

NUCLEAR RENAISSANCE

Version 2

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AGE RECOMMENDATION

Nuclear Renaissance is suggested for mature gamers, as some of the content may confuse youngsters or offend their parents. This book contains images of a graphic nature. We would advise no children under the age of 14 play this game. There is no offensive language used, but some of the ideas may be a bit too much for the less advanced kid to deal with healthily, plus there are some pretty gory images. Even if our child is over 14, its best that you read these rules before letting them have a go.

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PLAYING THE GAME

BEFORE YOU CAN PLAY

To play Nuclear Renaissance you will need the following:

1. 5 ten sided dice (each is called a D10).
2. Models to represent your gang members and their vehicles.
3. At least one tape measure. It must have centimetres on it.
4. Model scenery.
5. Finally you will need a board to play on. The board can be any flat area approximately 120cm (4') square. It may be larger or smaller, to preference.

At least one player must have read this book before playing a game.

WHILE YOU ARE PLAYING

A game is made up of turns. Each turn has phases that the players alternate going through. During each phase, the models on the board play out actions and events decided by the players.

DICE

These actions and events are resolved by rolling dice. Each roll will use at least one ten sided dice, called a D10. Note: if your D10s are labelled from 0 to 9 then a '0' is always counted as a '10'.

WINNING THE GAME

The game is won by killing off your enemies or by completing the winning conditions of the scenario you are playing.

BASE SIZES

Bases of any size may be used on your models. Whatever is convenient is best. A smaller base may give advantages in the number of figures that can be fitted into a small space. Models on bigger bases tend to be more stable and usually look far cooler. Vehicles may be based too. This may lead to complications in game, but with a little common sense these issues can be resolved easily.

MODEL SCALE

The game is designed to be played with 28mm scale figures and vehicles. However, in the post apocalyptic wastes, human size varies tremendously. The hazardous environment of the wasteland has resulted in common height differences between people from different areas. Mutagens, small living areas, toxic waste and sexual preference have all aided in the increase in diversity of height. It's common to encounter humans who have not grown any higher than four feet tall. Equally, large humans commonly grow up to seven or eight feet in height.

This being so, players should not feel limited using models of slightly different scales. Often manufacturers, including Ramshackle Games, have differences in model height. Players are free to use models of differing sizes, as it impacts very little on game play.

PANZER'S MOB

Uriah Panzer is a gang lord famous throughout the entire waste for his obsession with tanks. The larger the better, so Panzer believes, and few are prepared to argue with him. Many he has excavated from deep in the wastes, digging up all manner of pre-apocalypse armoured vehicles, which somehow, he has restored to working order. Others are the result of bizarre hybridisations, custom jobs or outright cases of cut n shut. Panzer himself is known to ride at the head of his mighty armoured column atop an armoured behemoth sporting in excess of a dozen separate gun turrets, each armed with a staggering array of weapons, including large calibre cannons, rapid firing chain guns, flame throwers and anti-tank missiles. Panzer is devoted to expanding his armoured mob, often at the expense of his enemies. Should Panzer catch sight of an armoured vehicle in the possession of a rival, he will take great umbrage and fly into a berserk rage, stopping at nothing to acquire the usurpers vehicle at any cost. Of course, the many vehicles of Panzer's Mob require a constant supply of fuel to keep them all running, and spare parts are a nightmare to acquire. It is not uncommon therefore to encounter one of them stranded out in the wastes, its crew fending off vengeful rivals with whatever weapons are still operating, until help can arrive from the rest of Panzer's Mob.

STATISTICS AND PROFILES

PICKING A FORCE

To play Nuclear Renaissance you will need a group of characters, their equipment and their vehicles. Each character, weapon and vehicle has a series of statistics to represent their various skills and abilities. These describe in game terms how skilled, useful or powerful they are, or how likely they're to be cannon fodder! Collectively this is called a profile.

Below is an example profile followed by an explanation of the stats for characters. In all cases a higher number represents a more skilled character or better piece of equipment.

CHARACTER PROFILES

NAME	HERO	SOLDIER	GOON	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
Thaddeus Bonest-Patlington	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4	3	3	4	1	4	30
EQUIPMENT AND ABILITIES										
Action Man										15
Skilled				1						20
Lucky								1		20
Duck							1			10
Dodge								1		12
Dive										6
Fighter					1					10
Sword					3					5
Extra Life										20
BASE STATISTICS										
				5	12	8	11	4	5	148

NAME

The name of the Character goes here. Names are important, not only to differentiate your models but also to inspire dread in your opponents! A great Heroe's name can become Legendary.

HERO SOLDIER GOON

The three boxes shown indicate the level of the character. Heroes have better starting profiles than Soldiers, who in turn are better than Goons. Heroes also pay more points for Abilities than Soldiers, while Goons pay less.

APTITUDE AWESOMENESS

Aptitude is the broadest and most versatile statistic. It represents a characters intelligence, willpower, agility, toughness, heroism and so on. Aptitude can represent how 'heroic' a character is. A heroic character will have a high aptitude and most likely succeed. A hired goon or henchman will have a lower aptitude and more than likely fail.

Aptitude in game serves several purposes. Firstly it dictates the order in which characters may be activated in a turn. Players take turns to use the character with the highest Aptitude that has not already been used this turn. When all characters have been used or Activated then the turn ends and a new one begins.

Aptitude can be used when a character wishes to perform an action not covered specifically by any of the other stats. This could include jumping from one

moving vehicle to another. It could also include climbing up the side of a guarded building without being detected.

COMBAT

combat shows how well a character can attack another in close combat as well as how deftly they can defend themselves.

RANGED

The Ranged skill shows the character's ability to attack another character or vehicle at range. This would include firing a gun, throwing debris or using a weapon mounted on a vehicle.

DODGE

Dodge is a value to represent a character's chance of surviving an attack. It covers how much damage a character can shrug off before they are in danger of becoming seriously injured or how nimbly they are able to avoid attacks. Dodge takes into account many factors including a character's toughness, constitution and armour. It can also represent more esoteric factors such as luck.

DODGE DICE

This is the amount of dice the character may roll when dodging a bullet or being run over.

ACTION POINTS

Action points are a measure of how swift, dexterous and intuitive a character is. The more action points they have, the more actions they can perform each turn. A character with many action points can fire their weapon more times or deliver more blows in a brawl. Action points can also be spent on movement. At the start of each new turn, all characters regain their full quota of action points. So a character with three action points can perform three or less actions each and every turn.

COST

This is the cost of the character in points. This value shows how able or powerful this character is in relation to the other characters in game. There is no upper limit to this number, but the higher it is, the more awesome the character will be!

EQUIPMENT AND ABILITIES

Equipment in game usually means weapons! Abilities allow characters to perform special actions or impose limits upon them. Many Abilities simply add a bonus to one of the characteristics.

BASE STATISTICS

You will notice that many items of Equipment and Abilities give a bonus to a characteristic. There is space on the profile to note these down in the correct

column. Simply go down each column and calculate the final score, which is written in the Base Statistic line. These are the numbers which you add to the dice rolls when attempting to perform any actions or attacks. So remember that you don't use the starting number but instead use the bottom line, the Base Statistic.

Notice however that the Combat, Ranged and Dodge Base Statistics are special cases in that they also include the Aptitude. That is, to work out the Base Statistic for Combat, Ranged and Dodge you must add the Base Statistic for Aptitude. This means that particularly apt or awesome characters will be better at fighting, shooting and surviving than other characters with the same starting statistic.

Be aware also that Base Statistics can change depending on circumstance. For example, if a Character carries both a sword and a large weapon, their Base Combat will be different depending on which weapon they fight with.

VEHICLE PROFILES

NAME Stinger	DAMAGE RESISTANCE	WEIGHT CLASS	CAPACITY	CRUISE SPEED	TOP END	SWERVE DICE	RAM DICE	COST
TRUCK <input type="checkbox"/> BUGGY <input checked="" type="checkbox"/> BIKE <input type="checkbox"/>	7	2	2	30	20	1	1	20
UPGRADES AND EQUIPMENT								
Armoured Drive "Spade" x1 Safety Features Mounted Weapon "56C" Engine Cannon (Driver's Aptitude) (Driver's Luck)								
BASE STATISTICS								
7 2 2 30 20 3 1 15								

NAME

Name your vehicle, or at least describe it.

TRUCK BUGGY BIKE

The type of the vehicle. Some special rules may apply to the different vehicle types, for example a Bike is allowed to make a Jump.

DAMAGE RESISTANCE

Damage resistance is an indication of how tough a vehicle is. It is used when a vehicle is attacked, rammed or otherwise subjected to potentially damaging events.

WEIGHT CLASS

This indicated how heavy a vehicle is. Heavier vehicles tend to be slower but do more damage during rams.

CAPACITY

The Capacity indicates how many relatively well protected seats or firing positions there are on the vehicle. Players are free to place as many models on a vehicle as they choose. Indeed, enemy models mounting your vehicles are placed on the outside of the model, and as many as will fit are allowed to board. However, only a friendly models may take up capacity. Models taking up the capacity in a vehicle gain excellent cover and some vehicle upgrades effect the rules applying to them. For example, the

upgrade "safety features" only gives a bonus to models occupying the capacity of the vehicle. Which models are occupying the capacity should be declared and made clear by the controlling player.

CRUISE SPEED

Cruise Speed is the speed at which the vehicle remains safe and easy to handle. This is a number that indicates how far in centimetres it can move when travelling at Cruise Speed.

TOP END

This is the extra speed that can be cranked out of the vehicle if the driver puts pedal to the metal. Fast moving vehicles are harder to shoot at but also far harder to manoeuvre.

SWERVE DICE

Swerve dice are very much like Dodge dice, and the number indicated is how many dice the player may roll when trying to avoid Shooting attacks.

RAM DICE

This shows how many dice the player may roll when this vehicle is involved in a Ram.

COST

As with characters, the points cost represents how effective the vehicle is in relation to characters and other vehicles

SWERVE

The Swerve section shows the Damage Resistance plus the driver's Aptitude. It represents the driver's skill at manoeuvring the vehicle and also the general survivability of the vehicle itself.

RAM

The Ram section shows the Damage Resistance plus the driver's aptitude plus the vehicles Weight class. It is used to determine the success of a Ram.

UPGRADES AND EQUIPMENT

Vehicle upgrades affect the profile or the way the vehicle can be used. Typical upgrades include extra armour, more seats or mounted weapons.

“Gun fights is like a game of checkers, you got to think before you act. Move fast and stay in cover. That’s the only way to live. If you ain’t quick, then you’re dead, dead as the world around. Place is littered with the bones of the slow and the stupid.”

GAME SEQUENCE

"Heroes are forged on the battlefield. You don't win no chuffy badges for sittin' at home fiddlin' with your triddlins. Get out there and teach them filthy beggars who's boss 'round here, before I kick your scrawny buttox into shape me self!"

A game of Nuclear Renaissance is split into turns and each of these is split into three phases. The players take it in turn to activate, move, attack and shoot with their characters. The order of the players is determined by their dominance and this is worked out at the start of every turn.

THE DOMINANCE PHASE

All players must roll for Dominance at the start of each and every turn. Players roll a D10 and add any modifiers they may have. The player with the highest score is referred to as the 'Dominant player'. If two or more players roll a '10' (before modifiers) then the player who has not yet been dominant is now the dominant player. In all other cases, the players with equal scores roll again to determine their order. If more than two people are playing the Dominance roll determines the order in which they play, highest to lowest. As Dominance is calculated at the start of every turn, player sequence will differ each turn. Any skills or effects that apply in the Dominance Phase take effect immediately after this roll but before the Dominant player makes their first move.

THE ACTION PHASE

Starting with the dominant player, each player takes it in turn to activate one of the characters that they control. The character with the highest aptitude goes first. Each gang member is chosen in order of his or her aptitude unless the player 'skips' (see further on). If a player has two or more characters that have the same aptitude then they may choose which to activate.

Once activated, the player declares the actions their character will perform. Each action will cost at least one action point (1AP). These actions are detailed later in the rulebook and includes walking, sprinting, shooting, hand-to-hand combat and driving a vehicle. The player completes all of their chosen actions, spending the character's Action Points as they do so. Once they have finished, play passes to the next player who activates their character in turn.

Play proceeds in this manner, passing from player to player in order of Dominance, each time activating the character with the highest aptitude that has not yet been activated this turn.

SKIPPING

Alternatively, a player may instead choose to 'skip' and declares this to the other players. The character is not activated and no action points are spent. Play passes onto the next player as before. When it is that player's turn again, they may choose to activate another model. The skipped character is held in reserve, and all other characters may then be activated instead of the skipped character. Alternately the skipped character may be activated instead of the currently eligible one. This character is said to 'push in' and the player declares that this is what

they are doing.

Characters may only skip once per turn. However, this can mean that a queue of characters can all have skipped and still be eligible for activation after all the non-skipped characters have been activated. After all characters have played in order of Aptitude, then any unused, "skipped" characters must be activated. This is done in REVERSE Aptitude order. That basically means that high aptitude models have the option of activating first or last.

This continues until all characters, including skipped, have been activated and used. Remember, a character does not have to perform any actions at all. This must be declared by the controlling player.

THE END PHASE

In this phase, players complete the following steps:

1. The players first determine if any victory conditions have been met.
2. Any rolls or special rules that apply in the End Phase are worked out now.
3. Finally, any effects from this turn that last until the End Phase end now.

Once this phase is completed, a new turn begins. All characters receive their full quota of action points and a new Dominance Phase is worked out. Play continues as before.

"Yer average goon, who can swing a punch or squeeze a trigger, be a nugget a dozen in the wastes. There's also plenty 'o folk who you might consider professional warriors, soldiers if you like. Got their heads screwed on tighter, feet more firmly on the ground and most importantly more adept at handing out a spanking. An' every now and then there's yer shot-in-a-million freaks 'O nature. Chaps and chapettes of epic capabilities. Those who don't just whoop your raggedy ass, but look good doing it. Heroes of their chosen viewpoint fer want of a better term. Thankfully these colossal pains in the ass are rare as a hen's tooth in an honest man's hand."

ACTIONS

ACTIONS

"Some beasts and birds have survived, as men have. Many of those that feed on the misfortune of others have prospered. The wolf runs on the plain, the rat gnaws in the pantry. Not least among the winged is the carrion crow. Huge and black, these foul tempered scavengers give clear indication as to where the dead lay unburied. A big crow won't think nothing of taking a small animal, and reports come too often of babies killed and eaten. I've even heard tales of men who found themselves beset and pecked into untimely demise by these malevolent birds. Such are the times we live in. Move fast, and stay in cover, that's the rule to live by..."

PERFORMING ACTIONS

All characters in the game complete actions by spending action points. Regardless, the players must agree on the feasibility of any action using common sense and sportsmanship. Some actions are very simple, and the player simply declares what the character is doing then positions the model accordingly. Simple actions include walking, driving on a road or changing position in a vehicle.

LIST OF ACTIONS

Opposite is the Actions chart which shows the Actions that a character may take. Each Action must be paid for in Action Points, and the cost is listed next to the action. Any combination of Actions may be performed as long as the character has the Action Point to pay for them.

The full rules for each Action is covered in its own section later in this text.

APTITUDE TESTS

Many actions are easily performed, and the character simply pays the Action Points to perform them. However, some actions are more difficult to resolve and require an Aptitude test from the character to see if they perform the action successfully. These actions include sprinting over rubble, trying to make difficult driving manoeuvres at fast speeds or performing field surgery on a wounded character, among others. These actions are given a difficulty rating. See the Actions chart opposite for more detail. Whenever a player wishes their character to perform one of these actions, they must look up the difficulty rating. The player then rolls a D10 and adds the character's Aptitude and any modifiers that might apply to determine a total score. If the total score is higher than the Difficulty Rating then the character has successfully performed the declared action. If the score is equal to or less than the Difficulty Rating then the action is failed and may have disastrous consequences!

DODGE TESTS

Dodge tests are exactly the same as Aptitude tests except that the player may also add their Dodge to the dice roll. Dodge rolls are generally called for when a vehicle crashes or a character tries to disembark from a moving vehicle. Failure will result in Injury.

MEASURING DISTANCES

A player may at any point declare that they are going to measure a distance on the table. This is usually when the character is activated so that a player can decide what they will do this turn. However, to be allowed to actually do the measuring, the player must make an Aptitude Test with the currently active character. If it is failed then the player may not make any measurement until they have declared what they will do. The character must then spend the action points to do the Action. Characters may elect to not perform the action once the Action Points are spent. In this case, no actual action has occurred, and the Action Points are wasted as the character fumbles about in indecision. Characters are then free to perform a walk or drive action as normal even if that was the action they declared.

The exception to this is a charge. If a player declares a charge move but is not able to complete it then the character must be moved 15cm towards the nominated target.

LOOTING WEAPONS

Characters may loot any casualty in the field. When a character is in base-to-base contact with an injured they may attempt to loot one weapon or indeed any other item. To do this, the player spends 2 AP and takes an Aptitude test against a difficulty of 11. If they pass this test, the character has successfully stolen one item from the casualty. They can't use it until next turn.

Weapons looted are lost at the end of the game and returned to their owner. Due to the lack of standardisation in the wastes, weapons often have ammunition that is home made, or are powered in an unusual way and for one gang to maintain weapons stolen from another is very difficult. Also, the players should consider that the points cost for a weapon does not reflect its actual market value, but instead it's power in game. It can be assumed that looted weapons are discarded by the looter when the ammo or fuel runs out. The original owner can usually replace the weapon before the next battle.

EXCHANGING WEAPONS

Friendly characters may exchange any items such as weapons or equipment. They must be in base contact with each other. To pass an item, simply spend one action point for each item transferred. You may use these rules to pass items to enemy characters, but the controlling player must consent. Obviously, an item may only be used once per turn. A character may not use an item in the turn they receive it.

