

A DAY IN THE LIFE

“A day in the life” is a narrative campaign for Nuclear Renaissance. It is designed for two players. One takes on the role of Stanton, a noble warrior historian and his friends. The other plays as Papa Giggles and his family, who have spent a little too long living out in the dust storms to be considered entirely sane. By playing the five scenarios in order, the players will be introduced to the rules of the game in a straight forward way, and each scenario forms a lesson that teaches an aspect of the game. They are also of course fun to play, and players should feel free to play them out of sequence if they prefer, playing first one side, then swapping and controlling the other. The scenarios are linked together to provide a snapshot of an average day in the life of a miscreant gang living in the harsh world of the Nuclear Renaissance.

The games take place in and around the town of Lost. Lost is a new town, a shanty conglomeration of rag tag domiciles. Some live in vehicles and some live in buildings, but its often hard to tell which is which just from looking! Traders are welcomed and a thriving market economy keeps the town busy. Most things can be bought and sold here, but not often at a fair price. There ain't no laws to speak of, but don't mean you can go causing trouble. If you're flash you'd better watch your back!

All of the rules are given for the characters, weapons and vehicles used in play. Some advantage is awarded to the winning side in the each scenario, and winning or losing may also effect which side you play on. However, the players will not develop their characters in the way that is possible in the standard campaign rules. These can be found in “The Tome of Triddlins”, along with more background and complete rules for all weapons, skills and even designing your own vehicles!

As players play through the campaign they will earn Reputation Points. At the end of the five scenarios the player with the highest Reputation will win.

THE WORLD AS IS KNOWN

“In an age past, the world ended. Great cities where men and women lived were burned to rubble. Famine, Plague, Pestilence and War rode the winds upon their gnarled steeds. As it was foretold, so it came to pass, in a nuclear fire. The Cataclysm, the Apocalypse. The End of Times.

Thankfully man is not as frail as is reckoned. He lived on. Many years passed with all record of time obliterated. History itself had ended, and chronicles were no longer written. A dark time it was, when people lived in caves again, as was said to be our beginning. But hope remained, and while men's wills were strong, a new world could be conceived. Man rebirthed himself. A new time began, and men looked to the fragments of history that remained. People began to write and read, and teach and learn. They learned what little they could of the end. While they could not know what a nuclear bomb was in its magnitude nor its science, yet they saw that it had played centre stage in the Great Undoing. So this became a by word for the new age, and the learned call this rebirth time the Nuclear Renaissance.

Life is hard for the inhabitants of this era, but much remains, and much has been reclaimed. Hope flourishes, as does the wonder of discovery. Every moment a new relic is uncovered that changes the fabric of society. The infernal combustion engine, the brewing of alcohol, the lost art of cybernetics. The old oppressors are gone too, the dread governments who sucked the blood from their slave workers. The corporations who laughed in the face of morality. All people live free now, in the wilderness. Some choose to be restricted by rules, and gather together to make towns, which arise and grow larger each passing moon. Cartography and the sciences gain disciples. Great men roam the land, gathering the most precious of all resources, information.

Man remains man though, and so while there are the noble deeds he does there can be no end to his despicable deeds either. Petty hate mongers, the lazy, the greedy and the corrupt sully the work of others. Many small war bands infest the land, preying like wolves on the weak and helpless.

So as your narrator, I ask ye this: What role would you play? Would ye stand up to these wrong doers, and bring justice? Or would you be consumed by your own evil side and take what is not yours to have? Some say life in our time is naught but a game, so play on I say! The die is cast, let us see how it falls...”

SCENARIO 1: ALTERCATION AT GINGHAMS CAFE

“It all started outside Gingham’s. Gingham is a fine figure of a woman, and a good cook, but more importantly knows where to get a regular supply of uncontaminated rations. Her eatery is the best in Lost, but that’s not really saying much, as the usual fare is “rat on a stick” or mutie burger. Anyways, as far as I can recall, it weren’t started by neither on their own. Stanton is a good man, but has some wayward traits, and one of these is his love of the brew. It loosens his mouth. Giggles is a hard man to please, and one way or t’other, aspursions were cast and some nasty words bandied. A quick smack on the noggin and the two were at each others throats. Giggles had his brother and daughter with him, and although Stanton were knockin’ about on his tod, he’s a liked man and there are plenty in Lost who like a good punch up. But woe betide him that gets caught fightin’ by Gingham, she’ll ban ye quick as a flash! So they was tryin’ to settle things quick like, and here’s how it went...”

SCENARIO OBJECTIVES

Giggles and Stanton are looking to knock out their rival. If either or both are casualties in the End Phase of any turn the game ends. If only one of them is a casualty then they are declared the loser. If both are down then the game ends in a draw.

You’d better watch out for Gingham, too. In the end phase roll a D10. If the result is a 1 or a 10 then Gingham turns up and bans the lot of you! The game ends.

