can also keep track of how many Action and Move Points they use turn by turn.

There you now know how to Move, Shoot, Interrupt and Making Use of cover. You'll likely want physical copies of the following pages 8 to 14 to play the game.

Interrupt Modifiers, Sheet 4

A character can only see a 90 degree angle from the front of his face, with the vertex of that angle being right in-between the character's eyes.

The following are modifiers to Elusiveness
If character is crouch walking +2 to Elusiveness
If character is walking -0 to Elusiveness
If character is running -3 to Elusiveness
If character is crawling +4 to Elusiveness
If character is coming at the interrupter's sides +4 to Elusiveness (only if within 12 inches of each other)
If character is coming from behind interrupter +9 to Elusiveness (only if within 12 inches of each other)

You have a chance of interrupting the opposing character when they move into your line of sight during their turn and you still have action points. You will then compare your character's Awareness Value against their Elusiveness Value.

Awareness Value = Awareness Stat + d20 Roll + Awareness Equipment Modifiers

Versus

Elusiveness Value = Elusiveness Stat + d20 Roll + Elusiveness Modifiers

If Awareness Value ties or beats Elusiveness then your character interrupts allowing you to use any Action or Move Points you have left.

Movements (MP), Actions (AP) and What they Cost, Sheet 5

Movement

Running 2 inch for 1 MP
Walking 1 inch for 1 MP
Crouch walking 1 inch for 2 MP
Can crouch walk with Weapon Readied, but costs +1MP for every inch and you can only move 1 inch. Ideal for popping around a corner and then back again.
Crawling 1 inch for 3 MP
Can walk with Weapon Readied, but costs +1 MP for every inch
Swimming on the surface 1 inch for 3 MP
Swimming under the surface 1 inch for 4MP
Climbing onto a surface that the character can just reach is 6 MP
Climbing down from a surface that the character can just reach is 4 MP
Changing Position from Standing to Crouching or Crouching to Standing is 2 MP
Changing Position from Crouching to Laying down or Laying down to Crouching is 2 MP

Other Actions

Opening a door costs 2 AP (If locked, see Lockpicking Skill for AP cost)
Picking up something or grabbing someone to pick-up is 2 AP
Reloading Magazine fed weapon is 5 AP, 3 AP if character has Ammo Pouches
Reloading a Belt fed weapon is 10 AP, if assisted then each character pays 5 AP.
Reloading an Internal fed weapon is 9 AP, 5 AP if character has Ammo Pouches
Can Convert 2 Movement Points for 1 Action Point
Can Convert 2 Action Points for 1 Movement Point

Here are the good guy characters, The Rifleman with the M-16 and the Machine Gunner with the FN Minimi. Finally Below is the Medica character, but his equipment the Glock 18 and the First Aid Kit is on the next page.

Rifleman - Character Core: Athletic

Health 8 (10) Damage Resistance 1

Action Points 5 (7) Move Points 5 (7)

Awareness 1 (3) Dodge 2

Elusiveness 2 (4)

Level 1 Rifleman Training

Repair +2

Core Stats: Health +2, Awareness +2, Elusiveness +2, Move Points +2, Action Points +2,

Weapon Accuracy: Assault Rifles +2 Rifles +3

5) M-16A2/C-7

Assault Rifle Accuracy: ___+5_____
Reg Range 4–60in Point Blank 1-4in
Aimed Shot – 5AP Accuracy 9
Rapid Shot - 4AP Accuracy 7
Burst Fire(3) – 8AP Accuracy 5

Damage (2d6): RW 2AP
1-3(6), 4-6 (8), 7-9 (10), 10-12 (11)
30 5.56 mm bullets in magazine

Standard Ball 5.56mm

Standard Ball Ammunition

_____/ 200 x 2

Standard Ball 5.56mm

Standard Ball Ammunition

_____/ 30 x 2

6) FN Minimi/M249/C-9

Machine Gun Accuracy: ___+5_____
Reg Range 4–61in Point Blank 1-4in
Burst Fire(7) – 9AP Accuracy 6

Damage (2d6): RW 3AP
1-3(4), 4-6 (7), 7-9 (9), 10-12 (10)
200 5.56mm bullets per belt/box