ACTION	ACTION POINTS COST	DIFFICULTY RATING
Walking 10cm	1	-
Sprinting 20cm	ALL	-
Charging 15cm	0	-
Sprinting or charging over Hazardous Terrain	-	7
Jumping	-	7
Shoot with a Ranged weapon	VARIABLE	-
Attack with a Combat weapon	VARIABLE	-
Friendly Fire	-	9
Driving at Cruise Speed	1	-
Driving at Top End	ALL	-
Turning an extra 45 degrees at Top End	-	8
Driving over Hazardous Terrain at Cruise Speed	-	7
Driving over Hazardous Terrain at Top End	-	10
Driving if character cannot drive	-	-5
Opening a firing port	1	-
Taking control of a vehicle or mounted weapon	1	-
Healing a wounded character	3	10
Fixing a wrecked vehicle	3	10
Playing Instrument.	3	9
Looting from an Injured character	2	11
Being on a vehicle that leaves the play area	-	8
Hitting a Tank	-	10
DODGE ACTION		
Falling off a high structure	-	1xcm
Getting or falling off or onto a vehicle at Cruise Speed	-	11
Getting or falling off or onto a vehicle at Top End	-	15
Escaping a crashing vehicle at Cruise Speed or stationary	-	11
Escaping from a crash in a vehicle at Top End	-	15

ACTIONS NOT LISTED

In the course of a game, the player may wish to make other types of actions or especially cool moves. These include diving through a window or jumping from ledge to ledge. Other examples would be scaling a vertical wall or trying to move along a narrow beam across a ravine. Maybe a player wishes to set a "dead man trigger" on a grenade, or balance precariously while firing a huge gun. These Actions are different from simply walking through rubble, climbing a fence or lobbing the grenade and allow players more freedom. When instances like these occur, players should agree that the actions are possible then attribute their own Difficulty Rating. This is in addition to any other test required. These actions do not cost action points to perform. They are a part of whatever thing the player has chosen to do. It is worth noting that a character may perform multiple action related Aptitude tests in one turn. Each test is considered 'triggered' as the model initiates the action. So if a character fires their machine gun while standing on a fence and then dives through a window they would need to pass two aptitude tests. If successful, the action may be performed normally. Fail and the results can be rather entertaining! When a character fails a test, they stop where they are. They may not move any further and perform no more Actions that turn. They are too busy cursing and dealing with their embarrassment. If the failed roll was for a jump (such as leaping across a divide or jumping from a vehicle) then they have 'fallen'. If players wish to perform actions that are not covered in these rules then they should agree on a difficulty rating for the action. Remember, these actions are always subject to common sense and sportsmanship.

Sometimes player may argue over special cases on their particular board layout while gaming. One situation arose when a player wished to move a character up a ladder and past an enemy character at the top of the ladder. While it is possible for a person to move past another stood at the top, it would be harder if the defender of the ladder was a mighty hero waving their bashing stick. In situation like this, player may make opposed Aptitude rolls, with the highest scorer taking precedence.

SHOCK

" I ain't saying that it makes ye a coward if you runs and hides. I done it many the time. that's how I gots to be such a snaggle toothed old timer. I seen my share of blood, I shivved as good as any out there. All I'm sayin' is that sometimes your body don't do what your noggin tells it. Sometimes even the best fighter just gets pinned down, can't move, don't act quick, get a feared. Often times it end with a dead fighter mind, so watch yerself."

SHOCK TOKENS

During the hurly-burly of a battle, unexpected events, injuries and close calls can all spook a fighter.

To represent this, models are penalised with shock tokens. These can be gained during crashes, as the result of a near miss from a gun, in a combat or myriad other situations. Shock Tokens are simply coins or other suitable markers that are placed conveniently. Shock Token accumulate.

Some players place Shock Token on the board next to the model. Other players lay out their gang rosters and put the shock tokens actually on the character's profile.

If a character has any shock tokens then they spend one Action Point to remove each shock token. A character MUST remove shock tokens as soon as it is able. This is usually when the character activates. However, characters can be given Shock Tokens even while activated. For example a fumbled shooting attack will result in a Shock Token representing a weapons jam. If the character still has action points they must be spent to remove the shock token.

A character with Shock Tokens must deduct one from all dice rolls they make for each token they have.

The number of dice the player is allowed to roll in combat is also reduced by -1 for each Shock Token the character has, to a minimum of one dice.

FULL SHOCK TOKENS

Sometimes in the game a player is called upon to give a character "full Shock Tokens". This means give the character a number of Shock Tokens equal to their full number of action points. These tokens are cumulative with any already allocated to the model.

OPPOSED ROLLS

"Real fightin aint like shootin no old can down the back alleys, you know. Tin cans don't dodge, and they sure as shot ain't tryin to shiv you back. A real fighter gotta be ready to get frisky, to be light on their feet, to give as good as they get. Its one on one out there, just most times its more like ten on one so you'd best be prepared for it!"

Some actions, such as fighting or shooting, require opposed rolls to perform. When opposed rolls are called for, both players roll one or more D10 each. They then choose their highest scoring dice and add any modifiers to determine a total score. The player that scores the highest total is the winner and applies the results. Results depend on the action and are covered in the relevant section of the rules.

CRITICALS AND FUMBLES

When making Aptitude tests or Opposed rolls, players should notice any ones or tens that they roll.

Each 10 rolled represents a lucky break, perhaps a particularly good shot or well timed manoeuvre. These are called Critical rolls. For each 10 the player rolls, they may add an extra 5 to their total score.

Each 1 rolled represents a major mistake, they have lost control or concentration. These are called Fumbled rolls. For each 1 the player rolls, they must subtract 5 from their total score.

Criticals and Fumbles are cumulative, so if a player rolls several dice then all the 1s and 10s must be taken into consideration for the final score.

The Wasteland Loonies started out like any other good for nothing gang of thieves, murderers all round scum. That's how it started, until one day they signed up a young, enthusiastic psycho whose original name is now lost to history. At some point in his career, he took a wound to the head and somewhat mentally unbalanced, taking the Loonies anarchistic lifestyle to heart, renaming himself General Anarchy and proclaiming a crusade against any who would consider themselves organised.

The Wasteland Loonies now wander from place to place tearing down town walls, burning meeting halls and brutally killing any forms of local government.

The now infamous General Anarchy seems to have inspired a movement of sorts, as now, along with his original Wasteland Loonies there are other such gangs with similar goals, including King Burger's Outland Anarchists and The Harlequin Boys led by Big Daddy Harlequin. They all compete with each other to perform the biggest, wildest stunt in the name of their cause. All of them are wildly disorganised, brutally violent and totally insane. Avoid if possible.

MOVING

"Run I says, run swift and ye may gets back in one piece. Ye gots to move like the wind out there. Course, if you ain't no runner then my best advice is buy some decent wheels..."

There are two types of movement in Nuclear Renaissance, on foot and driving. Character may move on foot and drive in the same turn if they have enough Action Points.

WALKING

Characters may walk only once each turn. All characters may walk up to 10cm through open ground by spending one action point. This cost is the same regardless of whether they edge forward 1cm, disembark from a vehicle or walk the full 10cm. A character that walks may not move more than 10cm, unless any special rules apply. Once the Action Point is spent, the character may be moved as the player wishes. If the character moves less than 10cm and then performs an action, the player may spend a further action point to use the remainder of their 10cm. This counts as another Move action, so a further AP must be spent to use the remaining movement distance. For example, a character may move 3cm from behind cover for 1AP, fire a pistol for 1AP then spend another 1AP to use the remaining 7cm move.

SPRINTING

A character may sprint instead of walking. When a character sprints, they may move up to 20cm that turn. However, to do so the player must spend all the Action Points that character has. The character may not have performed any other Actions prior to sprinting. This includes any that have been attempted but failed. Once a character has sprinted, they are unable to perform any other Actions that turn.

CHARGING

If a character on foot wishes to attack another in hand to hand combat, a Charge Action must be declared. Only one Charge Action may be made per character each turn. The charging models may be moved up to 15cm and pays no action points to do so. that's right, it doesn't cost you anything to charge! A Charge Action may not be declared if there are no enemy models in reach, and if a Charge Action is declared then the attacker must be placed so that it's base touches an enemy base. If a stupid bit of terrain gets in the way, players must simply agree the models have moved fairly. Models that have charged do not have to actually attack their enemy if they choose not to. However, a Charge Action may not be declared at the end of the active characters turn, after they have spent all their action points. Characters must have at least one remaining Action Point to be allowed to declare a charge. Also if a charge action is declared but the distance turns out to be greater than 15cm, the character must still be moved the maximum distance possible towards the declared target.

DRIVING

A player must declare what speed their vehicle is travelling before they move it. The vehicle can then move up to the movement allowance for that speed. The actual distance moved is irrelevant. The speed is used when deciding how hard it is to shoot at, cross terrain features, board or disembark from the vehicle. The player must keep track of the speed of each vehicle. Each vehicle remains travelling at the declared speed until the driver activates again or is killed.

CRUISE SPEED

To move a vehicle at Cruise Speed the driver must spend a 1AP, as though they were walking. The vehicle may move any distance up to the CS value on it's profile. The driver may only drive one vehicle once in the turn. This is similar to walking so the driver may complete other actions and may split the movement. A character may walk and drive in the same turn. A character may only ever drive one vehicle per turn.

TOP END SPEED

Moving at top end speed costs the driver all of their action points, just as if they sprinted. To see how far the vehicle may travel, the controlling player adds the Top End value to the cruise speed. Vehicles do not have to travel the full distance. While travelling at Top End, manoeuvrability is compromised. This means that the vehicle may only be turned once up to 45 degrees. travelling at Top End and also increases the chance of damage during a ram. A vehicle travelling at Top End may add +5 to its Ram roll.

TURNING

To make a turn, simply pivot the model around its centre. Characters may turn to face any direction at any point while active. Spinning on the spot is a "free" action. Vehicles may turn too, but are affected by the speed they are travelling at.

TURNING AT CRUISE SPEED

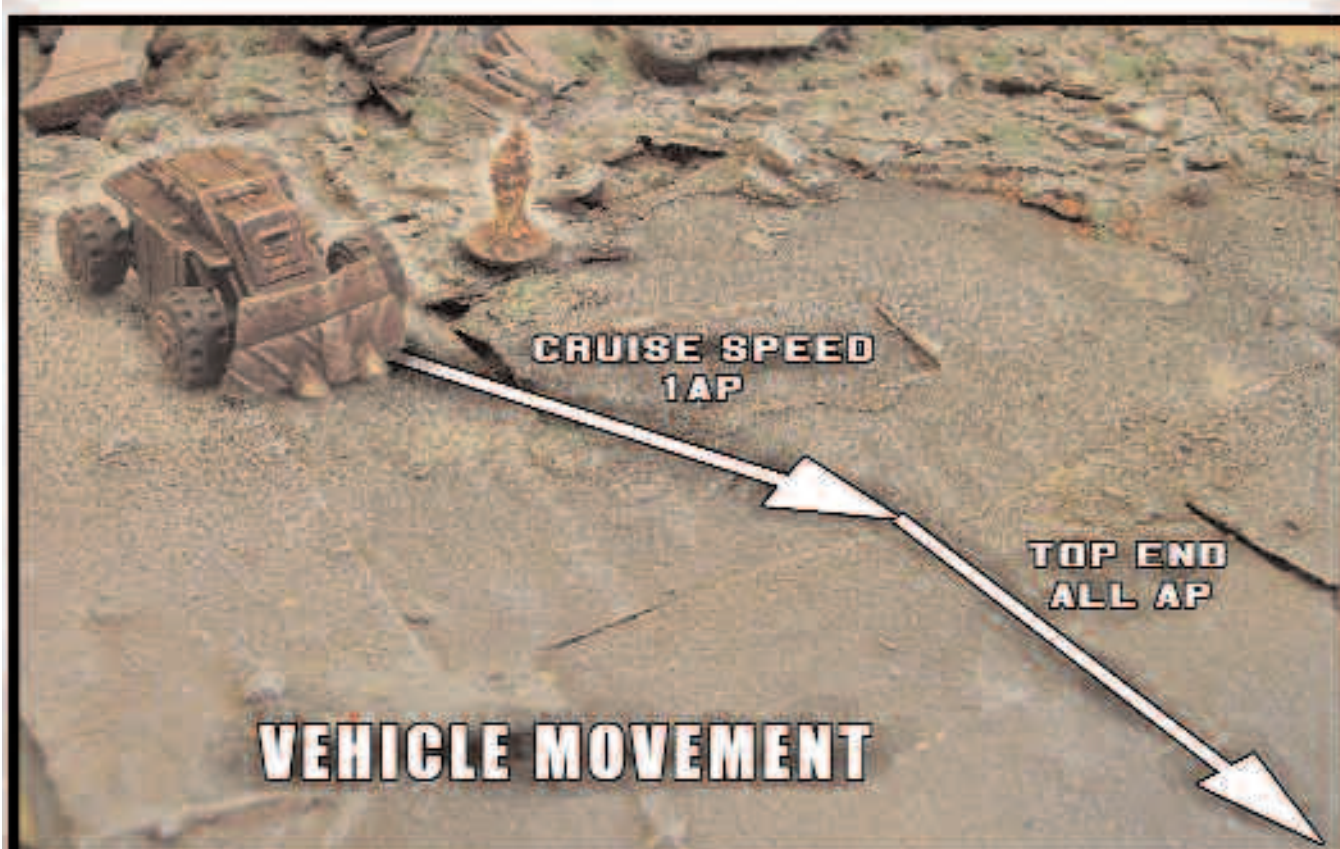
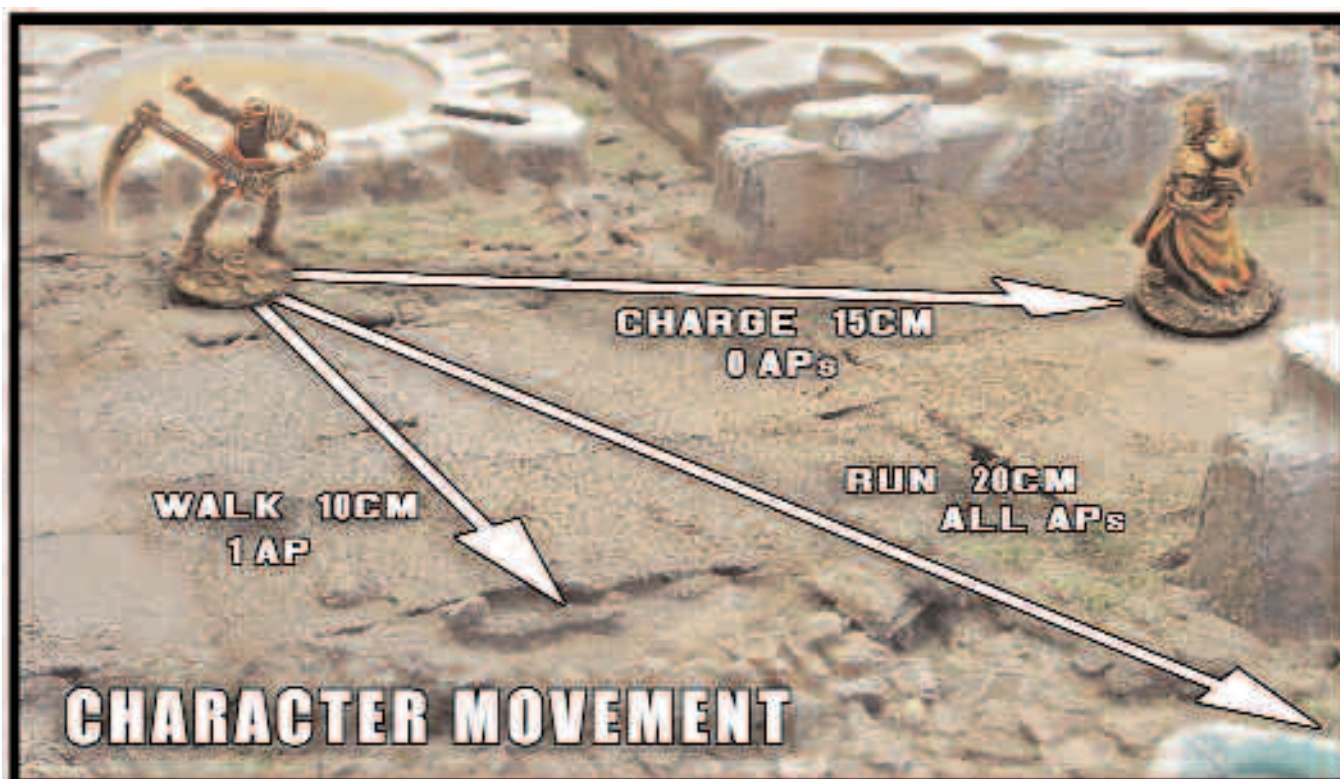
Vehicles may make as many turns as you wish at cruise speed. They may make any number of turns anywhere during their movement.

TURNING AT TOP END

If travelling at top end they may make a single 45 degree turn for free. All other turns, in increments of 45 degrees, require an aptitude roll from the driver. Such rolls are referred to as a 'manoeuvre test'. The player must roll a D10 and add the character's Aptitude. If the total is more than 8 then the test is passed. If the total is 8 or less then the driver has made an error and potentially crashed the vehicle. If this test is failed the vehicle Spins Out and all characters on board take 2 Shock Tokens.

EXAMPLES

Move your model the distance shown by paying the Action Points indicated.
When moving a vehicle, it may be moved up to its Cruise Speed but notice that the Top End is added onto this. A character may walk and then drive in the same turn if they have enough Action Points.



Notice that a character may move to a vehicle for 1 Action Point, enter the vehicle and take control of it for 1 Action Point then drive it away for a further 1 Action Point. Each character may perform one move action and one drive action per turn. Each vehicle may only be driven by one character per turn.