SET UP

The area to be played on need not be larger than about 1m square, so a kitchen table is certainly suitable. This scenario is very small and can be played relatively quickly. The fight starts outside Gingham’s Cafe, in the town of Lost, so the gaming area should represent this. Gingham’s is near the car park, and is in one of the town squares. This is a small open area of compacted dirt with some small shops and stalls, plus carts and generators strewn around. Gingham’s is basically a small shed. You can represent this with the model we make or a simple stand in. Place a few obstacles and pieces of terrain to take cover behind within 50cm of the cafe.

Papa Giggles and Stanton should be placed next to Gingham’s, 5cm apart. Papa Giggles has brought his brother Pontious with him who is ordering food, and should be placed anywhere within 10cm of Giggles. His daughter, Cam Shaft, is just returning from park-

ing their transport and should be placed anywhere further than 25cm from any other model. Two of Stanton’s drinking buddies are quick to join the fray. Rage is stood close by, so should be placed within 10cm of Stanton. Sneaky Mike is lurking off in the shadows as usual, and is looking for a chance to try out his new pistol. Place him anywhere at least 25cm from any other model. Now you are ready for the first turn.

RESULTS

If one player wins then they earn 3 Reputation points. These should be noted down. The winning team also gets to eat their meal, and so benefits from the special rule “A Hearty Breakfast” in the next scenario. The loser gets 1 Rep point for being a good sport. If the fight ends in a draw then both players earn 1 Rep Point. Also if its a draw, after clonking each other a good one, they set aside their differences to enjoy a splendid meal each, so both benefit from the rule “A Hearty Breakfast” in the next scenario. If Gingham turns up and bans the combatants then no rep points are earned by either team, and everyone goes away hungry.

RECOVERY

After a game players should roll a D10 for each of their characters who ended the game as a casualty. Neither side was looking to commit murder, so if a 1 is rolled then that character loses one point of Aptitude (A) from their profile. This effect is permanent. A character who’s aptitude falls to 0 dies and is removed from the campaign (although this can’t happen in the first game).

SCENARIO 2: HUNTING DUNGERS

“Well nobody much likes a dunger. They are small cantankerous beasties with a foul temper and a mouth full of teeth. Their skin makes leather of passable quality, but it ain't so easy to work with. They taste foul, and smell foul, so are only fit to be eaten by muties. As ye might be able to guess from their name they have some other nasty habits too. The worst thing about them though is that they breed fast. At the moment there's a bit of an epidemic and so the Lost town council are offering some 10 Nuggets (that's our local currency by the way) for each one ye can bag.”

SCENARIO OBJECTIVES

Each player is trying to kill dungers. If a player kills a dunger then when it becomes a casualty it is removed from the board. Each player should keep hold of their trophies until the end of the game. The player with the most dungers at the end wins. Players are not out to gun each other down, so should refrain from hunting other characters.

SET UP

The table should represent an area of wasteland, with rubble strewn around, areas of sparse vegetation, maybe some walls and small uninhabited buildings. The play area should be at least 120cm square, although it may be bigger. Giggles, Cam and Pontious are joined by another of the clan, Leroy, who carries a fearsome Engine Cannon. Stanton, Mike and Rage have also brought a sharp shooter, Mad Russ. The players should roll a D10 each, with the highest roller choosing which side of the board they start on, and the opponent setting up on the opposite side. Both teams should set up their models within 10cm of their board edge. Once both gangs are set up, place a dunger in the middle of the board. Then each player places another two dungers at least 25cm from any player controlled models.

RESULTS

The winner earns 3 Reputation Points. The loser earns 1 Rep Point unless they failed to bag any dungers, in which case they earn nothing. In addition, the dungers can be sold in town for 10 Nuggets each. Players should note down how many Nuggets they have.

If any characters attack their opponents then they will be shunned as murdering swine. They can't show their faces in town for a while so won't be able to sell any dungers they kill. In addition they also LOSE 1 Rep Point for each character they made a casualty of.

SCENARIO SPECIAL RULES

A HEARTY BREAKFAST

Any player who earned a hearty breakfast for his gang may reroll any single dice once per turn. The second result MUST be used, even if it was worse than the first!

CONTROLLING THE DUNGERS

In the Dominance Phase, move each of the dungers. Use the Spin Out chart for determining the direction that they move in and move them 2D10cm. If this would take the dunger off the board then halt the movement at the edge. A dunger won't engage a player character, but will fight back if they are attacked. The opposing player should roll any dice to determine any melee results for the dunger being attacked.

Dungers have the following profile:

NAME	A	M	R	DR	AP	POINTS	COST
DUNGER	5	5	0	7	2		53
WEAPONS	Tusks						

RECOVERY

It is possible for a dunger to wound a character in melee, or for a particularly nasty player to try to off his rivals. After the game players should roll a D10 for each of their characters who ended the game as a casualty. If a 1 or a 2 is rolled then that character loses one point of Aptitude (A) from their profile. This effect is permanent. A character who's aptitude falls to 0 dies and is removed from the campaign.