Machine Gunner - Character Core: Hands On

Health 6 (8) Damage Resistance 1

Action Points 6 (7) Move Points 4

Awareness 1 (2) Dodge 1

Elusiveness 1

Level 1 Machine Gunner

Repair +3

Core Stats: Health +2, Stamina +2, Action Points +1, Awareness +1

Weapon Accuracy: +1, Assault Rifles +2, Machine Guns +3

Medic- Character Core: Compassionate

Health 7 Damage Resistance 1 (2)

Action Points 4 (5) Move Points 4 (5)

Awareness 4 Dodge 1 (3)

Elusiveness (1)

Level 1 Medic

Treat Injury +4

Core Stats: Action Points +1, Move Points +1, Elusiveness +1, Damage Resistance +1, Dodge +2

Weapon Accuracy: Basic Melee Weapons +3, Handguns +1, Rifles +1

These are the remaining character cards. The Medic has the Glock 18 and First Aid Kit, while the Bodyguard has the Spas-12

Machine Gunner - Character Core: Hands On

Health 6 (9) Damage Resistance 1 (2)

Action Points 6 (8) Move Points 4 (5)

Awareness 1 (3) Dodge 1

Elusiveness 1

Level 1 Bodyguard

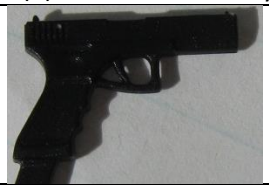
Drive +2

Core Stats: Health +3, Stamina +2, Action Points +2, Move Points +1, Awareness +2, Damage Resistance +1,

Weapon Accuracy: Basic Melee Weapons +2, Handguns +2, Shotguns +2, Submachine Guns +2, Exotic Ranged Weapons +1, Hand to Hand +2

6) Glock 17/18 (plastic)

Handgun Accuracy: _____
Reg Range 2– 18in Point Blank 1-2in
Aimed Shot – 4AP Accuracy 8
Rapid Shot - 3AP Accuracy 7
Burst Fire(3) – 6AP Accuracy 5



Damage (2d6): RW 1AP
1-3(3), 4-6 (5), 7-9 (6), 10-12 (8)
15 9mm Calibre bullets in magazine

Standard Ball 5.56mm

Standard Ball Ammunition

_____/ 30 x 2

First Aid Kit
Needed to heal characters.