STOPPING AND BREAKING

A player may declare that a vehicle is stationary as soon as the Driver activates. If the vehicle moves at all then it will be counted as moving until the Driver next activates. Alternatively a driver may spend 1 Action Point after moving at Cruise Speed to declare that they have brought the vehicle to a halt using the breaks.

MOVING THROUGH HAZARDOUS TERRAIN

Hazardous Terrain is basically any area of play that does not resemble a road or dirt track. Open desert, hard packed earth, smooth rock or asphalt would not pose difficulty for a vehicle to traverse. However, loose sand, heavy debris, ruins or rocky ground would. Also light foliage, fences, hedges and such like may be considered difficult terrain. Players should agree before the game which features are difficult, easy or impassable.

WALKING THROUGH HAZARDOUS TERRAIN

When a character climbs over or walks through a terrain feature they are moving over difficult ground. Hazardous Terrain includes ruined buildings, low walls, streams and dense foliage. Jagged rocks or rubble strewn ground also make it hard going. Characters may move through Hazardous Terrain at the normal rate of 10cm.

SPRINTING OR CHARGING THROUGH HAZARDOUS TERRAIN

Sprinting through Hazardous Terrain is the same as sprinting through normal terrain except that the character must pass an aptitude test before the movement begins. The player must roll a D10 and add the character's Aptitude. If the total is more than 7 then the test is passed. If the test is passed, the character may move up to 20cm as normal. If the total is 7 or less then the test is failed and the character has tripped, stumbled or slipped on something. They may now only move 5cm. All their action points have still been spent. This represents the character pulling themselves back to their feet and dusting themselves off. Therefore players should always think carefully before attempting to sprint through Hazardous Terrain.

DRIVING THROUGH HAZARDOUS TERRAIN

When passing over Hazardous Terrain at cruise speed, the vehicle's driver must take an Aptitude test. Roll a D10 and add the driver's Aptitude. Remember to deduct 2 from their Aptitude if they do not have the Driver Ability. If the score is greater than 7 the character passes the test and the vehicle passes through the terrain undamaged. If the total is 7 or less then the driver has made an error and potentially crashed the vehicle. If this test is failed the vehicle must roll on the Destroyed vehicle chart to find out what happens. Driving through Hazardous Terrain at Top End is obviously more risky, and so the player must score over 10 to pass through safely.

IMPASSABLE TERRAIN

Vehicles cannot move across sturdy walls, ravines, tank traps or other such barricades. This also

includes buildings, rivers, cliffs and big rocks. These terrain features are classed as impassable.

Light fences or small items scattered about count as difficult terrain.

Bikes are more agile than most vehicles and may move up stairs, across low walls and within buildings. When they do they count as being on difficult terrain. They may also be used to jump over a gap up to 15cm wide.

Before the game, it is recommended that all players agree which terrain features are impassable, which are difficult and which bikes may traverse.

Vehicles may ram terrain in the hope of destroying it, but feasibility must be agreed by the other players. A truck could reasonably be expected to be able to plough through a brick wall, but a bike could not be expected to damage the wall of a concrete bunker.

JUMPING

Characters and bikes may jump over gaps. Doing this is considered part of a Move Action, be it Sprinting, Walking or Driving. Characters may jump up to 5cm and bikes up to 15cm. These jumps may not take the model further than its maximum move distance. To do a jump is a difficult Action so a test must be made against a Difficulty Rating of 7. If the test is failed by a character walking or bike that is travelling at Cruise Speed, then the model is stopped at the point where the jump starts. If the character was sprinting then they injure themselves. If a bike is travelling at top end then it must make a roll on the Destroyed Vehicle Table.

LEAVING THE TABLE

Models that are moved off the table edge may not be brought back onto it. If the model moves off the table edge by choice of the controlling player then all is well and good. If a player moves all their uninjured off the table then the game finishes.

However, sometimes models are forced to move off the table edge. For example characters might be mounted on an enemy vehicle or on vehicle that is forced off the table due to compulsory movement. In this situation characters are allowed to attempt to disembark as a free action immediately. They may make a Dodge test as normal for disembarking from a moving vehicle. If they pass the test then they may disembark at the table edge. If they fail they are not injured, but instead go off table, and so are not allowed back into play.

FALLING

When a character falls, there is a good chance they will sustain an injury. Especially if they have fallen from a great height. When a movement related Aptitude test is failed and the character falls further than 5cm they will take damage. An Aptitude test is made with a difficulty of 1 per centimetre fallen. Regardless, the player places the fallen character at the nearest solid surface they would have landed on. So a character that fails to jump between two buildings would land nearest the target building on the ground.

It is possible although unlikely for a character to fall into combat. They count as engaged. A character being fallen on does not take damage.

DRIVERS AND PASSENGERS

"There is much to said for the loner lifestyle. The Road Warrior. Get a decent rig set up, some kind of buggy with a good fast engine and just keep moving. Who can catch you then? I have known many such wanderers over the years. Thing is, most times they were right weirdos. The best way to keep sane in these crazy times is to have good buddies. The best way to get a good nights sleep is to have someone watching while you catch the zeds. That and in a fight with a tank, its only the truly skillful that can dodge an incoming shell, manoeuvre into a good position and still have the wherewithal to aim and fire that oh so important Rail Cannon on their lonesome. There are plenty of wrecks I could point you towards that would still be road worthy if they'd had two crew instead of some half mad loner thinking he can fix the world on his own."

VEHICLE CREWS

Characters mounted on or in a vehicle are subject to some special rules. There are three "states" a character can be in whilst riding a vehicle.

The first state is to be sat in an exposed position. This is as if they were sitting in the seat of a normal car. They are relatively protected by the body of the car, but can be seen. This is the default state of any friendly model. These characters take up one point of Capacity and count as being in full cover, so gaining a +4 cover bonus when shot at (see the shooting section for details of the cover rules). This bonus applies even if the character is riding a bike. Any characters sat in an exposed position may be attacked in combat by any character who can hit the vehicle itself. However, its up to the player controlling the vehicle to nominate who is defending. That is, when the attacker declares that they are striking an exposed character riding in a vehicle, the defender may nominate which character fights.

The second state is for a character to be mounted in an Armoured Crew Space. Armoured crew space is a vehicle upgrade and represents a totally enclosed crew compartment. This may have armoured glass windows or very small view holes, but for all game purposes the character inside is not visible. Please note that Armoured Crew Space may not be totally obvious on the model itself. A mesh windscreen may be representing either an exposed or armoured body. Players should declare whether a vehicle is armoured or exposed before the game if there is any room for misinterpretation.

The character still uses up Capacity on the vehicle but they may not be chosen as a target for shooting or combat attacks. However, it also means they cannot themselves attack without first opening their armoured crew space and exposing themselves. This is called opening a firing port. It costs 1 AP to open or close a firing port. Once opened, the character counts as being in a normal exposed position, although they don't expose fellow crew members. If the vehicle has any weaponry mounted onto the Armoured Crew Space, this may be operated without the character exposing themselves by opening a firing port.

The third state is for the character to be riding on the outside of the vehicle, either sat atop it or clinging to the sides. Characters mounted on the outside of a vehicle only receive a partial cover bonus against shooting of +2.

As many models may be placed on a vehicle as is physically possible. However, to discourage exploitation of this rule, any friendly models who fall off during movement have to make a dodge test to see if they are injured. If they pass they may be put back on the vehicle! Enemies who have boarded the vehicle are counted as being on the outside. Characters mounted on the outside may attack the characters inside, although the defender may choose who is fighting. Characters mounted on the outside may attack any other characters also outside the vehicle, but the defender does not decide who is fighting and the attacker may nominate.

EMBARKING AND DISEMBARKING

When getting on or off a stationary vehicle treat it as difficult terrain. Characters may also move around inside vehicles to get into better positions, or take over driving. To do so they must spend the Action Point required to make a move action.

To get on or off a vehicle that is travelling the character must make a Dodge test or injure themselves. Roll a D10 then add the Dodge of the character. At cruise speed, they must score 12 or over. At Top End the score must be 16 or more. If the test is failed then the character is injured and must be placed so they are not embarked on the vehicle at the most sensible place allowable. That is, if they were trying to mount a moving vehicle they fall onto the ground and if they were attempting to disembark or jump onto an enemy vehicle they fall off totally and again get a tasty mouthful of dirt for their troubles.

DRIVERS

Drivers always count towards the vehicles capacity and the player controlling a vehicle must declare which character is driving it. Vehicles cannot move without a driver. Drivers always spend action points when driving the vehicle. They may also perform Actions in much the same way as other characters. After moving, if a driver still has Action Points left they may perform any Action that does not require them to leave their seat. They can even use a two handed weapon while they steer with their knees! The driver may also, of course, disembark from a vehicle and act like any other character. When they disembark, any other character can take control of the vehicle.

THE DRIVING ABILITY

Good drivers are rare and respected individuals. Characters without the Driver Ability can still drive but it counts as a difficult task. Any tests for driving without the Driver Ability suffer a -2 penalty. Characters with the Driver Ability ignore this modifier.

DEAD DRIVER

If the driver of a vehicle is injured while driving roll on the vehicle damage table to see what happens to it. After the results are applied the vehicle counts as stationary.

TOWING

Damaged, immobile or even totally healthy vehicles may be towed by heavier ones. The vehicle doing the towing must be at least twice the weight class of the one to be towed. To do any towing, the vehicles must be attached together. To couple together two vehicles takes 3AP to perform and any character who is in base to base contact with both vehicles may perform the action. Once limbered together, the tower may only proceed at Cruise Speed and may not travel at Top End. If the towing vehicle is required to roll on the Destroyed Vehicle Chart then a roll should also be made for the towed one as well. If either result in the vehicle flipping, spinning out or moving away then the vehicles become unlimbered and must be reattached if towing is to continue.

SHOOTING

"I say guns is down right dirty cheatin'. There ain't no way its a fair fight if you is just runnin your rig out there and some twunts got 'emselves out a hundred yards back, hiding behind some rock and taking pot shots. Just ain't sportin, just plain ain't fair. Thats why I always keep my shooter juiced up and carry plenty of rounds."

FIRING A WEAPON

If the active character has enough Actions Points, the controlling player may declare they are shooting. Characters may shoot as many times as their Action Points allow. As with characters and vehicles, all weapons have a profile. This profile describes the weapon's range, its ability to do damage and how many Action Points it costs to fire.

RANGED WEAPON PROFILES

Weapons have profiles just the same as vehicles or characters.

RANGED WEAPON	COST	RANGED BONUS	SHOTS	RANGE	ACTION POINTS COST	SPECIAL RULES
ASSAULT RIFLE	115	4	3	80	2	

ACTION POINT COST APC

The Action Point Cost shows how many Action Points the character must spend to be able to fire their weapon. Each time they spend this amount they may make a shooting attack.

RANGE

This number shows how many centimetres the gun may be fired. If the target is further than the Range allows, no shot may be declared. Players are free to measure ranges at any time that is convenient.

EFFECTIVENESS

The effectiveness of a weapon denotes its stopping power, reliability and accuracy. This number is added onto the Ranges Statistic of the shooter while resolving the shot.

SHOTS

Each time a character spends the Action Points to make a shooting attack then they roll the number of dice indicated under shots.

POINTS COST

This shows how many points must be spent by the player to equip a model with this weapon. Ranged weapons are devastating and very effective in game terms. To balance this out, all Shooting weapons cost a high amount of points.

SPECIAL RULES

Some weapons have extra special rules, which are noted here on the right hand side of the profile. These are Vehicle Only, Fire, Explosive, Limited Ammo, Pistol and Truck Stopper and are covered later.

LINE OF SIGHT

When shooting, a character on foot has a 360° field of fire. They may turn to face new targets for free and may fire at any target they have a line of sight to. Weapons mounted on vehicles only have a 90° field of fire as standard. This may be upgraded to allow larger fire arcs.

To check for line of sight, draw a straight line between the two characters. If there are no obstructions then a line of sight exists. Line of sight can also be determined by the model's base. If a straight line can be drawn between the two characters bases then a line of sight exists. Equally, any character that has been shot at has the same line of sight back at the shooter. In all cases, players must use common sense to determine if a model is actually visible or not.

RANGE

To take a shot, the target must be in range as well as in line-of-sight. The weapon range is noted in the weapon profile in centimetres.

FIRING

Firing can occur at any time during the active character's turn. Firing a weapon costs action points and the character must have enough remaining to fire. The amount is indicated on the weapon profile as Action Point Cost (APC).

HOW MANY SHOTS

Ranged weapons will have a number of shots and one dice is rolled for each shot. This is shown on the weapon profile. When the character spends the required APC they fire the indicated number of shots, or roll that many "to hit" dice. For example the SMG fires 2 shot bursts for every 1 Action Points spent, so would roll 2 dice each time it fires. All shots must be directed at the same target.

AIMING

A character is more likely to hit their target if they spend more time aiming. Rather than 'shooting from the hip' they may be using the weapon scope, controlling their breathing or using a wall to rest the weapon upon. To represent this, every Action Point spent on aiming increases the Ranged Statistic by +1. Aiming is valid for any type of shot including shooting into close combat. If the character changes targets they have to aim all over again. The original bonus is lost.

WEAPONS FOR CHEATS

The vast majority of fire arms in nuclear renaissance are rail guns. The term 'Rail-gun' and 'Rail-Tech' in general is a broad one, which has come to describe any magnetically fired weapon, be it a true rail gun or a gauss weapon. Indeed Gauss weapons are more common when cased ammunition is used, being better suited to single charge pulses than long circuit charges. This is not to say that everyone is wielding hyper velocity cannons, but the principles used to fire a 9mm short are largely the same as they are to fire an anti-tank rail cannon, albeit on a massively different scale. In either instance metal and other magnetically reactive substances are propelled down rifled barrels using a sudden short magnetic burst.

Given the power involved the effects of magnetically propelled weapons is comparable to that of a 21st century fire arm using traditional chemical propellant. In fact many relics believed to be of a 21st century or earlier vintage are refitted with compatible modern 'Rail' ammo. Existing chemical propellant cases are simply filled with a high efficiency single use capacitor and magnetic assembly. The percussion cap is replaced with a simple switch and thus the whole rail gun principle is contained within a conventional cased round. Even gas blow-back automatic systems can make use of the escaping barrel gasses with a little tweaking.

However not all weapons use old cased ammunition, indeed they are becoming ever rarer as collecting and recharging spent shell cases is something of a chore, particularly if you are on the losing side in a battle. The next generation of weapons uses caseless ammunition and has a magnetic unit built into the weapon itself, with a much higher powered capacitor. Such weapons tend to be more reliable, achieve a greater rate of fire and are far easier to maintain. The trade off of course is the initial production (or acquisition) cost and the user doesn't get the pleasure of standing amidst a pile of spent casings after a bout of cyclic fire. True rail cannons are simply scaled up versions of such weapons, with massively powerful batteries and capacitors, which are frankly a nightmare to maintain. It is commonly held that such weapons represented the cutting edge pre-renaissance. To prevent the barrel ripping itself apart as the projectile is hyper accelerated, complex mechanisms partially evacuate the barrel of atmosphere and even project a short vacuum along the intended flight path to ease the projectile's transition from stationary to hypervelocity in atmosphere. This gives a distinctive blur or heat-haze at the end of the barrel as a rail cannon is fired.

Traditional chemical propellents do exist, although saltpeter and similar chemicals are sufficiently rare as to ensure they are normally only used for high priority demo work where rail technology is available for weapons. Although quite rare, pneumatic weapons are also available: whilst effective, the compressed air required to fire them is bulky to lug about and a liability if the canister is hit. Some of the more mechanically minded factions, notably Papa Giggles and his 'Family' have adapted alcohol based weapons, known as engine guns. They work in a comparable manner to an internal combustion engine, except that rather than the explosive reaction powering a piston, it launches a bullet. Such weapons tend to be bulky, noisy and unpredictable, but inarguably effective. You will no doubt notice that the projectile weapons in nuclear renaissance are pricey. Very pricey. Some cost more than a truck chassis! This is because fire arms are rare. Far rarer than vehicles, and harder to sustain. That isn't to say you can't play a gang who are tooled up to the nines with ranged weapons, it just means that you'll be a small elite group and probably have every poon in the wastes wanting a piece of you so they can loot your corpses.

COVER

Ducking behind terrain will greatly reduce the chance of getting hit by a bullet or other projectile. Check from the point of view of the shooter. If the target model is partially obscured by any model terrain then they may claim cover.

If a character is behind a wall or otherwise obscured by a hard, solid terrain features then they count as being in full cover. This will make them harder to hit with a projectile. Characters in cover may add +4 to their Dodge total.

Characters behind fences or in sparse shrubs may only claim partial cover. For partial cover models gain +2 to their total.

Characters in a vehicle may claim cover too. If the character is taking up capacity then they will be in a well protected position, and may claim the full +4 from the cover. However, a character on the vehicle but not using the Capacity can only claim partial cover as they clamber around the outside of the vehicle. Therefore they only receive +2.

Cover bonuses are not cumulative. For example, if a vehicle is in cover then it will receive a +4 bonus. However, a character in the vehicle still only gets the +4, not twice this for being in a vehicle and the vehicle being in cover.

Often when using models it is very ambiguous as to whether or not the character receives a bonus. Is a model in a crouching position really taller than the model depicts? Is a telegraph pole partial or full cover? I usually like to have a good old argument about it with the other players. This is the fun part the game! Its best to try to agree what model terrain features offer full or partial cover before the game begins. Unusually sized or posed figures can also cause problems, as can the particular layout of model vehicles and their model passengers. Players should be prepared to apply common sense and sportsmanship in these situations. Opposed Aptitude rolls may also be taken as a way of determining a dispute.