USING MAD RUSS

Mad Russ is equipped with a Sniper Rifle, which requires 3AP to use. However, Russ only has 2AP. This may seem a contradiction, but please pay special attention the rules for Stone Cold Psycho Killer. If the controlling player declares that Russ is holding his Sniper Rifle, then he may take one free shot with it as soon as he is activated. He may then use his Action Points to move, sprint or any other actions as normal.

SCENARIO 3: RACE TRACK

“Everyone likes a good race, and the folks in Lost aint the exception. There’s even a track outside of town, and most days you can go and watch a burn up. There is of course betting for those who likes a bit of a flutter, and both Stanton and Pontious are gambling men.”

SCENARIO OBJECTIVES

The players can gamble on the outcome of the race. Any money earned from killing dungs in the last scenario can be used. If a player earned no money then they may gather D10 nuggets from begging, borrowing and looking down the back of the sofa. The player with the most Rep Points may choose which vehicle they wish to bet on, and becomes the controller of it. The other player bets on and controls the other. If both players have the same amount of Rep Points then roll off, with the highest roller choosing first. Players should nominate how much they are betting and write it down. The objective is to be the first (or only) vehicle to complete one lap of the track.

SETUP

The Lost race track is a roughly elliptical shape, racing around some old unused buildings. Spectators can climb up on the roofs and get a good view of the action. One side is a long straight leading into a wide curve, which is not very well maintained. This leads down the back straight, which has some nasty chicanes and twists on it. Then its around the last bend and back to the start. The straights should be about 80cm long, and the corners about 60cm. The track should be 25cm wide most of the way round, but should narrow in places. The first curve should have an area of difficult terrain on it, such as debris or pot-holes. This can be driven over. Clearly mark out the edge of the track with walls. Place the Badger and the Death Rod on the starting line, which is at the beginning of the front straight. Both vehicles are fitted with two Nitros each and both are being driven by Race Drivers. The two gangs of models may be put on the board, but the racetrack runs its own security, and fighting is not allowed, nor is interfering with the race. Therefore any model on the board other than the vehicle drivers are not allowed to move or make any actions, apart from cheering!

RESULTS

As stated above, the first vehicle to cross the finish line wins. The player who bet on it doubles their money, and the loser loses their bet. Racing in Lost

is fairly ruleless. It is very common for vehicles to ram each other, spin out on corners or come afoul of the bad condition track. Because of this, a vehicle that is wrecked or immobilised is instantly declared the loser, and the race ends. If both vehicles end up like this then the race is a draw and BOTH players lose their bet!

RACE AGAIN

This scenario can be quite quick to play, so players may race several times if they wish, and if they have the money to bet. The scenario ends when players have had enough, or are out of money. However, players may lend money to their opponents if they think they can trust them to give it back!

RECOVERY

The drivers can get injured, but trained medics are on hand to treat any particularly nasty injuries. Don’t roll for recovery in this scenario, its assumed nobody really gets hurt.

SCENARIO 4: GRAB THE LOOT

“Moving goods about can earn ye a pretty penny, but woe betide those who think that its easy! The wastelands can be a dangerous and lawless place and a man who’s desperate can be a bad man indeed. Most transports will hire guards to protect their loot, because there are those who will try to make off with your goods. Just such a job came up on the day in question, and both Giggles and Stanton heard about it. One got the payin’ end and the other, well, he managed to pull together some drivers who were...lets say...down on their luck. Or that’s what I heard at least.”

SCENARIO OBJECTIVES

A transport vehicle has hired one of the gangs to protect it from bandits. The other gang have decided they need more cash, and so are those bandits! The bandits are trying to grab as much loot from the transporter as possible, while the defenders try to drive them off.

SETUP

The board should be at least 120cm long by about 120cm wide. A road about 25cm wide runs down the middle of the board. The Transport Truck should be placed in the middle of the table on the road. Players should take turns to place 6 to 10 pieces of terrain anywhere on the board, except on the road. Stantons team is comprised of himself, Sneaky Mike, Rage, Russ and 4 Hired Hands of the players choice. The other team is Papa Giggles, Cam Shaft, Pontious, Leroy and 4 Hired Hands of the players choice. The team with the least money are the bandits, and the other gang have been hired to defend the transport. The defenders may take the Badger with a driver, plus a driver for the transport. Place the defenders on the transporter or on the Badger. The bandits may choose any 3 vehicles. Each vehicle comes with a driver. All the bandits must start play mounted on a vehicle, and each vehicle should be placed more than 50cm from the truck.

RESULTS

The game ends when one of these things happens:

1. All the bandits vehicles are immobilised or wrecked, or all the bandits are removed as casualties. The defender wins, earns 4 Rep Points and 5 nuggets for each piece of loot still on board the Transporter. The bandits lose and get nothing.
2. The bandits steal all the loot from the transporter and drive their vehicles off the board, or they manage to drive the transporter off the board, or all the defenders are removed as casualties. The bandits win, earn 1 Rep Point and 10 nuggets for each piece of loot they steal. The defenders get nothing.