Standard Ball 12gauge

Standard Ball Ammunition

_____/ 7 x 4

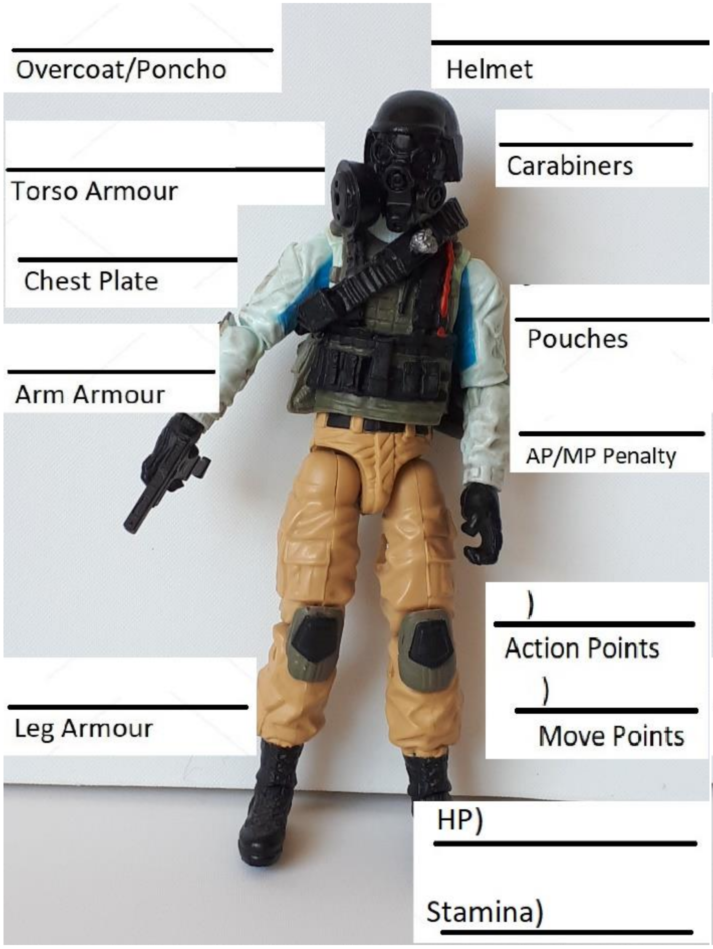
3) SPAS-12

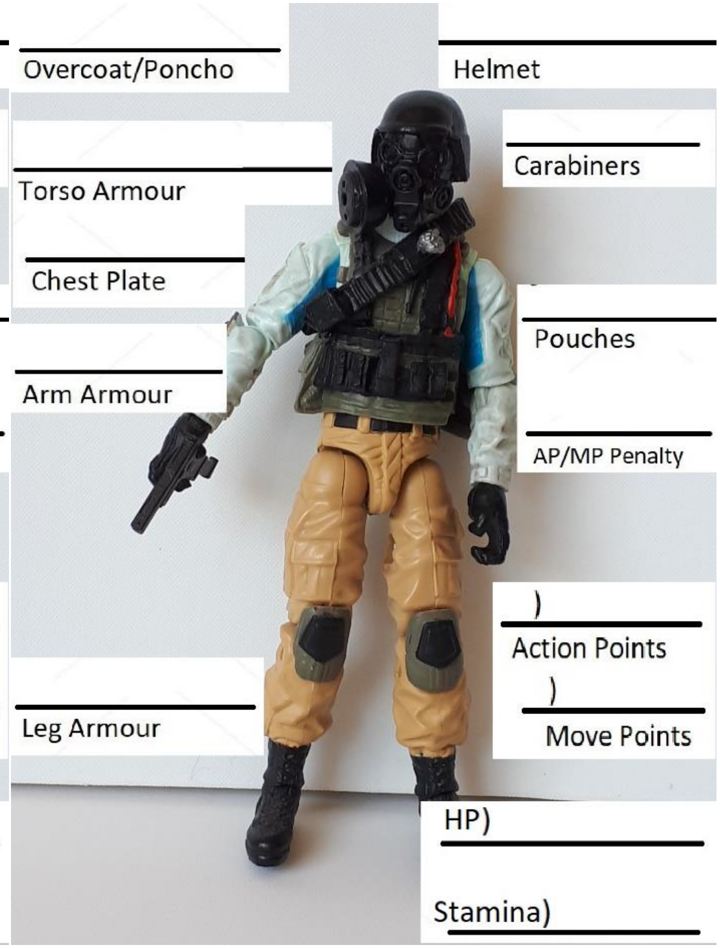
Shotgun Accuracy: _____
Reg Range 3–18in Point Blank 1-3in
Aimed Shot – 6AP Accuracy 8
Rapid Shot - 5AP Accuracy 6

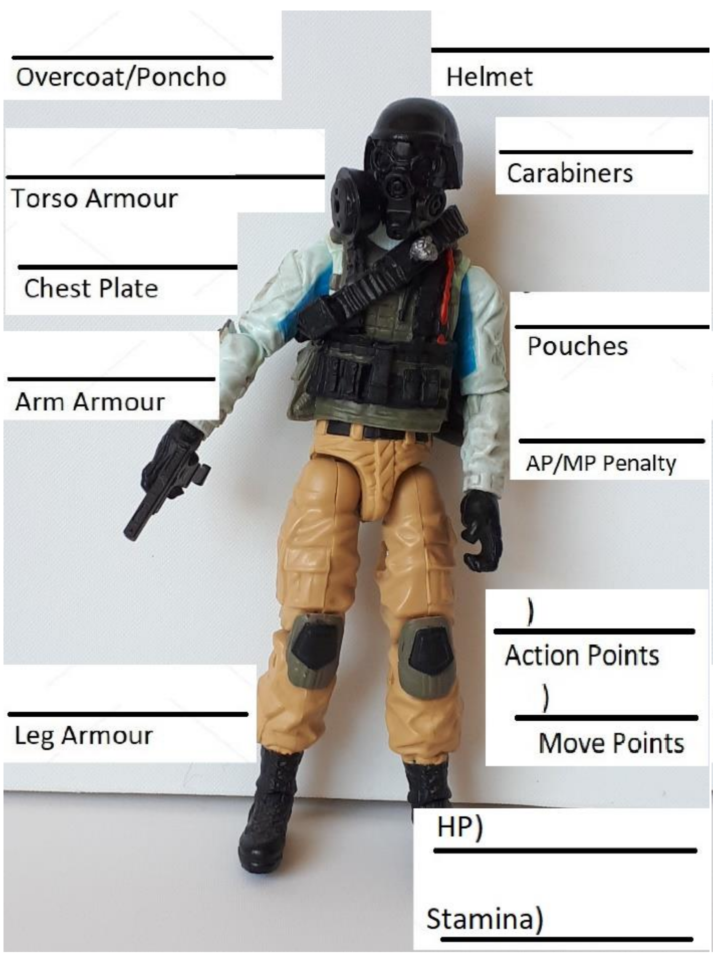
Damage (2d6): RW 2AP
1-3(6), 4-6 (8), 7-9 (11), 10-12 (13)
7 12 Gauge shells loaded internally