COVERING FIRE

Characters may opt to wait for a target to present themselves. This is referred to as laying covering fire. To do so costs two action points to set, then remaining action points may be spent shooting any available targets until the model activates next. No other actions may be taken, only shooting. Being attacked in combat breaks covering fire, and the model loses any AP still remaining to be used.

SHOOTING INTO COMBAT

A character may attempt to shoot at models engaged in hand-to-hand combat. A player may wish to shoot at an enemy who is fighting a friendly model, or may want to shoot at two enemy characters who are fighting. Either way, the shooter must determine who is the target. This is done randomly before the opposed rolls are made to resolve the shot. If two models are fighting, then it will be a 50% chance of hitting either. If three characters are engaged in combat then it will be a

33% chance. Simply dice off using a D10 to see which character becomes the target. If the percentages are not decimal then two D10 can be employed to give an accurate percentage. Nominate one D10 as the "tens" dice and one as the "units" dice. This is called a D100.

The chance of hitting the preferred model may be increased by aiming. For each Action Point spent aiming, the chance of hitting the preferred enemy is increased by 10%.

SHOOTING WITH MULTIPLE WEAPONS

If a character has several ranged weapons they may select and fire any one per turn. They can select a different weapon next turn without penalty.

Alternately, they may fire a combination of weapons in a single turn. To do so, each 'weapon swap' costs one action point.

Characters are not usually permitted to fire more than one weapon at a time.

FRIENDLY FIRE

In most cases no one shoots at friendly targets. However, circumstance may dictate that it is advantageous or just plain amusing to do so. A character may fire on a friendly target using the normal rules provided they pass an Aptitude test. Roll a D10 and add the shooter's Aptitude. If the score is greater than 9 the shooter may fire on their friend. If the score is 9 or less then the character may not fire on their friend and must instead choose another Action. No action points are spent if the character fails the roll, as no actual shot is made.

*The Job had just gone well,
at least better than the
last one had.*

*They had the loot and none
of them were dead. Andre had
been shot in the gut, but
nothing short of being hit
by a truck seemed to bother
the big guy. Chain seemed
happy with the new knife
wound on his shoulder,
perhaps because he also had
the knife, the hand that was
holding it and most of the
arm too.*

*All in all it had been a
good day, Missy thought she
might buy her boys a well
done drink once they got to
Junktown.*

RESOLVING THE SHOT

To determine if the target is killed or destroyed by the shot players must make opposed rolls.

THE SHOOTER

The shooter works out their Base Ranged score. The shooter adds their Aptitude plus their Ranged skill plus the Effectiveness of the weapon they are using and any other modifiers. These factors will be calculated in the Base Statistic section of the profile, and so this is the number used.

They then roll one dice for each shot noted in the weapon's profile and pick the highest roll. To this they add their Base Ranged score. Remember to include modifiers from Criticals and Fumbles. This will give their total score.

A CHARACTER TARGET

A character target works out their Base Dodge score. To do this the target player adds their Aptitude plus their Dodge plus the effectiveness of any cover they are in and any other modifiers. Again this will be noted in the Base Statistic section of the profile, although players must remember to add the cover bonus to this.

They then roll one dice for each dodge dice noted on their character's profile. Pick the highest roll and add the Base Dodge score. Remember to include modifiers from Criticals and Fumbles. This will give their total score.

A VEHICLE TARGET

A vehicle target works out their Base Swerve score. The target player adds the driver's Aptitude plus the Damage resistance of the vehicle plus the effectiveness of any cover they are in and any other modifiers. This is noted in the Swerve section on the vehicle's profile.

They then roll one dice for each swerve dice noted on their vehicle's profile. They then pick the highest roll and add the Base Swerve score. Remember to include modifiers from Criticals and Fumbles. This will give their total score

MODIFIERS

Here follows a list of things that will contribute to a better chance of hitting the target or avoiding being hit at all.

SHOOTER

Aiming: Add +1 to the score for each AP spent aiming. This bonus is applied to only the shot directly after aiming. If the shot missed or the shooter goes on to shoot at a different target then the aiming modifier is lost. Characters may spend multiple APs to increase the chance of a shot hitting, and may also aim, shoot, then aim and shoot again if they have enough APs.

CHARACTER TARGET

In cover: Add +4 to your score if your model is in cover.
On the outside of a vehicle: If the character is on a vehicle but not taking up Capacity then they are only partially covered, so may add only +2.
In a vehicle moving at top end: characters may add +2 if they or the shooter are in or on a vehicle moving at top end. Only one +2 modifier is applied, even if both the target and the shooter are moving at Top End.
Remember to subtract one from the total for each shock token the character has.

VEHICLE TARGET

Moving at top end: add +2 to the swerve total if the vehicle is moving at top end
In cover: Add +4 to your score if your model is in cover.
Remember to subtract one from the total for each shock token the driver has.

VEHICLE TARGET WITH NO DRIVER

If the target vehicle is not being driven then use the Base Statistic for the Damage Resistance only. This is because a vehicle with no driver is not able to swerve on its own. The controlling player still adds D10 to the Damage Resistance to calculate their total.

Each Player will now have a single total. The player with the lowest total is the loser. Work out the difference between the two player's totals.

RANGED HIT TABLE

Once players have worked out the difference between the total scores they must consult the hit table to determine the result of the shooting action. The number noted is the difference.
If the players scores are equal then the shot misses and nothing happens.

SHOOTING HIT TABLE			
DIFFERENCE IN SCORE	CHARACTER TARGET LOSES	VEHICLE TARGET LOSES	SHOOTER LOSES
1 to 5	Near Miss The Target takes 1 Shock Token	Schpdang! The Driver takes 1 Shock Token	Miss No further effect
6 to 9	Bull's Eye The Target is Injured	Minor Damage The Driver takes 2 Shock Tokens	Weapons Jam The Shooter takes 1 Shock Token
10+	Bull's Eye The Target is Injured	Major Damage Roll on the Destroyed Vehicles Chart	Weapons Jam The Shooter takes 1 Shock Token

So for example, if a character target had a total of 10 and the Shooter has a total of 19, the difference would be 9. As shown in the "Character Target Loses" section, this is more than 6 so a bulls eye is scored by the shooter and the target is injured.

RANGED SPECIAL RULES

"Choose your weapons carefully, gentlemen. This is to be a fair duel and I'd like to see your honour in it. Back to back, ten paces then turn and shoot. Make sure you get a good shot off, you don't want the embarrassment of only maiming. Clean kills please, you know the club rules. Best of luck and may the best man win!"

PISTOLS

All ranged weapons are considered double handed except pistols, which only require one hand to wield. Pistols may be used in close combat but other ranged weapons may not. In combat, add the Effectiveness to the characters Combat Statistic instead of the Ranged.

TRUCK STOPPER

Some weapons are particularly effective at stopping a vehicle, and have the special rule Truck Stopper. Players add D10 to the Ranged Bonus of the weapon when shooting at a vehicle. Calculate the truck stopper bonus each time the weapon is fired. Truck Stopper rolls do not score criticals or fumbles, so a 10 is a 10 and a 1 is a 1.

EXPLOSIVE AMMO

Weapons that are noted as being explosive have the following special rules.

Players must nominate a point on the board as their target. Place the blast marker centred on this point. This marker is a disc with a radius of 6cm. This is the same as a normal CD or DVD so players can use these as a standard sized template. Note which models are under the template. This can sometimes be open to interpretation, but models are usually considered targets if all of their base is totally under the template.

The Shooter rolls their shooting dice as normal and determines the total score.

Each of the target characters must make their Dodge rolls and work out their totals as normal. Each target's total is then compared to the shooter's total and the results looked up separately on the Hit Table. This may mean that the shooter ends up being awarded multiple Shock Tokens if they roll particularly badly!

LIMITED AMMO

Unusual ammunition is difficult to find in the wastes. To represent this, some weapons may have the Limited Ammo rule. All limited ammo weapons come with one round. Characters may carry as many rounds as they like, so more ammo can be bought. In the case of grenades or missiles then simply pay the per unit ammo cost. In the case of Hunting Lances, multiple may be carried, or it is assumed that the weapon will not be used up the first time. Once the weapon is out of ammo then it may not be used for the rest of the game unless more ammo is supplied to the shooter.

To help keep track of this we recommend players use counters. Place a counter on the weapon profile for each shot. Discard a counter for each shot. When none remain you are out of ammo. Alternatively use

a dice.

In campaign games, limited ammo weapons are resupplied after each battle.

LAUNCHER

Some weapons launch a special projectile. The Grenade Launcher and the Missile Launcher are weapons of this type, and can be used to fire separate ammo. When purchased the actual weapon comes supplied with a single shot of the relevant type. Further ammo may be bought and is paid for separately. Grenade Launchers may only fire Grenades, while Missile Launchers may fire either Grenades or Demo Charges. Launchers have the Limited Ammo special rule.

FIRE WEAPONS

Fire or flame weapons can spray an area with incendiary liquid. To represent this, characters may combine the shots allowed into a single more devastating attack or spread them to attack multiple targets. Before resolving each burst of fire, the player declares how many Action Points they will spend. The Effectiveness of the weapon is then multiplied by the Action Points spent to work out the Effectiveness for the attack being resolved. The player may roll one shot dice for each AP spent. For example, the Fire Thrower has an Effectiveness of 1. If a character elected to use 2AP then the Effectiveness of the the shot would be 2x1 or 2 and would roll 2 dice. In addition to this, if 3 or more action points are spent at once the weapon gains the Truck Stopper special rule.

VEHICLE ONLY

These weapons are large and bulky. As such they may only be mounted on vehicles, and may not be carried on foot.

Some beasts and birds have survived, as men have. Many of those that feed on the misfortune of others have prospered. The wolf runs on the plain, the rat gnaws in the pantry. Not least among the winged is the carrion crow. Huge and black, these foul tempered scavengers give clear indication as to where the dead lay unburied. A big crow wont think nothing of taking a small animal, and reports come too often of babies killed and eaten. I've even heard tales of men who found themselves beset and pecked into untimely demise by these malevolent birds. Such are the times we live in. Move fast, and stay in cover, That's the rule to live by...

COMBAT

"Guns are one thing. It might be hard to shoot a Dunger in the eye from a click away, but in the end even a tot can pull a trigger. Nah, real skill comes with the shiv. Guns for show, Knives for a pro, as the old saying goes. Its death up close for me, tooth and claw, red and raw, thats the way I likes it. I killed fifty strong soldiers with these hands and I'm proud of it. Theres a name to be made for any goon who is tasty with a blade. And with a big name comes the big money, thats why I'm as rich as I am."

HAND TO HAND COMBAT

If characters are near other characters or vehicles, then they may attack their enemies. This may be done with weapons they are equipped with or even bare knuckles and feet! If the character has enough Action Points then the controlling player may declare an attack with their favoured weapon.

COMBAT WEAPON PROFILES

As with Ranged weapons, Combat weapons have their own profiles. These are mostly similar to the Ranged weapons, with the obvious exception that combat weapons don't have a range statistic!

COMBAT WEAPON	COST	COMBAT BONUS	ACTION POINTS COST	SPECIAL RULES
SPEAR	15	4	2	POLEARM

ACTION POINT COST

The Action Point Cost shows how many Action Points the character must spend make a combat Attack. Each Attack consists of one or more of Strikes.

EFFECTIVENESS

The effectiveness of a weapon denoted its stopping power, reliability and accuracy. This number is added to the character's Combat statistic on their profile.

POINTS COST

This shows how many points must be spent by the player to equip a model with this weapon. Combat weapons are the most common type of tool in the death merchants stock. They are abundant and cheap.

SPECIAL RULES

Some weapons have extra special rules, which are noted here on the right hand side of the profile. The rules are explained at the end of this chapter.

ENGAGED

Combat refers to any toe-to-toe engagement, be it blade on blade, fisticuffs or even very close ranged shooting. Characters are said to be engaged in a combat if their base is in contact with a hostile model's base. Models that are in base-to-base contact with several hostile models may fight any of the models they choose. If they have multiple Action Points they may split their attacks between any enemy units as the attacking player sees fit. In this

instance each attack must be rolled for separately. Characters can only attack enemy units they are engaged with unless otherwise noted on a special ability or weapon.

Placing models in base contact can prove almost impossible when they are mounted on separate vehicles. In this case, as long as the two vehicles are touching, any model from one vehicle may attack any model on the other vehicle. In this situation, the defending player may nominate who the attacker is fighting. Equally, it can be impossible for two enemy models on the same vehicle to be placed base touching base. In this situation, a model may attack any model mounted on the same vehicle. This may

seem a little counter intuitive but is simply a mechanic to make the game run smoothly. Combined with the charging rule it balances out. Remember that moving to fight another character doesn't cost any action points, so effectively the characters are considered to be

charging about their vehicles even if the practicality of models on the board may not facilitate this.

LOCKED IN COMBAT

If two or more models are on foot and engaged in combat, they are locked together in a furious struggle. Neither player may flee without dire consequences! This is also the same if two combatants are actually both on the same vehicle. However, characters in vehicles are not usually considered locked if they are attacking an enemy on foot or in a different vehicle, and may simply drive away.

DECLARING AN ATTACK

Characters may spend their Action Points to make attacks on enemies. Each attack will cost the amount of Action Points noted in the profile under Action Point Cost(APC). Characters may always make an unarmed attack for one Action Point.

"The discovery of nuclear reactions need not bring about the destruction of mankind any more than the discovery of matches"

MAKING ATTACKS

Like shooting, combat attacks are resolved by opposed rolls.

When a character has declared an attack and spent the required action points both players must determine how many dice they will each roll. These are called Strike dice.

STRIKE DICE

Each character has a number of strike dice determined by their basic number of action points. Players may roll one strike dice for each AP on their profile. This is always regardless of how many points they have spent moving, shooting or any other actions they have made that turn. So even if a character has already been used, they still have their full APs worth of strikes.

This rule prevents the character that moves into combat range being at a disadvantage, or not being able to defend themselves if they have already been used this turn. It also represents that combat is not a turn-based affair. Its a swirling frenzy of blows and strikes in which both sides will always give their all. Characters lose one strike for each shock token they have, to a minimum of one strike.

Vehicles roll one strike dice for each swerve dice noted on its profile.

RESOLVING COMBAT

Both Players must work out their Base Combat score.

Characters use their Base Combat a plus any other modifiers.

Vehicles use their Swerve score.

Both players then roll their strike dice and choose the highest roll. They add this to their base to hit score to work out the total. Remember to apply modifiers for criticals and fumbles.

If a character scores exactly the same as their opponent then they are injured. This is because a failure by a character to strike a decisive blow will usually expose them to a fatal counter strike. In the case of character on character combats, both fighters will be injured in the event of a draw. Vehicles need not worry in this regard and so won't be damaged in the event of a draw.

MULTIPLE WEAPONS

Normally one weapon may be wielded in each hand. Some weapons require two hands and have their own special rules. These are noted as 'double handed' on their weapon profile. When declaring an attack the player may choose which weapon is being used and so pay the relevant action point cost. When defending, the player may chose which weapon the character is using. To change weapons during a turn, a character must pay 1 Action Point. Fighting with multiple weapons simply allows the character to chose which they will attack with.

COMBAT HIT TABLES

Once players have their totals they should work out the difference and consult the Hit Table. The number indicated is the difference that the lowest scorer loses by.

COMBAT HIT TABLE		
DIFFERENCE IN SCORE	CHARACTER TARGET LOSES	VEHICLE TARGET LOSES
0	Draw Both characters are injured	Draw No Effect
1 to 5	Near Thing The Target takes 1 shock token	Schpdang! The Driver takes 1 Shock Token
6 to 9	Schmik! The Target is injured	Minor Damage The Driver takes 2 Shock Tokens
10+	Schmik! The Target is injured	Major Damage Roll on the Destroyed Vehicles Chart

SUPPORTING IN COMBAT

Models may often be engaged in combat with multiple enemies and have friends supporting them. When making an attack, count up the number of friendly models engaged in the same combat. Your opponent should do the same. The player with the most models in the combat gains +1 to hit for each model they outnumber the enemy by. All models using the capacity in a vehicle may support each other.

Models mounted on the outside of a vehicle count as supporting if their bases touch, as normal.

This modifier is calculated each time a character resolves their attacks. This means that it is entirely possible to start a combat outnumbered but to kill off several enemies to reduce their bonus.

LOCKED COMABTANTS

After the combat attack has been resolved, any models that fought but are not injured are still engaged in combat. If the models are not locked then you don't need to do anything. However, if the combatants are locked (ie they are all on foot or all on the same vehicle) and are no longer in base contact with a friend or enemy they should be moved. Move the model so that they are in base contact with an enemy. Combat will continue later. When other characters in the combat are activated they may elect to break from combat and run away or remain locked and fight on.

BREAKING FROM COMBAT

If a player wants a character who is locked in combat to break away and flee then their opponent may make an attack on them for free. An attack is resolved normally, but no action points are spent. If the fleeing model remains alive after the attack has been resolved then they are free to shoot, drive, sprint or move as normal, although they may not make a charge move. If the fleeing model wins the attack, the enemy will not suffer any effects, will not

COMBAT EXAMPLES



NAME	Grizelda	APTITUDE	COMBAT	RANGED	MOV	SHOCK	BASE	ACTION POINTS	COST
AP	<input checked="" type="checkbox"/>	3	3	3	3	1	3	20	
COMBAT	<input checked="" type="checkbox"/>								
BASE STATISTICS	3	13	6	6	1	3	58		

NAME	Scythetar	APTITUDE	COMBAT	RANGED	MOV	SHOCK	BASE	ACTION POINTS	COST
AP	<input checked="" type="checkbox"/>	4	3	3	4	1	4	30	
COMBAT	<input checked="" type="checkbox"/>								
BASE STATISTICS	5	14	8	9	1	4	111		

Grizelda has charged Scythetar. They are both now locked in combat, and cannot disengage without giving their opponent an advantage. Grizelda attacks with her Powered weapon. This costs 2 AP to use. Scythetar is defending himself so may use any weapon he chooses without paying any AP. Grizelda has a base ActionPoint value of 3, so may make 3 strikes. This means she rolls 3 dice. Scythetar has 4 so rolls 4 dice. Grizelda rolls the dice and gets 2, 5 and 8. She chooses the highest and adds her base combat of 15, giving a total of 23. Scythetar rolls 1, 2, 6, and 7. He adds his base combat of 14 to the 7. However, he also made a fumble by rolling a 1 and must subtract 5 giving a total of 16. Grizelda beats Scythetar by more than 5, so Scythetar becomes injured.