RECOVERY

Every one is out for blood. Use the standard recovery table, in the campaign rules section.

SCENARIO SPECIAL RULES

ROLLING TERRAIN

To represent the idea that the truck is constantly moving along the road, and the other vehicles are moving in relation to it, vehicle movement is handled in a slightly different way than normal. Vehicles that travel at cruise speed are left exactly where they are, they do not move. If a player declares that a vehicle is moving at Top End then it may be moved the distance indicated by its Top End stat. Unless being driven by a bandit the Truck must always face in the direction that it started in, and must remain on the road. This is the direction that everything is travelling.

In the End Phase, the terrain pieces and any stationary models or characters not on a vehicle should be moved 30cm in the opposite direction from which the Truck is travelling. If any piece of terrain passes through the space occupied by a vehicle then it crashes! Resolve any crashes immediately.

If any terrain pieces move off the board then they are recycled and put at the front of the board. The player who won Dominance this turn may place it anywhere on the leading board edge. If a character or vehicle moves off the board then it is out of the game.

LOOTING THE TRUCK

The transport carries 15 pieces of loot. If the bandits perform a nudge with their vehicle against the truck then any models on board, except the driver, may attempt to steal a piece of loot. To steal a piece of loot, the character must spend 3 action points and then take an aptitude test. If they pass, they steal something and are given a loot token. If they fail, they don’t manage to steal anything. However, if they roll a 10 then something has gone wrong and take Ramming Damage as if they had been rammed by the truck.

A character who is on board the transporter may steal one piece of loot every turn without making an aptitude roll by spending 3 action points.

A character attempting to loot the truck may not engage another model. If they are already engaged they may not attempt to steal any loot. Models may be engaged after they have stolen some loot, but this does not mean they lose their loot.

SCENARIO 5: THE BIG FIGHT

“All day they was brewin for a show down. You could feel it buildin’ like a storm. It started about tea time, an’ nasty it was. Guns and blades, and thoughts of murder to cloud men’s minds. Grizzly. But those is the times we lives in...”

SCENARIO OBJECTIVES

This needs to be settled once and for all. Both players are trying to kill all the opposing team. The game ends when one player has no more characters still standing. The player with surviving characters is declared the winner.

SETUP

The board should measure at least 120cm square. The terrain should be set up in any manner agreeable to both players. One player starts with Stanton, Sneaky Mike, Rage, and Russ, that is if they survived the last scenario. The other team has Papa Giggles, Cam Shaft, Pontious and Leroy, but again only if they survived. Players should roll off to see which side of the table they start on, with the highest roller choosing which ever side they prefer. They then set up their models, all within 20cm of the edge they have chosen. The other player then sets up their models within 20cm of the opposite board edge.

RESULTS

Players earn 1 Rep Point for each character on the

opposing team they cause to become a casualty and for each vehicle they destroy or cause to be destroyed (for example by killing the driver and causing the vehicle to crash). The winner also earns 1 Rep Point for each of their own characters or vehicles that survives until the end of the game.

RECOVERY

Every one is out for blood. Use the standard recovery table, in the campaign rules section.

SPECIAL RULES

HIRED HANDS

Each player should look to see how much money they have in nuggets. All of the characters and vehicles have been given a points cost. This cost translates into nuggets. The players may spend their nuggets hiring as many Hired Hands as they can afford. They can also buy vehicles. See pages 14 and 18. Each character or vehicle may be chosen more than once if the player wants. This representing characters who are alike or the same make of vehicle. Equally, any characters who died previously in the campaign may be reused for this game, if his Points Cost is paid.

Tame dungers may also be brought along, which are controlled by the player who bought them as if they were a normal character. Pay for the dungers as if they were any other Hired Hand.

CAMPAIGN RULES

END THE CAMPAIGN

This marks the end of the campaign! Add up all the Reputation Point. The player with the most is declared the winner of the campaign, and is awarded all the honour that this brings!

We hope you enjoyed playing. You can replay any of the Scenarios with the team you have now. Remember to keep track of your Nuggets and your Reputation Points!

However, we think you are ready to have a look at the Tome of Triddlins, which gives you much a more in-depth set of campaign rules, and allows you more freedom to come up with your own super cool characters and awesome vehicles.

RECOVERY TABLE

After playing Scenarios 4 and 5, roll on this table for each casualty. Apply the results to the characters profile. The change is permanent.

D10	Result
1	-1 Action Point
2	-1 Aptitude
3	-1 Damage Resistance
4	-1 Melee
5	-1 Ranged
6-9	Recovers
10	+1 Aptitude

If any statistics become 0, character dies and is removed from the campaign permanently. No statistic may go above 10, and Action Points may never go above 5.

INTRODUCTION TO THE CHARACTERS

STANTON

Stanton. The scrap knight. The vagabond recidivist. And a whole host of far less flattering terms. Stanton's real name is not known to any bar himself, assuming he ever had one. His monicker, like everything else about him he takes from the past.