The following page contains the armour layout cards for the characters. For the sake of this quick play guide we are giving all the characters Kevlar equipment, write out their armour in the corresponding slots in the next page.

Kevlar Vests - (T)-3 2d6, -2,
Kevlar Pants - (L)-2 2d6, -2
Kevlar Helmets - (H)-2 2d6, -2


Overcoat/Poncho
Helmet
Carabiners
Torso Armour
Chest Plate
Pouches
Arm Armour
AP/MP Penalty
)
Action Points
)
Move Points
Leg Armour
HP)
Stamina)


Overcoat/Poncho
Helmet
Carabiners
Torso Armour
Chest Plate
Pouches
Arm Armour
AP/MP Penalty
)
Action Points
)
Move Points
Leg Armour
HP)
Stamina)


Overcoat/Poncho
Helmet
Carabiners
Torso Armour
Chest Plate
Pouches
Arm Armour
AP/MP Penalty
)
Action Points
)
Move Points
Leg Armour
HP)
Stamina)


Overcoat/Poncho
Helmet
Carabiners
Torso Armour
Chest Plate
Pouches
Arm Armour
AP/MP Penalty
)
Action Points
)
Move Points
Leg Armour
HP)
Stamina)

The enemy force is made up of 12 Thugs using the following set of stats, but then below you'll see that they each have their own Action Points, Movement Points and weapons, but they are all equipped with Tec-9s. They are not wearing any armor.

Bad Guy Thugs - Character Core: Academic

Health 6 (8) — Damage Resistance (1)

Action Points 5 (6) — Move Points 4 (6)

Awareness 4 — Dodge 2 (3)

Elusiveness 2 (4)

Level 1 Thug

Drive +1

Core Stats: Health +2, Dodge +1, Action Points +1, Move Points +2, Damage Resistance +1, Elusiveness +2

Weapon Accuracy: Basic Melee Weapons +3, Handguns +2, Shotguns +1, Submachine Gun +1, Throwing Weapons +2, Hand to Hand +3

3) Tec-9

SMG Accuracy: _____

Reg Range 3–28in Point Blank 1-3in

Aimed Shot – 4AP Accuracy 7

Rapid Shot - 3AP Accuracy 5

Burst Fire(5) – 8AP Accuracy 3

Damage (2d6): RW 0AP

1-3(4), 4-6 (5), 7-9 (8), 10-12 (10)

30 9mm bullets in magazine

1) HP/8

Weapons: Tec-9 /30 x 2

AP (+6): MP (+6):

2) HP/8

Weapons: Tec-9 /30 x 2

AP (+6): MP (+6):

3) HP/8

Weapons: Tec-9 /30 x 2

AP (+6): MP (+6):

4) HP/8

Weapons: Tec-9 /30 x 2

AP (+6): MP (+6):

5) HP/8

Weapons: Tec-9 /30 x 2

AP (+6): MP (+6):

6) HP/8
Weapons: Tec-9 /30 x 2
AP (+6): MP (+6):
7) HP/8
Weapons: Tec-9 /30 x 2
AP (+6): MP (+6):
8) HP/8
Weapons: Tec-9 /30 x 2
AP (+6): MP (+6):
9) HP/8
Weapons: Tec-9 /30 x 2
AP (+6): MP (+6):
10) HP/8
Weapons: Tec-9 /30 x 2
AP (+6): MP (+6):
11) HP/8
Weapons: Tec-9 /30 x 2
AP (+6): MP (+6):
12) HP/8
Weapons: Tec-9 /30 x 2
AP (+6): MP (+6):