Here Grizelda is supported by Asclepius and Levi. She may add +1 to her total for each friend, so +2 in all. They may not attack Scythetar unless they move into base contact with him.



Matilda Greystoke has one shock token, so must subtract 1 from her total. She must also roll 1 less strike dice. Asclepius has 2 tokens so must subtract 2 from his score and must roll 2 less strike dice.



Spiker is riding a bike, which counts as a vehicle. This means that he is not locked in combat. Vulcan likewise is not locked and both may leave combat with no penalty.



Grizelda has charged Juju. Fortunately for her she is being supported by Spiker. Grizelda may not attack Spiker as she is not in base contact with him. Because Spiker is armed with a spear he may attack Grizelda in his turn without moving. This will save him 1AP as characters cannot charge and drive a vehicle at the same time.

make a charge move. If the fleeing model wins the attack, the enemy will not suffer any effects, will not accrue any shock tokens and cannot be injured. In the event of a draw both players remain locked and nobody gets injured.

FOLLOWING UP

If a character dispatches all of their opponents in combat they may move 5cm. This is called a 'follow up'.

A KNIFE IN THE BACK

If a player chooses to, they can turn on their own team mates. Far be it from us to tell them to do otherwise! As with friendly fire, a character may attack a friendly target using the normal rules provided they pass an aptitude test. Roll a D10 and add the attacker's aptitude. If the score is greater than 9 the attacker may attack their friend. If the score is 9 or less then the character may not attack their friend and must instead choose another action. No action points are spent if the character fails the roll, as no actual action is made.

COMBAT WEAPONS SPECIAL RULES

"I dunno, I don't get knives. Ok, you can keep one in your boot, but so what? My kind of weapon howls when you get it going, my kind of weapon can cut through an armoured truck like its not even there, my kind of weapons got teeth bigger than a Bull Dunder. You need power out there, and lots of it. I ain't never seen nobody take on a truck with a knife and win, you get me? And it's the fool that tries!"

BALLISTIC SHIELD

A ballistic shield gives the same bonus in combat as a normal shield. However, it is designed to resist penetration from high velocity projectile weapons. Therefore a Ballistic Shield also grants the wielder a +3 Cover Bonus. This Cover bonus is cumulative with any other cover that the character can claim.

DOUBLE HANDED

Double handed weapons require two hands to wield. Models mounted on a bike may still drive while using a double handed weapon.

HUNTING LANCE

Hunting Lances are not used in the same way as other Combat weapons. Instead of granting the character a Combat Bonus, they are used during a Ram. If a vehicle is involved in a Ram then any characters on board who is armed with a Hunting Lance may elect to use one lance. For each Hunting Lance used add +5 to the Base Ram of the wielder's vehicle. Hunting Lances also have the Limited Ammo special rule, as detailed in the Shooting section.

PISTOLS

Pistols may be used in close combat. No other ranged weapon may be used in close combat as they are too cumbersome. Exceptions to this rule will be specifically stated in each weapons' profile.

POLEARMS

Models with Polearms may attack even if they are not in base-to-base contact with an enemy. They may attack any model that is in base to base contact with a model they are supporting. It is possible for a character with a pole arm to attack their target and then support the friendly character that is in base-to-base contact. If the character attacks with the polearm in this way and loses they cannot be injured. If they lose the combat by more than 5 and would otherwise be injured, instead they take full Shock Tokens. However, this rule does not apply if they are in base contact with the enemy they are fighting.

SHIELDS

Shields cost no action points to use and add their Combat Bonus to the Base Combat statistic. However, a model may not attack with only a shield. If they have a shield and no other weapon they must make an unarmed attack, but still get the bonus from the shield.

TIN OPENER

A weapon with the Tin Opener special rule may be used in two ways. Firstly it may be used as a normal Combat Weapon. Secondly, Tin Openers may be used to expose models inside an Armoured Crew Space. A special Combat attack should be made on the target vehicle. Resolve the attack as a normal Combat attack against a vehicle. However they do not use the Combat Hit Table as usual. Instead if the attacker wins by 5 or more then one Armoured Crew Space is chosen by the attacker and destroyed. Obviously this will mean that the character inside will then become exposed.

TRUCK STOPPER

This is the same rule as for shooting. If the weapon has the Truck Stopper special rule then the player adds D10 to the Combat Bonus of the weapon when attacking a vehicle. Calculate the truck stopper bonus each time the weapon is used. Truck Stopper rolls do not score criticals or fumbles, so a 10 is a 10 and a 1 is a 1.

UNARMED COMBAT

Characters may attack unarmed, but will be at a disadvantage. That is unless they have trained! Each attack gets no bonus to Base Combat when facing a character or vehicle. Characters may always choose to attack with one or more unarmed attacks no matter what weapons they are carrying. Even if you are carrying a sword and a chainsaw you can always put the boot in!

***If I wanted peace,
do you think I
would have bought
this gun?***

COLLISIONS AND RAMS

"Scrap heaps are where the Nuggets are. Them's the stupid fool who goes dying over some waste of ground, or in one of them high speed races. I'm a scavenger, I pick up what the others are too dead to want anymore. Skeleton driving a pile of scrap that's wrapped around a tree, ain't no use to him no more. That's where I comes in. I recycle, yeah, that's the word. You wanna buy a rig? I got loads and cheap too!"

If a vehicle touches another vehicle, a piece of terrain or a character then a collision or ram occurs. Stop the vehicle at the point of collision and work out the results. If the vehicle wishes to continue to move after the collision then it may do so if it has any movement left. This is a free action and costs no APs.

WORKING OUT RAMS

Vehicles have a Ram Value. This is worked out by adding the Damage Resistance and the Weight Class of the vehicle to the Driver's Aptitude. Also noted on the Vehicle's profile is its Ram Dice. This how many dice may be rolled when the vehicle is in a collision of any kind.

RAMMING OTHER VEHICLES

Players must make opposed rolls to resolve a Ram. They must roll one dice for each Ram dice noted on their vehicle's profile. Pick the highest roll and add the Base Ram score. Remember to include modifiers from Criticals and Fumbles. Vehicles travelling at Top End may add +5 to the result. This will give their total score.

RUNNING OVER CHARACTERS

Any moving vehicle can attempt to run someone over. Players must make opposed rolls. The Vehicle rolls one dice for each Ram dice noted on its profile. Pick the highest roll and add the Base Ram score. Remember to include modifiers from Criticals and Fumbles. This will give their total score. Characters roll one dice for each dodge dice noted on their character's profile. Pick the highest roll and add the Base Dodge score. Remember to include modifiers from Criticals and Fumbles. This will give their total score. If the character survives they may be placed by their controlling player in a sensible place in contact with the vehicle.

RAM HIT TABLES

Once players have worked out the difference between the total scores they must consult the hit table to determine the result of the Ram, just as for Shooting or Combat actions. The number noted is the difference. So for example, if a character target has a total of 10 and the Rammer has a total of 19, the difference would be 9. As shown in the "Character Target Loses" section, this is more than 6 so a SPLAT! is scored by the rammer and the target is injured.

If the players scores are equal then the ram is ineffective and nothing happens.

RAM HIT TABLE		
DIFFERENCE IN SCORE	CHARACTER TARGET LOSES	VEHICLE TARGET LOSES
1 to 5	Near Miss The Target takes 1 Shock Token	Schpclang! The Driver takes 1 Shock Token
6 to 9	Splat! The Target is Injured	Minor Damage The Driver takes 2 Shock Tokens
10+	Splat! The Target is Injured	Major Damage Roll on the Destroyed Vehicles Chart

Punky Spooner is a self-proclaimed neo-anarcho-post-syndicalist-libertarian, a fact she proclaims quite often, very loudly, and frequently at gunpoint to any who will listen. Furthermore, she displays an abiding hatred of anyone who doesn't share her somewhat unusual views, which, in the Nuclear Renaissance, is everyone. Punky Spooner and the Anarchettes started their bloody career as a rather average musical performance act, but, according to Spooner, the post-Armageddon world simply wasn't ready to hear their message. So, the Anarchettes laid down their instruments, and picked up some large calibre firearms instead. What started out as an atonal four-piece soon expanded into a gang of several dozen members, intent upon teaching the world a lesson in how to get along, whether they want to learn it or not.

RAMMING LIGHTER VEHICLES

If a vehicle rams another that has a weight class of half its own or less, then the lighter vehicle may be moved out of the path of the heavier one. The player controlling the heavier vehicle may chose where the lighter one ends. However, the model must be moved the least amount to be able to allow the heavier one to pass. Players must agree on what is fair in each situation, and apply a degree of sportsmanship. This is done after the results of the ram are determined and resolved.

RAMMING OR ATTACKING TERRAIN

If a player wishes to damage a piece of terrain then they may ram it, shoot it or attack it in combat. An opposed roll is made as usual. However, the terrain features roll is made by another player. The terrain's Damage Rating is added to the roll.

If the attacker was shooting and loses then no further effect is applied.

If the attacker was in combat with the terrain and loses then they take a Shock Token.

If the attacker was ramming the terrain and loses then they must roll on the Destroyed Vehicle chart. Spin Out is ignored in this instance and the vehicle comes to an immediate halt in front the terrain feature.

If the attacker wins then they may destroy an appropriate sized chunk of the terrain. If a huge rig ploughs into a shed then only splinters will be left. Vehicles may destroy an area of terrain the same size as the vehicle itself. If the character attacked it with a combat weapon then they breach a hole big enough to climb through. In the case of shooting, any single shot non explosive rounds will not harm the terrain. If the weapon has multiple shots then a hole is breached as attacking it with a combat weapon. Shot guns or machine guns can be used to blast a hole in a wall. If an explosive round is used, then an area of terrain the size of the blast template is destroyed.

Destroyed terrain becomes an area of Hazardous Terrain.

TERRAIN DAMAGE RATING	
13	Fence or light framed structure
15	Brick, stone or concrete free standing wall
17	Building section
21	Fortified bunker section
14	Area of woodland

Now fellows, Im telling you this is the genuine, no quibble, honest truth best here wagon youve ever seen or is ever going to see. Its got features coming out of every window! Its super turbo, supercharged engine will out perform any rig you put it up against, and its got more nitro capacity than youll know what to do with!

Its a huge armoured beast that can take a pounding from a rail cannon and still the paint work wont even be chipped! Ive got that engine so fi nely tuned it will do you more distance to a tank of fuel than youll get by walking! Its got state of the art solid tires for easy control in those diffi cult situations, plus a fuel tank that seals itself! That's right ladies and gents, seals itself! Fitted all round with impact absorbing bars you can crash it and it wont even dent them! Its got airbags in every seat and drink holders. It can carry more goons than you can feed!

Now, a rig like this dont come cheap but Im slitting my own throat here because I can let you have it for a pittance. How much do you think I want for it? Five thousand nuggets I hear you say?! Sweet mother of the wild, that ain't even close! Im selling this once in a life time rig for a once in a life time price ladies and gents, so get your spending pouches out and well see what's what eh?

INJURIES AND DAMAGED VEHICLES

"Its gettin...urgh...so dark. I cant see Pa! Pa! Turn on them lights! Whys it so cold, eh, Whys it so cold. I'm cold, I'm so...cold. Hold me Pa, I don't wanta die! I'm so cold...."

INJURED CHARACTERS

When a character is injured, lay the model down on the board. Remove all shock tokens from injured characters. The model may not be given any actions while injured and must lie around moaning. Leave the model on the table in case anyone wants to loot the fallen or a friendly medic can be used to heal them.

HEALING INJURIES

To heal a character, a medic must be used. A character with the Medic Ability may attempt to heal any injured character that they are in base contact with or who is in the same vehicle. To attempt a Heal Action, the medic must spend 3 Action Points. After this roll a dice and add the Medic's Aptitude. If the total is greater than 11 then the injured character is healed. Place Full Shock Tokens on the healed character and stand them back up again. The character may be used as normal from now on. If a 1 is rolled on the dice, then the injured character is beyond help for the rest of the game, and no further attempts to heal them will be successful.

DAMAGED VEHICLES

Vehicles in Nuclear Renaissance are treated rather like characters, albeit very hardy and fast ones. Some special rules apply.

If a vehicle takes damage it is not injured as a character. Instead, roll on the Destroyed Vehicle Chart to determine the outcome.

SPIN OUT

A vehicle that "spins out" is moved randomly. Roll a D10 to determine which direction it travels. A roll of 1,2 or 3 indicates that the vehicle turns 45degrees to the left, a roll of 4,5,6 or 7 means the vehicle travels straits forward and a roll of 8,9 or 10 indicates that the vehicle turns 45 degrees to the left. If the vehicle was stationary when it was forced to spin out, it will move D10cm in the direction indicated. If it was travelling at Cruise Speed it should be moved 2D10cm and at Top End 3D10cm. If the vehicle collides with anything then a Ram is calculated as normal. Resolve any other effects before resolving the Ram.

REPAIRING VEHICLES

Vehicles may be repaired in a similar way to healing injured characters. If a character has the Mechanic Ability they may attempt to repair a wrecked vehicle they are in base contact with or mounted on. It costs 3AP to try to repair a vehicle. The controlling player rolls a dice and adds their Aptitude. If the total is greater than 11 then the problem has been fixed and the vehicle may be used as normal. A vehicle may not be driven in the same turn it has been repaired.

If a 1 is rolled on the dice, then the vehicle is ruined beyond repair. No further attempts to repair it will be successful.

1	EXPLODES
The vehicle is a write off and may not be repaired during the game. Place a blast template over the centre of the vehicle. Any models caught in the blast must make a Dodge or Swerve test against 20. The vehicle is counted as being stationary after the result has been resolved.	
2	FLIPS
The vehicle becomes a write off. The passengers are all hurled out D10 cm in a random direction. They must all make a Dodge test against 11 at CS or 15 at TE. The vehicle is counted as being stationary after the result has been resolved.	
3	CRASH
The vehicle becomes a write off and passengers take hits. Roll a Dodge test for each character on board, 11 at CS, 15 at TE. Characters not in Capacity fall off. The vehicle is counted as being stationary after the result has been resolved.	
4	DESTROYED AND SPINS OUT
Passengers not affected unless the vehicle hits terrain when it spins out, in which case roll a Dodge test for each character on board, 11 at CS, 15 at TE. Characters not in Capacity fall off. The vehicle is counted as being stationary after the result has been resolved.	
5	BROKEN ENGINE
Vehicle cannot move. The vehicle is counted as being stationary immediately.	
6	DANGEROUS SWERVE
Spin out and passengers all take hits. Roll a Dodge test for each character on board, 11 at CS, 15 at TE. Characters not in Capacity fall off.	
7	SEVERE DAMAGE
A Vehicle Upgrade is destroyed. Randomly determine which. Also, all passengers and the driver take full shock tokens. Characters not in Capacity fall off and must make Dodge Tests	
8	UPGRADE DESTROYED
This may be a mounted weapon. Choose a random opponent to decide which upgrade is destroyed.	
9	SHOCKING HIT
All passengers and driver take full shock tokens. Characters not in Capacity fall off and must make Dodge Tests.	
10	LOST CONTROL
Vehicle spins out and driver takes full shock tokens.	

PLAYING NUCLEAR RENAISSANCE

A game of Nuclear Renaissance may be played by any number of participants above one. Frankly, its a bit rubbish to play on your own, billy no mates. Anyway, the first thing that needs to be done is all the players have to make their gangs. This means doing your army list, which can take up to an hour and is best done on your own with a copy of the gang list or in a big group with plenty of gang lists to go round. Each player will also need all the models to represent their gang, obviously. Once all players have these things, its time to set up the board.

SPORTSMANSHIP

There is a great deal of room for interpretation and argument with regards to what your characters can and cannot do. Also, what constitutes cover may be argued. If in doubt, apply common sense. Remember that although the game is being played with static figures on a board, it is representing a dynamic battlefield. Characters are moving, ducking and dodging, using their wits and reacting to each situation. It is, in most cases, hardly worth mentioning, but players will need to exhibit some common sense and sportsmanship. We cannot write rules to cover every situation without having a book that is a thousand pages long!

For example, diving through a window whilst sprinting is ok. Take the aptitude test for the sprinting and then for the dive through the window. However if they wish to dive through the same window several stories up, catch a lamp post on the way down, perform a stylish flip and land astride the goon at the bottom of said lamppost eyebrows will understandably begin to raise. Technically this is possible assuming the characters route does not take them further than their allowed 10 or 20 cm distance. Granted, they would need to be decidedly lucky in their aptitude rolls, but we would ask players to consider whether a character would really want to attempt something especially dangerous and, more importantly, whether it will frustrate your opponent. Sometimes players may wish to perform an action not covered by the rules, for example setting a deadman trigger on a grenade. Why shouldn't a character be able to set this up? No reason. But if we wrote that into the rules, what else ought we cover? Players should agree what is plausible and what is not. In this example we would say players could set this up, but would have to pass at least one aptitude test. To put the matter into perspective a point which came up during play testing was movie based examples. There is nothing to stop an intrepid archaeologist clambering down the side of a moving truck whilst being pursued by teutonic goons if he passes an aptitude test. Nor is there any harm in a farm boy swinging across a massive precipice aboard a space station with a princess in his arms, assuming he passes his aptitude test. But if you suspect that the most agile of comedy kung-fu action heroes would balk at the idea of a particular stunt, it might be worth re-thinking it.