In a world of squabbling gangs hell bent on survival, or at best fighting over a pocketful of resources, Stanton is a wandering Warrior-Historian. With almost obsessive optimism he looks to the past, convinced that in unravelling it's secrets he can empower himself to re-forge civilization.

His fragmented glimpses at mans past have led to him developing an elitist honour code, scorning the use of ranged weapons, despite his paradoxical fascination with technology, believing that only in single hand to hand combat can a man fairly and truly best an opponent.

He wears armour in the style of those whose ideals he would champion, based on his research into mans most distant past. His gorget is clearly labelled as 'mail', presumably an actual artifact from long before the renaissance, when men wore mail armour across numerous battle fields the world over. His cuirass, from whence he takes his name, bears the name of it's mighty creator, 'Stanton', whilst his greaves, though bearing no artisans mark, are so ideally formed that they surely once graced the legs of a relentless killer, long since fallen.

His fighting style is born out of scraps of numerous different treatises, covering a number of different periods and weapons. No matter how fragmented his source material the ample opportunity to field test these techniques ensure that he has become arguably the most skilled bladesman in the wastes. However Stanton is not a proud man, such things are unseemly in a virtuous crusader. He firmly believes that no matter how good you are, there is always somebody better out there.

In his on going quest to understand man's past Stanton wanders the wastes looking not only for clues, artifacts or ancient disks, but also making records of his travels, hoping to re-ignite the lost art of cartography, that men may some day travel afar to further his ends.

Obsessive as Stanton may be about the past, and firm in his belief in honourly conduct, he is still but a man and suffers all of mans failings, some would say in more copious quantities than is the norm. His bearing is not that of an aloof academic or staunch warrior monk. Quiet the contrary; he is an amicable

and light hearted fellow, who is against taking life to seriously, constantly trying to play the part of the loveable rogue. However this outlook has lead him to become a shameless womaniser and incurable drinker, factors not conducive to consistent battle-field performance. His enemies have said of him, that it would be far easier to fell him with women and wine than to face him on the field.

PAPA GIGGLES AND FAMILY

The Giggles family don't think much of the wicked ways of the others. Decadent bunch they are, obsessed with lewd acts and drinking, how will that make the world better? Family, that's where strength and dignity come from. In this harsh world each must raise children, and the more the better. And while your at it, why not see to some upgrades? The dust storms can rob you of your very life blood, and Papa Giggles has seen dust storms so black you'd think the world was ending again. We are ill equipped with our frail bodies. Better to upgrade. Better to replace. Steel may rust, but so what? If your rusty leg falls off, replace it with a new one! Much better. And after so many years, Papa Giggles has become more machine than man. His huge claw of steel can cut the thickest armour, so nobody can get the better of him! Even if he goes down, he will soon be on his feet again. That's strength, that's endurance. And whats better than that? Family you can trust in a scrape. If you can't get up, they will pick you up.

HIRED HANDS

A hungry man will work for food, but a skilled man needs paying. There are plenty of both in Lost.

STANTON'S POSSE

STANTON

Stanton is hard as nails. He can single handedly take out a whole bunch of goons. He's also a hit with the ladies with his long red hair and roguish charm.

NAME	A	M	R	DR	AP	POINTS	COST
STANTON	8	9	3	10	5	258	

WEAPONS Sword, Knife, Langseax

ABILITIES Alcoholic, Brawler, Hard to kill, Lightning Reflexes, Maine Gauche, Open Hand Master, Shield Adept, Silver, Strong, Womaniser

RAGE

Rage is a local hard nut who is handy with his fists.

NAME	A	M	R	DR	AP	POINTS	COST
RAGE	6	8	3	6	4	86	

WEAPONS Duster

ABILITIES Brawler, Kenjutsu, Lightning Reflexes

SNEAKY MIKE

Always lurking in the shadows, Mike likes to creep up on his enemies unawares. What shemucks!

NAME	A	M	R	DR	AP	POINTS	COST
SNEAKY MIKE	6	3	7	5	4	114	

WEAPONS Knife, Pistol

ABILITIES Sneaky

MAD RUSS

Crazy as a bag of badgers, if this man has a gun in his hand you'd better hide!

NAME	A	M	R	DR	AP	POINTS	COST
MAD RUSS	7	4	6	5	2	286	

WEAPONS Knife, Sniper Rifle

ABILITIES Sneaky, Sniper, Stone Cold Pscho Killer

WEAPONS

There are the Weapons used by Stanton's gang.

NAME	APC	WR	D	S
PISTOL	1	S	0	1
SNIPER RIFLE	3	L	+4	1

NAME	APC	WR	D
DUSTERS	1	0	0
KNIFE	1	1	0
LANGSEAX	1	2	0
SWORD	1	3	+1



NOTES

THE GIGGLES CLAN

PAPA GIGGLES

Who your daddy? Having spawned near on a whole town, maybe Giggles is! He likes to keep his family close. Bit of a wierdo if you asks me.