RULES DISPUTES

Sometimes players make mistakes. The most common is placing vehicles at slightly the wrong angle so that they would have to take multiple turn test while travelling at Top End. In situations where it is a genuine mistake by the player, the active character may be given the chance to correct the mistake by rolling off. The player with the highest

score may enforce their version of events. This is open to a great deal of exploitation, and the above paragraph about sportsmanship should be taken into consideration obviously.

SETTING UP THE BOARD

The gaming board can be any size really. We tend to play on either a dining table or a standard gaming table. The game mechanics are not tweaked for any particular board size. Also, vehicles, especially bikes, can move pretty fast anyway and gun ranges are long enough that even on a very large board things start to happen quite quickly. If playing on a smaller board, placement of scenery becomes more of an issue and consequently the strategy players adopt becomes more important than relative move distances.

After the gaming area is agreed upon, players should lay out scenery in a mutually agreeable manner. Its best to make sure there are plenty of spaces that the larger vehicles can fit through, and plenty of cover to be exploited. If any players have large walking tanks, remember that they may choose to sit on top of scenery and so not be eligible for ramming (a sneaky tactic that one). Also, if one player has a troop heavy gang with flimsy vehicles, the game will be very boring if the opponent has a huge rail cannon toting tank and expects the enemy to run down a six foot table at them. In this case the table ought to offer plenty of firing positions, sneaky passages and good cover.

Once the terrain is set out, players should agree on starting places. If its a two player game, opposing forces should be set up on opposite sides of the board. With three players placement can get a bit tricky, as one player often ends up as "piggy in the middle", so its best to put the best/most beardy/most annoying player in this position. When everyone has stopped arguing about where they should start, players place out their models. This should be done in a gentlemanly sporting fashion. The basic rule is that all models should be touching the board edge, but sometimes due to terrain placement this is not possible, and so a sensible solution should be arrived at. As all players deploy simultaneously, there can be cases of watching where your enemy deploys and moving your forces to meet this layout. Obviously, this should be kept to a minimum. If players can't agree, then place models one at a time in alternating sequence.

When the players have all finally set up, then the game begins. Roll for Dominance and proceed.

MAKING YOUR GANG

PICKING A FORCE

To play Nuclear Renaissance you will need a group of characters, their equipment and their vehicles. This can be called a Gang, or Posse or Unit or whatever you like to call it. For convenience we will call them Gangs in these rules. There are many types of gang, and many factions active in the world of the Renaissance.

As for notable factions there are many. There is the Wolf Clan, a huge rag-tag horde who prowl the wastelands, using firece Wolves as mounts. There are the militaristic Neo Reich who live in the catacombs and ruthlessly enforce thier decrees on any unfortunates not willing to conform. There are the Mutie men, savage cannibals of the wastelands who are only barely organised.

However, most gangs are small and are simply men and women of like attitudes. Often they have little or no affiliation with the larger factions, and are usually people from the same town in the wastes. Many motives bind the band together. These may be to seek riches in the waste, defend their territories, to hunt or even simply to survive.

Towns in the Waste are called Boneyards. Boneyards are places where people settle. They may be based in the ruins of old towns. Some sprout inelegantly from abandoned castles or bunkers from ages past. Other Boneyards spring up around places of natural resources. Many Boneyards, both large and small can be found scattered around.

BUYING YOUR BONEYARD GANG

A Boneyard Gang can be viewed by the player as a "basic" gang. Each character, vehicle and weapon is given a cost. Abilities may be bought for characters. These increase their statistics or bestow "in game" effects. Likewise, Vehicle Upgrades are purchased to make the gang's basic transports into machineries of mayhem and destruction.

POINTS TO SPEND 650

Each player starts with 650 points to spend as they see fit. With this they may buy any of the articles listed in this section. Players may agree to spend more points if they so choose, but this will greatly increase the time needed to play each game.

The Atomical Disassemblertron is the subject of many legends, mostly told by broken-down junkers with too much boozamahol coursing through their veins.

Decades ago, it is said that a mad technomancer by the name of Professor Mumper built a machine of such marvel, a device of such deviancy, an invention of such inventiveness, that should it fall into the hands of the dishonest, the world might be brought to its knees.

Clearly, the world had already been brought to its knees once, and not many people were too happy about it happening again, so Professor Mumper was chased off, into the wastes, and it is said that he took the Atomical Disassemblertron with him.

Many years have passed since then, and no more has been heard of the professor. Some say though that his machine is still out there, somewhere, waiting to be discovered, and perhaps used, to the detriment of all. Others, normally the ones with less boozamahol in them, ask just what it is that the machine does. To that question, there has to date been no satisfactory answer.

CHARACTERS

Characters for Boneyard gangs come in three archetypes: Heroes, Soldiers and Goons. Heroes are mighty warriors and great leaders, who have exceptionally high statistic levels, and correspondingly high costs. Soldiers are dependable fighters who often specialise in certain battlefield roles, such as snipers or deadly melee fighters. Goons are the cheapest and most lowly of all character types. They are cannon fodder and lack the skills of their more expensive counterparts. However, it is a foolish leader who underestimates the destructive abilities of a horde of well commanded Goons! There are also two other types of character available to a Boneyard gang, the Specialist and the Driver. Specialists come with a free Ability, either Medic, Mechanic or Bard. Drivers come with the Diver Ability for free.

Players buy the characters at the indicated costs. They may then select Abilities for them.

HERO

HERO ☒ SOLDIER ☐ GOON ☐

APTITUDE

COMBAT

RANGED

DODGE

DODGE DICE

ACTION POINTS

COST

4

3

3

4

1

4

30

SOLDIER

HERO ☐ SOLDIER ☒ GOON ☐

APTITUDE

COMBAT

RANGED

DODGE

DODGE DICE

ACTION POINTS

COST

3

3

3

3

1

3

20

SPECIALIST

HERO ☐ SOLDIER ☒ GOON ☐

APTITUDE

COMBAT

RANGED

DODGE

DODGE DICE

ACTION POINTS

COST

3

2

1

3

1

4

20

GOON

HERO ☐ SOLDIER ☐ GOON ☒

APTITUDE

COMBAT

RANGED

DODGE

DODGE DICE

ACTION POINTS

COST

2

2

2

2

1

2

10

DRIVER

HERO ☐ SOLDIER ☐ GOON ☒

APTITUDE

COMBAT

RANGED

DODGE

DODGE DICE

ACTION POINTS

COST

3

1

1

2

1

2

15

Specialists may select one of the following Abilities for free: Medic, Mechanic or Bard.

Drivers automatically have the Driver Ability.

“If a building looks deserted?
It aint deserted.

Its a trap.”

ABILITIES

Abilities are bought for characters and noted on their profile. Each Ability may only be bought once per character. There are three prices indicated for most Abilities. The first is the price that a Hero must pay for it, the second is how much it costs for a Soldier and the third the cost to a Goon. Notice that Specialists are a type of soldier, so must pay the middle cost. Drivers are a type of Goon and so pay the lowest cost.

ACTION MAN 15/12/10

An action man (or woman) is a character possessed of the highest degree of motivation. They can accomplish more in a given amount of time than thier peers. The character gains 1 Action Point, which is added to their profile.

ARMOUR OF HEROES 30/X/X

This is more equipment than an ability. Armour of Heroes is a suitably shiny set of armour. It may be gold plated, fully enclosing, motorised or pimped up in any suitable fashion. It may of course only be purchased by a Hero, as it is far too impressive for even a soldier to be equipped with. The Character gains an extra Dodge Dice. In addition to this they may recover from their first injury in a game. If the character is injured, in the End Phase they may be stood back up again as if they had been healed by a Medic. Place Full Shock tokens on the character.

BARD 15/8/5

The rousing effects of music are known to all in the wastes. Nothing snaps a cowering wretch out of his stupor faster than the gang’s awesome theme tune played as loudly as possible! By spending 2 Action Points, a Bard may attempt to rally Shocked friendly characters. Roll a dice and add the Bard’s aptitude. If this total is higher than 11 then all friendly characters within 10cm may remove one shock token each. This does not include the Bard himself.

DIVE 6/4/2

A character with the Dive Ability is an adept at getting out of the way of oncoming collisions. If they are run over while on foot then they may add an extra D10 to their Ram Total.

DRIVER 7/6/5

Good drivers are much in demand in the wastes. Most people have some driving ability, and are able to take vehicles from point A to point B without incident. However, under battle conditions they usually can’t be expected to perform manoeuvres or handle their vehicle well in a ram. A character with the Driver Ability may ignore the normal -5 penalty that unskilled characters are subject to.

DODGE 12/10/8

A character who can dodge well is more likely to survive in the Wastes. Any character with this Ability gains an extra Dodge Dice and may add 1 to their Dodge characteristic on their profile.

DUCK 10/8/6

Knowing when to duck is vital in a gun fight, so characters with this Ability may add plus 1 to their Dodge characteristic on their profile.

EXTRA LIFE 20/15/10

This character is about as hardy as you can get. They are blessed with an extremely uncanny ability to shrug off wounds that would kill another. They may automatically recover from their first injury in a game. When the character is injured for the first time, in the End Phase they may be stood back up again as if they had been healed by a Medic. Place Full Shock tokens on the character.

FIGHTER 10/8/6

A fighter can handle themselves well in a scrap. A character with this Ability may add 1 to their Melee characteristic on their profile. They may also roll one extra Strike Dice when making an Attack.

FULLY ARMoured 12/10/8

All manner of toughened materials exist in the wasteland. Fully Armoured characters have a significantly enhanced chance of survival against otherwise fatal blows. The extra stopping power is usually offset by the bulk of the armour. The character gains +3 Dodge but loses -1 Aptitude due to decreased mobility.

LUCKY 20/15/10

This character seems to always land on their feet. Whether it's dodging bullets or surviving monstrous collisions, this character just seems to be lucky. They may roll an extra Dodge Dice and if they are driving may roll an extra Swerve Dice.

MARKSMAN 6/4/2

Being a good shot is advantageous when trying to shoot a man between the eyes from a hundred metres. This character has the knack and so may add 1 to their Ranged characteristic on their profile.

MECHANIC 15/8/5

A Mechanic knows how to repair a damaged vehicle in the heat of battle. See the entry in the vehicle section of the rules.

MEDIC 15/8/5

Medics in a gang are often the difference between winning or losing. Medics may attempt to heal injured characters as detailed in the injuries section of the rules.

RAMMER 15/10/8

This character crashes vehicles with aplomb! They may roll an extra Ram Dice during a collision.

SKILLED 20/15/10

A skilled character will perform better than their unskilled counterparts. A character with this Ability may add 1 to their Aptitude characteristic on their profile.

SNIPER 15/12/10

Snipers are superior marksmen. They can hit their target where others would fail. A character with this Ability may add 1 to their Ranged characteristic on their profile. Furthermore, any cover bonus the target is claiming is reduced by 1.

SPRING HEELED 6/5/4

This character is a jumping jack extraordinaire. They can effortlessly leap great distances and even from moving vehicles! When making any roll for jumping or falling off a vehicle, they may add +5 to the total.

STRONG 6/5/4

Sometimes, sheer brute strength is all the advantage that is required. A character with this Ability may add 1 to their Melee characteristic on their profile. Also if they are in base contact with a wrecked vehicle then they may help a Mechanic with the repairs. If any Strong characters are helping, the Mechanic may add plus 1 to the repair roll. Only plus one is ever conferred in this way despite how many strong characters are stood near.

SWERVE 15/10/6

This character is able to handle a vehicle well. They may roll an extra Swerve Dice while driving.

TANK KILLER 10/8/6

Hitting a tank in the right place is the only way to cripple it. This character is most practiced in destroying well armoured vehicles. A character with this ability never needs to test to try to attack a tank, they always know where to hit it to best effect. In addition, if the character is using a weapon with the Truck Stopper special rule then they may add the results of the truck stopper roll to the roll on the vehicle Damage Chart.

TOWERING LEVIATHAN 15/8/5

Giants among the lesser, Towering Leviathans are characters of gigantic stature. They are so huge that each Towering Leviathan takes up 2 Capacity in a vehicle instead of one. However, they are able to shrug off blows that would fell a normal man and keep charging. As soon as a character with Towering Leviathan is activated they may remove Shock Tokens equal to their Aptitude. Such large characters should be represented by large models in game.

My motto?

Hmm, I'd have to say

"Never whizz

in yer boots!"

BONEYARD GANG VEHICLES

As with characters, vehicles come in three types too: Bikes, Buggies and Trucks. Bikes are nimble one-man affairs, providing speed at the cost of protection and bulk. Buggies are the basic two person run-around of the wastes. Trucks are the largest type of vehicle, providing good transport function. Trucks are also a great starting point to hang tank armour on! Vehicles start out with wheels, but may be fitted with tracks or legs as upgrades.

TRUCK	DAMAGE	WEIGHT	CAPACITY	CRUISE	TOP	SWERVE	RAM	COST
TRUCK <input checked="" type="checkbox"/> BUGGY <input type="checkbox"/> BIKE <input type="checkbox"/>	RESISTANCE	CLASS		SPEED	END	DICE	DICE	
	8	3	4	25	15	1	1	30

BUGGY	DAMAGE	WEIGHT	CAPACITY	CRUISE	TOP	SWERVE	RAM	COST
TRUCK <input type="checkbox"/> BUGGY <input checked="" type="checkbox"/> BIKE <input type="checkbox"/>	RESISTANCE	CLASS		SPEED	END	DICE	DICE	
	7	2	2	30	20	1	1	20

BIKE	DAMAGE	WEIGHT	CAPACITY	CRUISE	TOP	SWERVE	RAM	COST
TRUCK <input type="checkbox"/> BUGGY <input type="checkbox"/> BIKE <input checked="" type="checkbox"/>	RESISTANCE	CLASS		SPEED	END	DICE	DICE	
	6	1	1	35	25	1	1	10

“Clutch knew he was a goner. His arms flailing in the air as he teetered back off the wagon. Not the first time, he reflected glumly. He just didnt have the knack for these high speed shenanigans, he always ended up eating dirt and picking bits from his road rash. He had fallen off well over one hundred times but given up counting as it made him more depressed about the whole situation. Clutch simply couldnt grasp hanging on. That was the weird thing though. He was actually getting good at it! This time he executed a spectacular back flip, landing on his feet, going at full run. He knew he would trip, but Clutch had his tuck and roll honed to a fine degree. He sprang to his feet. The best bit of the performance, to his mind, was that he hadnt even spilled his beer!”

VEHICLE UPGRADES

Once a vehicle is bought, upgrades may be applied at the indicated price. Upgrades cost the same regardless of the type of vehicle they are going on. Most upgrades may only be bought once per vehicle, unless indicated otherwise. Some Upgrades reduce the speed of the vehicle they are mounted on. If a vehicle's Cruise Speed drops to 0 or below it may not move. If a vehicle's Top End is reduced to 0 or below then it becomes an Unwieldy Vehicle and may never travel at Top End no matter what effects or special rules apply.

ARMoured CREW SPACE

5 per seat

Most vehicle seats are open to the elements, or only shielded behind glass. This means the characters occupying them are in cover, but still vulnerable to shooting attacks. If the seat they are occupying is upgraded to an Armoured Crew Space, however, the character may not be targeted by ranged or melee attacks. The only disadvantage to this is that of course they cannot shoot their own weapons without exposing themselves. So, if a character is in an Armoured Crew Space they may be targeted if they themselves shot or attacked during their last activation. A character is allowed to close the firing port they attacked out of by using their basic move, that is spending 1 AP. So a character may shoot and then close the firing port, meaning that they cannot be targeted, but they must declare this to the other players and have enough AP to do so. Armoured Crew Spaces may only be applied to seats, and so the maximum is dictated by the Capacity of the vehicle.

ARMOUR VARIABLE PRICE

There are three types of armour available. Each may be bought once and combined with the other types. All armour will affect the Damage Resistance of the vehicle and may affect the Cruise Speed, Top End and Weight Class too. Noted below is the cost and effects of the Armour. These should be applied to the vehicle they are bought for.

COST		EFFECT
10	Reinforced Armour	+1 DR
30	Extra Armour	+2 DR, +1 WC, -5 TE
50	Heavy Duty Armour	+4 DR, +2 WC, -5 CS, -10TE

BLAST SHIELDING

15

Blast Shielding will improve the survivability of the vehicle greatly, but also increase its weight. The vehicle gains one more swerve dice and add 1 to its Weight Class.

EXTRA SEATS 5 per seat

More seats may be added to vehicles. These cost 5 points each and as many may be bought as the player chooses. Each seat adds one to the Capacity of the vehicle.

HARDENED CHASSIS 50

The vehicle's superstructure is greatly reinforced. The vehicle may totally ignore all the effects from the first time it rolls on the Destroyed vehicle Chart. Effectively, the vehicle has two "lives".

LIGHT WEIGHT BUILD 20

The vehicle is stripped down to bare minimum to increase the speed. The Weight Class is reduced by -2 while the Cruise Speed is increased by +10.

LEGS 5

Legged vehicles may seem unwieldy and vulnerable in a fire fight but are often the only way to move heavy machinery over the broken Wastes. Legged vehicles are slow. Their Cruise Speed is reduced by -10 and they may never travel at Top End. However, they may move unimpeded over Dangerous Terrain and the Driver never has to test. They may also walk over obstacles but this must be determined in agreement with the other players. Legged vehicles may also if they choose Lock unmounted characters in Melee. The vehicle itself is not bound by this and may break away at any time without penalty.

MOUNTED WEAPON 5 per 90 degree arc

Both Ranged and Melee weapons may be mounted on a vehicle. A mounted weapon has a fire arc of 90 degrees, which must be declared before the game. Players may purchase this upgrade multiple times to increase the arc of the weapon. Each purchase increases it by 90 degrees. Several weapons may also be mounted on a single vehicle, but each must be upgraded separately if the player wishes to increase its arc of fire. The main advantage of mounted weapons is that they may be used by characters mounted inside Armoured Crew Spaces without exposing themselves to danger. Each mounted weapon may only be used by one character per turn, although characters may take over an unoccupied weapon by moving into the controlling seat.

NITRO 5 each

Nitros can be used to give a vehicle a one time boost to its Top End speed. When one is used, roll a D10 and add this to the Top End of the vehicle for this turn. A vehicle may be mounted with as many Nitros as the player chooses, and a player may use as many as they like in a single turn. However, the vehicle must be moved the maximum distance allowed. That is, it must move its full Cruise Speed, plus its Top End plus the distance determined by the Nitro rolls.

PLOUGH 15

A sturdy sheet of metal is always useful when involved in a ram. Vehicles equipped with a Plough may roll an extra Ram Dice.

RAM BARS 15

Reinforcing the chassis and body of a vehicle is advisable if it's going to be used to smash into stuff. Ram Bars increase a vehicle's Ram total by plus 5.

RACE TUNED 15

The engine on this machine has been exactly calibrated for sheer top speed. Add +5 to the Top End of the vehicle.

SAFETY FEATURES 10

Safety features are often fitted to rigs in the wasteland. These can range from the simplest safety belt right up to air bags and crumple zones. They will give a bonus of +5 to the Dodge of any characters occupying the Capacity of the vehicle during a crash.

SUPER CHARGER 25

The engine on this machine is a beast. It has both power and control, a winning combination. Add +10 to the Cruise Speed of the vehicle.

SOUND SYSTEM 10

A decent sound system is a must for many gangs. It increases the range of effect on any audio abilities or equipment by +10cm, such as the Bard Ability.

TANK 30

Tanks are well armoured, heavy beasts. Reduce the vehicle's Cruise Speed by -5. To take down a tank isn't just about hitting it, an attacker must know where to hit it. Therefore any character who declares a Ranged or Melee attack on it must roll to see if they choose the right target point. The character must roll the dice and add their Aptitude. If this total is greater than 11 then they may proceed with the attack as normal. If they fail then the attack is immediately failed, and any Action Points or Limited Ammo committed to the attack are wasted. Tanks are pretty scary things to face!

TRACKS 5

Standard wheels may have the advantage of speed but rely on an even driving surface. Tracks are better for manoeuvring in hazardous conditions. Reduce the vehicle's Top End by -5 and increase the Weight Class by +1. A player may reroll the dice if they fail to pass a test while driving over Difficult Ground. Only one reroll may be attempted.

TURBO 15

Any racer worth its Nuggets will be fitted with a Turbo charger. This will increase the Cruise Speed of the vehicle by +5.

WEAPONS

Obviously, your gang will want weapons to clobber their foes with and shoot up the place. Simply pay the cost indicated and add the weapon to the character or vehicle. Remember, you will need a weapon mount if you wish to have the armament on a vehicle. To do this you must buy the Vehicle Upgrade "Mounted Weapon".

RANGED WEAPON	COST	RANGED BONUS	SHOTS	RANGE	ACTION POINTS COST	SPECIAL RULES
ASSAULT RIFLE	115	4	3	80	2	
CANNON	180	7	1	100	3	TRUCK STOPPER, EXPLOSIVE VEHICLE ONLY
DEMO CHARGE	10	8	1	10	3	LIMITED AMMO
ENGINE CANNON	80	4	4	30	3	
FLAME THROWER	80	1	1	25	1	FIRE WEAPON
FIRE CANNON	100	2	1	30	1	FIRE WEAPON, VEHICLE ONLY
GRENADE	10	5	1	15	3	LIMITED AMMO, EXPLOSIVE
GRENADE LAUNCHER	80	5	1	60	2	LAUNCHER
HEAVY MACHINE GUN	140	6	5	100	2	TRUCK STOPPER, VEHICLE ONLY
MISSILE LAUNCHER	100	8/5	1	100	3	LAUNCHER
PISTOL	70	2	1	50	1	
RIFLE	90	5	1	90	2	
RAIL CANNON	180	10	1	150	3	TRUCK STOPPER
SHOTGUN	80	5	2	25	2	
SNIPER RIFLE	120	7	1	200	2	
SUB MACHINE GUN	70	1	2	50	1	

COMBAT WEAPON	COST	COMBAT BONUS	ACTION POINTS COST	SPECIAL RULES
BALLISTIC SHIELD	15	1	0	SHIELD, +3 Cover Bonus
CROW BAR	10	1	1	TIN OPENER, TRUCK STOPPER
HUNTING LANCE	5	0	0	LIMITED AMMO, +5 to Aim
KNIFE	5	1	1	
LARGE WEAPON	10	5	2	
OXY TORCH	15	3	2	TIN OPENER, TRUCK STOPPER
POWERED WEAPON	30	8	2	TRUCK STOPPER
SHIELD	5	1	0	SHIELD
SPEAR	15	4	2	POLEARM
SWORD	5	3	2	
UNARMED	0	0	1	UNARMED COMBAT

SAMPLE GANGS

Presented in this section are the three gangs that come in the box.

THREE GANGS

Players should each choose a gang. There are three to choose from but as they are all 650 point gangs, games with only two players may be played.

THE GIGGLES CLAN

The first gang is a group of deranged souls from the Giggles clan. The Giggles are an extended family who live deep in the wastes. They believe that the frailty of the human condition can easily be rectified by heavy use of grafted machinery. Almost all of the Giggles have undergone major mechanical enhancement, from replacing respiratory systems to adding augmented heavy lifting gear.

Clothing is regarded as simply as possible. The Giggles realise that the weak flesh must often be covered by a protective layer. With this in mind they tend to adopt ponchos or tarpaulins fashioned from a high visibility artificial material. This is usually plastic sheeting, as it offers protection while being easily ripped: just the safety feature you need if its going to get caught up in some heavy machinery.

The Giggles clan eschew contact with most other people. They will occasionally trade when they have to but prefer to keep themselves to themselves. The usual interaction that the Giggles have with the outside world is when they choose to expand their domain. The Giggles see anyone outside their clan as merely a resource and think nothing of destroying a gang just to harvest equipment.

Obviously, the Giggles unfriendly reputation make them a target for other gangs in the wastes, and so violence is a common occurrence for the clan.

THE IRONWALL WASTERS

The second gang is very typical of the groups in the wasteland. Ironwall is a medium sized Boneyard that has a laid back attitude. As long as the local elders get their cut of the trade profits, the town runs smoothly. The Wasters are general layabouts, thugs and hustlers who seek any opportunity for indulgence or amusement. The Wasters will usually take any work offered, as long as it's not too hard. They often work as enforcers for the Ironwall council, running miscreants out of town or patrolling the borderlands. Most of the gang have talents which they all use to make ends meet.

Scythetar is an awesome musician and the Wasters can be found performing in the Ironwall drinking holes at least once every few days. JuJu was foundling from the wastes, an orphan brought into Ironwall. Her uncanny affinity with the landscape has made her a skilled tracker. Tahir is mechanic of some renown, able to get most broken down rigs up and running again. The gang also has two decent drivers, so they do well for themselves as an organisation.

THE SOCIETY AGAINST MISCHIEF

The final gang are a society of well financed and daring individuals from the great clockwork town of Bandlerd. A marvel of mechanical engineering, Bandlerd houses some of the finest minds of the period. The great Isembard Kickass Brunel designed many of the landmark structures there himself. Being such a mecca for thinkers, most of its inhabitants adhere to a strict moral code. They try to uphold notions of honour, chivalry and good sportsmanship.

Bandlerd itself has to be constantly defended against the predatory roving bands of anarchists and other miscreants who roam the waste land. The town has many extensive works of art, great stores of resources and technologically amazing machines and these must be guarded diligently.

The Society Against Mischief was set up by the Keeper of the Keys of Bandlerd, Jonas Longstock. He oversees the activities of the Society, who's primary function is to advance out of Bandlerd to thwart any attempts to attack. Worthy members are nominated to work together and are given jurisdiction by the Keyholder himself.

It had started as a normal bar fight, as all the most interesting episodes in Mad Jimmy's life had. Some drunk had accused another moron of cheating at cards, fists started flying and Jimmy jumped in to have a good time of it.

That's when this idiot of a barman had had the brainlessness to call Jimmy Little Fella. Now Jimmy was not a large man, he was in fact a midget, but that didn't mean he was going to let anyone tread on him. An hour later Mad Jimmy was laying atop a pile of corpses in what was left of the bar bleeding from a dozen cuts, stabs and gunshot wounds, wondering if any booze had survived the fight.

As he lay there dying, he concluded that he couldn't have hoped to go out in a better way...

THE GIGGLES CLAN

Techno nutters from the deep wastes

NAME	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
NAME Gilgamesh	4	3	3	4	1	4	30
EQUIPMENT AND ABILITIES: Action Plan Driver (Powered weapon on back) (Shotgun on side)							
BASE STATISTICS	4	15	12	8	1	5	52
NAME Asclepius	3	2	1	3	1	4	20
EQUIPMENT AND ABILITIES: Specialist (Bard) Knife Dagger							
BASE STATISTICS	3	6	4	6	1	4	31
NAME Grizelda	3	3	3	3	1	3	20
EQUIPMENT AND ABILITIES: Specialist (Bard)							
BASE STATISTICS	3	5	4	6	1	4	20
NAME Vulcan	3	3	3	3	1	3	20
EQUIPMENT AND ABILITIES: Marksman Flame Thrower							
BASE STATISTICS	3	6	7+	6	1	3	124
NAME Azozeus	3	3	3	3	1	3	20
EQUIPMENT AND ABILITIES: Shotgun Machine (Powered weapon on back)							
BASE STATISTICS	3	6	6	6	1	3	24
NAME Cleatus	3	1	1	2	1	2	15
EQUIPMENT AND ABILITIES: Driver							
BASE STATISTICS	3	4	4	5	1	2	23
NAME Grendel	10	5	4	25	10	1	10
EQUIPMENT AND ABILITIES: Specialist (Bard) Knife Machine (Powered weapon on back) Shotgun (Powered weapon on back)							
BASE STATISTICS	10	5	4	25	10	1	10

NAME	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
NAME Grizelda	3	3	3	3	1	3	20
EQUIPMENT AND ABILITIES: Specialist (Bard)							
BASE STATISTICS	3	5	4	6	1	4	20
NAME Vulcan	3	3	3	3	1	3	20
EQUIPMENT AND ABILITIES: Marksman Flame Thrower							
BASE STATISTICS	3	6	7+	6	1	3	124

As you can see from the profiles the Giggles Clan are a well balanced group, based around the use of a heavy vehicle. Grendel is the name of their rig, a very heavy piece of machinery that can roll straight over most obstacles, be they walls or unfortunate enemies. Azozeus is mounted on the back of Grendel, while Cleatus drives.

There are two bikers in the gang, Asclepius and Gilgamesh, who fulfil different battlefield roles. Asclepius has a hardy and robust tracked unit which offers excellent rapid response for his medical skills. He is easily able to race to his fallen clan members. Gilgamesh on the other hand drives a suit of sealed powered armour. Its legs don't give him the total speed of a conventional bike, but instead he is much more able to negotiate obstructions. His shotgun gives the clan mobile firepower. Once in close Gilgamesh can also deliver a hefty blow.

Gilgamesh is usually supported in combat by Grizelda, who is a mighty warrior. Being armed with a powered cutting tool, she is able to take on even armoured rigs. Woe betide the fool who tries to tackle her manually.

Vulcan likes it hot and is best suited at the medium range. He tends to hug cover and get close enough to bring his burning flames to bear.

The gang is rounded off by the inclusion of a bard. Levi may well have the equipment to produce music, but the Giggles don't really go in for fancy tunes at all. To most listeners, Levi's unique sounds are barely regarded as music at all. His tunes are an eclectic mix of industrial rhythms and discordant blaring only the Giggles can rally to. As has been said by the wise, you find all sorts of weirdos in the wastes.

THE IRONWALL WASTERS

An energetic bunch of half civilised desperados

NAME Scythetar	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input checked="" type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input type="checkbox"/>	4	3	3	4	1	4	30
EQUIPMENT AND ABILITIES	Spring Loaded Bomb Large Weapon Flamethrower Extra Life Shield						
BASE STATISTICS	5	14	8	9	1	4	11

NAME Tahir	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input checked="" type="checkbox"/> GOON <input type="checkbox"/>	3	3	3	3	1	3	20
EQUIPMENT AND ABILITIES	Strong Only Tahir Mechanic						
BASE STATISTICS	3	10	6	6	1	3	47

NAME Spanny	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input checked="" type="checkbox"/> GOON <input type="checkbox"/>	3	2	1	3	1	4	20
EQUIPMENT AND ABILITIES	Specialist (Mechanics) Spring Loaded Shield						
BASE STATISTICS	4	6	5	7	1	4	40

NAME Orrik	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input checked="" type="checkbox"/>	3	1	1	2	1	2	15
EQUIPMENT AND ABILITIES	Shield Drive Lucky Survival						
BASE STATISTICS	4	5	5	6	2	2	41

NAME Stinger	DAMAGE RESISTANCE	WEIGHT CLASS	CAPACITY	TRUST SPEED	TRUST DICE	SWERVE DICE	RAM DICE	COST
TRUCK <input type="checkbox"/> Buggy <input checked="" type="checkbox"/> CAR <input type="checkbox"/>	7	2	2	30	20	1	1	20
UPGRADES AND EQUIPMENT	Personalized Gun Tube Safety Features Personalized Weapon Drive Cannon (Driver: Tahir) (Driver: Orrik)							
BASE STATISTICS	7	2	2	30	20	3	1	55

NAME Dunstor	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input checked="" type="checkbox"/> GOON <input type="checkbox"/>	3	3	3	3	1	3	20
EQUIPMENT AND ABILITIES	Marksmen Sniper (Breaks: Carman/Insight)						
BASE STATISTICS	3	6	12	6	1	3	36

NAME Ironstrike	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input checked="" type="checkbox"/> GOON <input type="checkbox"/>	3	3	3	3	1	3	20
EQUIPMENT AND ABILITIES	Tactical Knowledge Fully Armored Shield Shield Shield Drive						
BASE STATISTICS	2	10	5	9	1	3	64

NAME Juju	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input checked="" type="checkbox"/> GOON <input type="checkbox"/>	3	2	1	3	1	4	20
EQUIPMENT AND ABILITIES	Specialist (Music) Duck Dodge Drive						
BASE STATISTICS	3	5	4	8	2	4	42

NAME Karleon	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input checked="" type="checkbox"/>	3	1	1	2	1	2	15
EQUIPMENT AND ABILITIES	Weapon Drive						
BASE STATISTICS	3	4	4	5	1	2	23

NAME Ram Stoa	DAMAGE RESISTANCE	WEIGHT CLASS	CAPACITY	TRUST SPEED	TRUST DICE	SWERVE DICE	RAM DICE	COST
TRUCK <input type="checkbox"/> Buggy <input checked="" type="checkbox"/> CAR <input type="checkbox"/>	7	2	2	30	20	1	1	20
UPGRADES AND EQUIPMENT	Personalized Gun Tube Safety Features Personalized Weapon Drive Cannon (Driver: Tahir) (Driver: Orrik)							
BASE STATISTICS	9	4	2	30	15	2	3	17

Scythetar's impressive musical prowess combined with his awesome battle skills has earned him a fearsome reputation. His presence on the battlefield is usually the underpin that holds the gang together.

Under his leadership the Ironwall Wasters are a surprisingly well organised band. All the battlefield roles are represented. The only thing the gang lacks is transport space and hard hitting vehicles. The Wasters prefer hit and run tactics, focussing on multiple buggies instead of a single lumbering truck.

The Stinger is crewed by Orrik and Dunstor. Orrik is a driver who knows how to keep his rig in one piece and put it where the roof mounted engine cannon will be most effective. The gunner, Dunstor, is an expert marksman and his many years' experience with the gang has seen him adopt the gratuitous use of suppressive fire as his primary tactic.

The Ram Stoa is a vehicle built and driven for the sole purpose of crashing into the enemy. Its driver, Karleon, is regarded by his friends as slightly crazy and by his victims as a dangerous nut job who is best avoided.

The gang is also supported by specialists in their field, Juju and Spanny. They keep both the vehicles and crew alive and functioning. Spanny is supported by Tahir, a strange man of mighty skills and bad personal hygiene.

Gunthar Ironstrike is one of the dispossessed nobles of the Ironstrike clan. They work now as hired hands. Each possesses an indomitable suit of iron armour and all are brought up in strictly trained pugilist traditions. The Ironstrikes are formidable close combat opponents and should not be underestimated.