NAME	A	M	R	DR	AP	POINTS	COST
PAPA GIGGLES	7	8	6	9	5	287	

WEAPONS Cyber Powered Claw, Cyber Knife(Fingers)

ABILITIES More machine than human, Ill be back...in a minute, Leader of men (and women)

CAM SHAFT

Daughter of Giggles, she just like her pappy. Shes a mean lady, don't take no messin from no one.

NAME	A	M	R	DR	AP	POINTS	COST
CAM SHAFT	7	6	5	3	5	146	

WEAPONS Pistol, Cyber Duster

ABILITIES More machine than human, Lightning Reflexes

PONTIOUS

Another of the Giggles clan, he protects his own. He's a few short of the full deck, you get me? Don't be under estimatin' him though, or you'll be stuck like a Snufflebeast on his spear!

NAME	A	M	R	DR	AP	POINTS	COST
PONTIOUS	5	4	1	5	3	63	

WEAPONS Cyber Spear

LEROY

Leroy takes guns WAY too serious. Some say he is the inventor of the fearsome Engine Cannon, and the the one that he's fused with is the actual original!

NAME	A	M	R	DR	AP	POINTS	COST
LEROY	5	3	8	7	3	249	

WEAPONS Cyber Engine Cannon, Cyber Sword

ABILITIES Crippled Leg, Hard to Kill, Strong, Gunner

WEAPONS

There are the Weapons used by the Giggles Clan.

NAME	APC	WR	D	S
ENGINE CANNON	3	5	+1	4
PISTOL	1	5	0	1

NAME	APC	WR	D	
DUSTERS	1	0	0	
KNIFE	1	1	0	
POWERED CLAW	2	0	+4	
SPEAR	1	5	+1	DOUBLE HANDED POLE ARM
SWORD	1	3	+1	

REPUTATION POINTS	
NUGGETS	

NOTES

HIRED HANDS

Ze BARONEN

Ze Baronen is trying to learn a Half Handing technique with his mighty two handed sword!

NAME	A	M	R	DR	AP	POINTS	COST
Ze BARONEN	2	6	1	3	4	35	

WEAPONS: Zweihander

NORBERT

Norbert will do near anything for a few nuggets. He is low, nasty and cheap. And he smell funny...

NAME	A	M	R	DR	AP	POINTS	COST
NORBERT	4	2	1	4	3	32	

WEAPONS: Spear

YUNO

A raging storm blew Yuno and his axe out of the wastes one night. Kind of metaphorical if ye asks me. He's been nothing but a manic whirlwind of chopping. Most folks go to him when they needs their fire wood splitting, or someone else's noggin!

NAME	A	M	R	DR	AP	POINTS	COST
YUNO	5	6	1	3	2	37	

WEAPONS: Double Handed Axe

UFFE

He's a prophet of the Wolf Clan. Going ahead of the tribe he spreads their creed and enlists new initiates for the cause. Some say the clan take wolves as brides, which wouldn't surprise me. The great packs that roam the wastes have more in common with the Clan than us towns folk, Id reckon. Ye can hear them howling at the moon, both man and wolf.

NAME	A	M	R	DR	AP	POINTS	COST
UFFE	6	7	3	5	4	120	

WEAPONS: Powered Claw

ABILITIES: Strong, Leader of Men (and Women)

EL HONCHO

Seasoned veteran of a long, bitter gang war. It takes more than the sight of blood to scare this man.

NAME	A	M	R	DR	AP	POINTS	COST
EL HONCHO	6	4	7	6	3	148	

WEAPONS: SMG

ABILITIES: Hard to Kill, Desperado, Brave or Crazy?

DRIVER

A useful skill in this age and this place is being able to drive a rig. Most of these miscreants ain't much cop for nothing else neither.

NAME	A	M	R	DR	AP	POINTS	COST
DRIVER	6	2	1	4	3	34	

WEAPONS: Unarmed

ABILITIES: Driver

RACE DRIVER

Somes is born to drive, and somes is just plain crazy. Put 'em in a wagon and you gots yourself a race!

NAME	A	M	R	DR	AP	POINTS	COST
RACE DRIVER	7	5	3	6	4	83	

WEAPONS: Unarmed

ABILITIES: Driver, Power Slide

BIKER

The dirtiest drivers are the ones on the bikes. And I mean dirty in more ways than one, you get me?

NAME	A	M	R	DR	AP	POINTS	COST
BIKER	7	6	3	6	4	88	

WEAPONS: Spear

ABILITIES: Driver

SPECIAL ABILITIES

ABILITIES

Here are the rules for all the abilities used in this campaign. They are written on the characters profile. Some are beneficial, while others are more detrimental. Any rules for a special ability override the normal rules.

ALCOHOLIC

Roll D10 before the battle. On a roll of 1 or 2 the character is hung over. They receive -1 to *all* stats, down to a minimum of 1 during this game.

BRAVE OR CRAZY?

Its a fine line. This character is immune to psychology.

BRAWLER

This character is good with their fists. Unarmed damage is D10 rather than D10 -1 and you suffer no penalty for fighting an armed opponent.

CRIPPLED LIMB

This character is horribly maimed. They may only walk 5 cm and may only sprint 10 cm. They may never jump. All movement related aptitude tests are Very Difficult.

CYBER UPGRADE

The character has a weapon system grafted to their body. One arm must be chosen. The weapon takes up that hand. Two handed weapons require only one hand if cyber upgraded. The weapon may never be dropped, disarmed or taken away by any means, save amputation of the Cyber Upgraded limb.

DESPERADO

Years of gun fights has taught this character to move fast and stay in cover. May make a walk move and fire a weapon which costs 1AP (after any modifiers) for the same AP.

DRIVER

The character is a practised and competent driver, they may take their driving rolls with only the basic modifiers, rather than the additional -2 for not being familiar with driving.

GUNNER

Adept at leading the target and predictive fire. The character ignores any modifiers for hitting fast moving targets.

HARD TO KILL

It is hard to stop this character. They may add a 1 point bonus when taking an Aptitude rolls for surviving damage.

I'LL BE BACK...IN A MINUTE

This character may go down, but that doesn't mean their out! If the character becomes a casualty then in the End Phase roll a D10. On the roll of a 9 or 10 the model stands back up and fights normally from now on. On the roll of a 1 the model is removed from the table and may not return! Any other roll means they stay down and remain a casualty. They may make further attempts to stand back up in every End Phase. Friendly models must take a Horrors of War

test every turn they are within 10cm of the character (they can see them writhing in agony).

KENJUTZU

Requires one single handed weapon and a free hand OR one double handed weapon.

A very aggressive technique, conferring +1 damage. However opponents receive +1 to hit characters using Kenjutz

LEADER OF MEN (AND WOMEN)

This character is an inspiring orator. All models within 20cm may use this characters Aptitude instead of their own when making Horrors of War tests, unless the leader themselves is fleeing.

LIGHTNING REFLEXES

This character has reactions like a snake. They may add + 1 when determining their Strike Order.

MAIN GAUCHE

Requires two single handed weapons. One must have a WR 2 or less.

Maine Gauche is a very useful skill but difficult to master. It requires great dexterity, speed and nerve, but is deadly when employed well. It involves using a long single handed weapon, traditionally a rapier or foil, in conjunction with a sturdy parrying dagger. For every melee attack your opponent scores on you, you may immediately make a single attack roll against them. A successful roll indicates that the hit has been parried and that you have scored a hit against them with your longest reach weapon. This roll, passed or failed counts as one of your attacks for the round.

MORE MACHINE THAN MAN

The character is a hideous cybernetic construct and consequently particularly difficult to damage. They always make damage aptitude rolls against their unmodified aptitude score, no matter what the penetrating damage is. May not be chosen by models with an aptitude higher than 7, they are far to cool to allow some twisted scientist to slice them up.

OPEN HAND MASTER

Requires one single handed weapon and a free hand. This character is able to knock a blade from their opponents hand.

For every melee attack against you that your opponent misses you may immediately make one attack, which counts as one of your melee attacks. If this attack hits it causes no damage, but disarms the opponent of a weapon they are currently using. You may choose which. Against unarmed opponents a successful 'disarm' melee roll counts as an unarmed hit against them.

Weapons which have been taken from a disarmed opponent count as having been dropped at the combats location and may be retrieved later for one action point by any model at the location.

POWER SLIDE

The driver may re roll the result of an out of control direction roll. The second result stands.

WEAPONS

STONE COLD PSYCHO KILLER

This character enjoys shooting people in cold blood, and will take every available opportunity to do so. Most don't get close to a monster like this.

When activated, this character *must* take *one* shot at an available target with their currently held ranged weapon. This is a free shot and does not cost any Action Points. This means if he's not actually *holding* a gun then he doesn't get the free shot.

The character may elect which target they shoot at if any are visible. However, if no enemy targets present themselves but a friendly one does, the psycho killer must pass an Aptitude test not to use the free shot to shoot their comrade. If no targets are visible then no shot is taken.

So disturbing is this characters presence that in the End Phase, *all* models within 10cm of them must take Horrors of War test, unless engaged in combat.

SHIELD ADEPT

Requires a shield.

This character uses a shield to their advantage! May block with the shield as normal, but need not sacrifice an attack. However they may only make as many shield blocks as they have action points. As they do not sacrifice an attack they may block with the shield after they have struck, unlike an untrained shield user.

SILVER

Requires one single handed weapon (other hand may be free OR occupied).

This is an esoteric technique for avoiding otherwise lethal blows in combat.

Always strike last. For every hit you suffer you may sacrifice an attack this round to make a melee roll at +2 to hit, as though you were trying to strike your opponent. If you pass the roll, the hit will count as a miss.

SNEAKY

Because of their sneaking ways, this character is hard to spot. Any other character wishing to shoot at or engage a model sneaking about must first make an Aptitude test to spot them. While sneaking, a character may not sprint. If the Sneaky character uses a ranged weapon then they give away their position and the rules for sneaky do not apply until they are next activated.

SNIPER

Requires rifle.

This character is a skilled marksman. For them, shooting a target in Light Cover is Easy and shooting at a target in Solid Cover is Difficult.

STRONG

The character is especially strong. They may add a 1 point bonus to their melee damage, even if they are unarmed.

WOMANISER

If fighting a character of the opposite sex in melee the character must always strike last. Hey, you always have to try your luck.

RANGED WEAPONS

Here are the Ranged Weapons used in the campaign.

However, any character may use a rock, stone or similar piece of debris as an adhoc missile.

NAME	APC	WR	D	S
ENGINE CANNON	3	S	+1	4
PISTOL	1	S	0	1
SNIPER RIFLE	3	L	+4	1
SMG	1	S	0	2
STONE	2	S	-1	1

MELEE WEAPONS

This is the list of all close combat hand held weapons used in the campaign.

NAME	APC	WR	D	
DOUBLE HANDED AXE	2	2	+3	DOUBLE HANDED
DUSTERS	1	0	0	
KNIFE	1	1	0	
LANGSEAX	1	2	0	
POWERED CLAW	2	0	+4	
SPEAR	1	5	+1	DOUBLE HANDED POLE ARM
SWORD	1	3	+1	
TUSKS	2	0	+1	
ZWEIHANDER	2	4	+2	DOUBLE HANDED

VEHICLES

NAME	DR	CAP	CS	TE	WC	POINTS	COST
BADGER	8	5(3)	30	15	4	80	

EQUIPMENT Armoured Crew Space (3), Bullbars(Front and Back), Mudwhumpers

NAME	DR	CAP	CS	TE	WC	POINTS	COST
DEATHROD	8	5	35	20	3	62	

EQUIPMENT Supercharged Engine, Turbo, Bulbars(back)

NAME	DR	CAP	CS	TE	WC	POINTS	COST
TRANSPORT TRUCK	12	(6)	30	10	6	110	

EQUIPMENT Running Boards, Bullbars(front and back)

NAME	DR	CAP	CS	TE	WC	POINTS	COST
TOAD	9	5	20	10	5	83	

EQUIPMENT Tracks, Running Boards, Reinforced Armour Self Sealing Fuel Tanks

NAME	DR	CAP	CS	TE	WC	POINTS	COST
BIKE	5	2	40	30	1	20	

EQUIPMENT None

VEHICLE EQUIPMENT

The effects of the equipment have been included in the vehicle profiles already.

ARMoured CREW SPACE (X)

The enclosed crew compartment on the vehicle is armoured. The number of enclosed spaces are noted as (X). Models riding in the enclosed crew compartments may not be targeted by enemy fire or melee attacks. They may still fire their weapons but may not make any melee attacks.

BULLBARS

Bullbars can be fitted to the front, sides and rear of a vehicle separately. If the vehicle takes damage from a ram or collision on a facing that is fitted with

Bullbars then when making an Out Of Control Test the drivers Aptitude is not modified by the Penetrating Damage. Always take the test with the drivers unmodified Aptitude.

MUDWHUMPERS

If you fail a Manoeuvring Test then you may reroll it. Each test may only be rerolled once.

NITROS

Nitro charges are single use, but you may purchase any number for a vehicle. When used the vehicle adds 2D10 to its top end speed for the current turn. However the vehicle MUST move the full new distance.

RUNNING BOARDS

May carry as many passengers as you can feasibly fit on your model. These characters do not benefit from any upgrades, such as armoured crew space.

REINFORCED ARMOUR

+1 DR. +1 weight class. -5 Cruise speed and Top End.

SELF SEALING FUEL TANKS

Once per game you may request your opponent re-roll damage against your vehicle. The player suffering damage chooses which dice roll to use.

SUPERCHARGED ENGINE

+5 movement to both cruise and top end speed.

TRACKS

+1 weight class -5 Top End. Tracked vehicles may roll two dice for aptitude tests for crossing difficult terrain and driving manoeuvres, choosing the lowest roll.

TURBO

+5 top end speed.

ROSTER SHEET

NAME	A	M	R	DR	AP	POINTS	COST
WEAPONS							
ABILITIES							

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WEAPONS							
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WEAPONS							
ABILITIES							

NAME	A	M	R	DR	AP	POINTS	COST
WEAPONS							
ABILITIES							

REPUTATION POINTS	

NUGGETS	

NAME	DR	CAP	CS	TE	WC	POINTS	COST
EQUIPMENT							

NAME	DR	CAP	CS	TE	WC	POINTS	COST
EQUIPMENT							

NAME	DR	CAP	CS	TE	WC	POINTS	COST
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