THE SOCIETY AGAINST MISCHIEF

Well bred society ladies and gentlemen who aim to uphold the peace

NAME <i>Deedee Sally's Fabulous</i>		APTITUDE <i>(General)</i>				RANGED		ODDS		ODDS BET	ACTION POINTS	COST																																																																																																																																	
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NAME <i>Monitor Bighorn</i>		APTITUDE				COMBAT RANGED (RNG)				DOGE DIE	ACTION POINTS	COST
HERO	<input type="checkbox"/> SOLDIER <input checked="" type="checkbox"/> COON <input type="checkbox"/>	3	2	1	3	1	4	20				
EQUIPMENT AND ABILITIES												
Specialist (Musical)		1						15				
Selling								15				
Lucky								8				
Duck												
BASE STATISTICS		4	6	5	8	2	4	58				

NAME Button		APTITUDE			COMBAT RANGED DEGE			VEHICLE DICE	ACTION POINTS	COST
HERO	<input type="checkbox"/> ADVANTAGE <input checked="" type="checkbox"/> DISADVANTAGE	3	3	3	3	1	1	20		
EQUIPMENT AND ABILITIES										
Survive Defend Blind		1						8 15		
BASE STATISTICS		4	7	7	7	1	1	47		

[illegible]

NAME	APTITUDE				COMBAT RANGED DODGE				DODGE ADDT	ACTION POINTS	COST
Scout Scout-Spy 114	3	3	3	3	1	1	20				
<input type="checkbox"/> Soldier <input checked="" type="checkbox"/> Scout EQUIPMENT AND ABILITIES:											
Marksmen Sniper Scout Extra Life Sniper Rifle											
BASE STATISTICS	4	7	16	7	1	1	196				

NAME <i>Rocky's Tormentor</i>		APTITUDE				COMBAT POWER: DEXE				DEXE DICE		ACTION POINTS		COST		
HERO	<input type="checkbox"/> SOLIDER <input checked="" type="checkbox"/> DORN <input type="checkbox"/>	3	2	1	3					1	4	20				
EQUIPMENT AND ABILITIES																
<i>Scout (2500)</i> <i>Drone</i> <i>Trick</i>		1														
BASE STATISTICS		4	6	5	7					1	4	41				

[illegible]

Although a small gang, the Society Against Mischief packs a powerful punch. Their leader, Thaddeus Borlase-Arlington, is both highly skilled and possessed of unparalleled personal motivation . His skill and determination are renowned in Bandler and he has an uncanny ability to survive situations that would render a less worthy man incapable. Being the hero of many daring escapades, he answers directly to Longstock himself. The two men were once rivals, but hard years and shared goals have forged a great friendship.

His skilled team are evenly matched, with their well disciplined interactions and noble hearts. Eager to bring peace to their region and to protect Bandlerd, the Society will do its utmost to thwart the nefarious attempts of the local gangs to plunder their great town.

The team's primary transport is a great armoured engine loaned from the large manifold of hardy fighting machines maintained by Bandlerd itself. The Brass Coffin earned its nickname as a ironic reminder that even the most heavily defended armoured vehicle can still be no match for the ingenuity of the enemy. Its name reminds all those on board that death comes swiftly in the wastes and its driver, Mr Burton, knows this full well. His timely manoeuvres have saved the Society on numerous occasions.

Operating out of the armoured behemoth the Society pick their targets for maximum effect. Skilled practitioner of this tactic, Fidelia StJohn-Smythe is a crack shot. She is easily able to pick off a dreaded unmentionable from afar. Her trusty rifle was calibrated by experts and is maintained to the highest degree.

The team is supported by Matilda Greystoke, an expert medical practitioner. Although not the best fighter she more than makes up for this with her grace, wit and dexterity. She is adept at escapology and a whiz with all manner of dainty mechanisms.

Although most of the group operate out of the Brass Coffin, Archibald Trumpton prefers to rely on his own motivational power. He rides a custom fitted track unit, named Buzzby, with which he can easily speed to where he is needed. As a master engineer, he is more than capable of getting the team's vehicles going again when they run into trouble.

REFERENCE SECTION

Having covered all the rules needed to play a game of Nuclear Renaissance, its time to bring out the reference section. The last part of this book therefore is a handy set of reference pages. Its probably best to have photo copies or prints of these handy during game so your book does not get so scuffed up.

ACTION	ACTION POINTS COST	DIFFICULTY RATING
Walking 10cm	1	-
Sprinting 20cm	ALL	-
Charging 15cm	0	-
Sprinting or charging over Hazardous Terrain	-	7
Jumping	-	7
Shoot with a Ranged weapon	VARIABLE	-
Allack with a Combal weapon	VARIABLE	-
Friendly Fire	-	9
Driving at Cruise Speed	1	-
Driving at Top End	ALL	-
Turning an extra 45 degrees at Top End	-	8
Driving over Hazardous Terrain at Cruise Speed	-	7
Driving over Hazardous Terrain at Top End	-	10
Driving if charactor cannot drive	-	-5
Opening a firing port	1	-
Taking control of a vehicle or mounted weapon	1	-
Healing a wounded character	3	10
Fixing a wrecked vehicle	3	10
Playing Instrument.	3	9
Looting from an Injured character	2	11
Being on a vehicle that leaves the play area	-	8
Hitting a Tank	-	10
DODGE ACTION		
Falling off a high structure	-	1xcm
Getting or falling off or onto a vehicle at Cruise Speed	-	11
Getting or falling off or onto a vehicle at Top End	-	15
Escaping a crashing vehicle at Cruise Speed or stationary	-	11
Escaping from a crash in a vehicle at Top End	-	15

SHOOTING HIT TABLE			
DIFFERENCE IN SCORE	CHARACTER TARGET LOSES	VEHICLE TARGET LOSES	SHOOTER LOSES
1 to 5	Near Miss The Target takes 1 Shock Token	Schpding! The Driver takes 1 Shock Token	Miss No further effect
6 to 9	Bull's Eye The Target is injured	Minor Damage The Driver takes 2 Shock Tokens	Weapons Jam The Shooter takes 1 Shock Token
10+	Bull's Eye The Target is injured	Major Damage Roll on the Destroyed Vehicles Chart	Weapons Jam The Shooter takes 1 Shock Token

COMBAT HIT TABLE		
DIFFERENCE IN SCORE	CHARACTER TARGET LOSES	VEHICLE TARGET LOSES
0	Draw Both characters are injured	Draw No Effect
1 to 5	Near Thing The Target takes 1 shock token	Schpding! The Driver takes 1 Shock Token
6 to 9	Schnik! The Target is injured	Minor Damage The Driver takes 2 Shock Tokens
10+	Schnik! The Target is injured	Major Damage Roll on the Destroyed Vehicles Chart

RAM HIT TABLE		
DIFFERENCE IN SCORE	CHARACTER TARGET LOSES	VEHICLE TARGET LOSES
1 to 5	Near Miss The Target takes 1 Shock Token	Schpding! The Driver takes 1 Shock Token
6 to 9	Splatt! The Target is injured	Minor Damage The Driver takes 2 Shock Tokens
10+	Splatt! The Target is injured	Major Damage Roll on the Destroyed Vehicles Chart

MODIFIERS

GLOBAL

Per Shock Token -1
Abilities Variable

SHOOTING

SHOOTER

Aiming +1
On Vehicle at Top End +2

TARGET

In Cover +4
In Vehicle +4
On Vehicle +2
On Vehicle at Top End +2

COMBAT

Per Supporting Character +1

RAMMING

Driver can't Drive -5

WEAPONS

RANGED WEAPON	COST	RANGED BONUS	SHOTS	RANGE	ACTION POINTS COST	SPECIAL RULES
ASSAULT RIFLE	115	4	3	80	2	
CANNON	180	7	1	100	3	TRUCK STOPPER, EXPLOSIVE VEHICLE ONLY
DEMO CHARGE	10	8	1	10	3	LIMITED AMMO
ENGINE CANNON	80	4	4	30	3	
FLAME THROWER	80	1	1	25	1	FIRE WEAPON
FIRE CANNON	100	2	1	30	1	FIRE WEAPON, VEHICLE ONLY
GRENADE	10	5	1	15	3	LIMITED AMMO, EXPLOSIVE
GRENADE LAUNCHER	80	5	1	60	2	LAUNCHER
HEAVY MACHINE GUN	140	6	5	100	2	TRUCK STOPPER, VEHICLE ONLY
MISSILE LAUNCHER	100	8/5	1	100	3	LAUNCHER
PISTOL	70	2	1	50	1	
RIFLE	90	5	1	90	2	
RAIL CANNON	180	10	1	150	3	TRUCK STOPPER
SHOTGUN	80	5	2	25	2	
SNIPER RIFLE	120	7	1	200	2	
SUB MACHINE GUN	70	1	2	50	1	

COMBAT WEAPON	COST	COMBAT BONUS	ACTION POINTS COST	SPECIAL RULES
BALLISTIC SHIELD	15	1	0	SHIELD, +3 Cover Bonus
CROW BAR	10	1	1	TIN OPENER, TRUCK STOPPER
HUNTING LANCE	5	0	0	LIMITED AMMO, +5 to Hit
KNIFE	5	1	1	
LARGE WEAPON	10	5	2	
OXY TORCH	15	3	2	TIN OPENER, TRUCK STOPPER
POWERED WEAPON	30	8	2	TRUCK STOPPER
SHIELD	5	1	0	SHIELD
SPEAR	15	4	2	POLEARM
SWORD	5	3	2	
UNARMED	0	0	1	UNARMED COMBAT

WEAPON SPECIAL RULES

BALLISTIC SHIELD

A ballistic shield gives the same bonus in combat as a normal shield. However, it is designed to resist penetration from high velocity projectile weapons. Therefore a Ballistic Shield also grants the wielder a +3 Cover Bonus. This Cover bonus is cumulative with any other cover that the character can claim.

DOUBLE HANDED

Double handed weapons require two hands to wield. Models mounted on a bike may still drive while using a double handed weapon.

EXPLOSIVE AMMO

Weapons that are noted as being explosive have the following special rules.

Players must nominate a point on the board as their target. Place the blast marker centred on this point. This marker is a disc with a radius of 6cm. This is the same as a normal CD or DVD so players can use these as a standard sized template. Note which models are under the template. This can sometimes be open to interpretation, but models are usually considered targets if all of their base is totally under the template. The Shooter rolls their shooting dice as normal and determines the total score.

Each of the target characters must make their Dodge rolls and work out their totals as normal. Each target's total is then compared to the shooter's total and the results looked up separately on the Hit Table. This may mean that the shooter ends up being awarded multiple Shock Tokens if they roll particularly badly!

FIRE WEAPONS

Fire or flame weapons can spray an area with incendiary liquid. To represent this, characters may combine the shots allowed into a single more devastating attack or spread them to attack multiple targets. Before resolving each burst of fire, the player declares how many Action Points they will spend. The Effectiveness of the weapon is then multiplied by the Action Points spent to work out the Effectiveness for the attack being resolved. The player may roll one shot dice for each AP spent. For example, the Fire Thrower has an Effectiveness of 1. If a character elected to use 2AP then the Effectiveness of the the shot would be 2x1 or 2 and would roll 2 dice. In addition to this, if 3 or more action points are spent at once the weapon gains the Truck Stopper special rule.

HUNTING LANCE

Hunting Lances are not used in the same way as other Combat weapons. Instead of granting the character a Combat Bonus, they are used during a Ram. If a vehicle is involved in a Ram then any characters on board who is armed with a Hunting Lance may elect to use one lance. For each Hunting Lance used add +5 to the Base Ram of the wielder's vehicle. Hunting Lances also have the Limited Ammo special rule, as detailed in the Shooting section.

LAUNCHER

Some weapons launch a special projectile. The Grenade Launcher and the Missile Launcher are weapons of this type, and can be used to fire separate ammo. When purchased the actual weapon comes supplied with a single shot of the relevant type. Further ammo may be bought and is paid for separately. Grenade Launchers may only fire Grenades, while Missile Launchers may fire either Grenades or Demo Charges. Launchers have the Limited Ammo special rule.

LIMITED AMMO

Unusual ammunition is difficult to find in the wastes. To represent this, some weapons may have the Limited Ammo rule. All limited ammo weapons come with one round. Characters may carry as many rounds as they like, so more ammo can be bought. In the case of grenades or

missiles then simply pay the per unit ammo cost. In the case of Hunting Lances, multiple may be carried, or it is assumed that the weapon will not be used up the first time. Once the weapon is out of ammo then it may not be used for the rest of the game unless more ammo is supplied to the shooter.

To help keep track of this we recommend players use counters. Place a counter on the weapon profile for each shot. Discard a counter for each shot. When none remain you are out of ammo. Alternatively use a dice.

In campaign games, limited ammo weapons are resupplied after each battle.

PISTOLS

Pistols may be used in close combat. No other ranged weapon may be used in close combat as they are too cumbersome. Exceptions to this rule will be specifically stated in each weapons' profile.

POLEARMS

Models with Polearms may attack even if they are not in base-to-base contact with an enemy. They may attack any model that is in base to base contact with a model they are supporting. It is possible for a character with a pole arm to attack their target and then support the friendly character that is in base-to-base contact. If the character attacks with the polearm in this way and loses they cannot be injured. If they lose the combat by more than 5 and would otherwise be injured, instead they take full Shock Tokens. However, this rule does not apply if they are in base contact with the enemy they are fighting.

SHIELDS

Shields cost no action points to use and add their Combat Bonus to the Base Combat statistic. However, a model may not attack with only a shield. If they have a shield and no other weapon they must make an unarmed attack, but still get the bonus from the shield.

TIN OPENER

A weapon with the Tin Opener special rule may be used in two ways. Firstly it may be used as a normal Combat Weapon.

Secondly, a Tin Opener may be used to expose models inside an Armoured Crew Space. A special Combat attack should be made on the target vehicle. Resolve the attack as a normal Combat attack against a vehicle. However they do not use the Combat Hit Table as usual. Instead if the attacker wins by 5 or more then one Armoured Crew Space is chosen by the attacker and destroyed. Obviously this will mean that the character inside will then become exposed.

TRUCK STOPPER

This is the same rule as for shooting. If the weapon has the Truck Stopper special rule then the player adds D10 to the Combat Bonus of the weapon when attacking a vehicle. Calculate the truck stopper bonus each time the weapon is used. Truck Stopper rolls do not score criticals or fumbles, so a 10 is a 10 and a 1 is a 1.

UNARMED COMBAT

Characters may attack unarmed, but will be at a disadvantage. That is unless they have trained! Each attack gets no bonus to Base Combat when facing a character or vehicle. Characters may always choose to attack with one or more unarmed attacks no matter what weapons they are carrying. Even if you are carrying a sword and a chainsaw you can always put the boot in!

VEHICLE ONLY

These weapons are large and bulky. As such they may only be mounted on vehicles, and may not be carried on foot.

1	EXPLODES
The vehicle is a write off and may not be repaired during the game. Place a blast template over the centre of the vehicle. Any models caught in the blast must make a Dodge or Swerve test against 20. The vehicle is counted as being stationary after the result has been resolved.	
2	FLIPS
The vehicle becomes a write off. The passengers are all hurled out D10 cm in a random direction. They must all make a Dodge test against 11 at CS or 15 at TE. The vehicle is counted as being stationary after the result has been resolved.	
3	CRASH
The vehicle becomes a write off and passengers take hits. Roll a Dodge test for each character on board, 11 at CS, 15 at TE. Characters not in Capacity fall off. The vehicle is counted as being stationary after the result has been resolved.	
4	DESTROYED AND SPINS OUT
Passengers not affected unless the vehicle hits terrain when it spins out, in which case roll a Dodge test for each character on board, 11 at CS, 15 at TE. Characters not in Capacity fall off. The vehicle is counted as being stationary after the result has been resolved.	
5	BROKEN ENGINE
Vehicle cannot move. The vehicle is counted as being stationary immediately.	
6	DANGEROUS SWERVE
Spin out and passengers all take hits. Roll a Dodge test for each character on board, 11 at CS, 15 at TE. Characters not in Capacity fall off.	
7	SEVERE DAMAGE
A Vehicle Upgrade is destroyed. Randomly determine which. Also, all passengers and the driver take full shock tokens. Characters not in Capacity fall off and must make Dodge Tests	
8	UPGRADE DESTROYED
This may be a mounted weapon. Choose a random opponent to decide which upgrade is destroyed.	
9	SHOCKING HIT
All passengers and driver take full shock tokens. Characters not in Capacity fall off and must make Dodge Tests.	
10	LOST CONTROL
Vehicle spins out and driver takes full shock tokens.	

TERRAIN DAMAGE RATING	
13	Fence or light framed structure
15	Brick, stone or concrete free standing wall
17	Building section
21	Fortified bunker section
14	Area of woodland

Snidey McMucky, Purveyor of Rare Snake Oils, Exotic Unguents and Large Calibre Hand Weapons

Several miles out of Lost, atop a jagged rocky promontory visible from all directions, is to be found the trading post of Snidey McMucky. Snidey will buy and sell most anything, and so gangs from miles all around frequent his fortified shop. It is said that if Snidey dont have it, it aint worth having, but if you really, really want it anyway, therell be one in stock next time you pop in. And there normally is. Snideys is one of only two establishments in the region that hasnt been raided, looted or generally razed to the ground, the other being Mistress Toffers Palace of Tassles. There exists an unofficial ceasefire between gangs frequenting the post, most realising that its a good idea to hold off the mayhem until clear of Snideys, just in case they need pop back for more ammo to finish what theyve started.

CHARACTERS

HERO	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input checked="" type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input type="checkbox"/>	4	3	3	4	1	4	30

SOLDIER	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input checked="" type="checkbox"/> GOON <input type="checkbox"/>	3	3	3	3	1	3	20

SPECIALIST	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input checked="" type="checkbox"/> GOON <input type="checkbox"/>	3	2	1	3	1	4	20

GOON	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input checked="" type="checkbox"/>	2	2	2	2	1	2	10

DRIVER	APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input checked="" type="checkbox"/>	3	1	1	2	1	2	15

Standard Boneyard gangs start out with 650 points to spend.

Characters are bought for the points cost shown. When buying Abilities, pay the first cost for Goons, the second for Soldiers and the third for Heroes.

Specialists count as Soldiers when buying Abilities. Specialists may choose either the Bard, Medic or Mechanic Ability for free.

Drivers count as Goons and come with the Driver Ability for free.

Vehicles are bought for the point cost shown and may be given any combination of upgrades.

Each Ability or Upgrade may only be taken once per character or vehicle unless otherwise stated.

ABILITIES		
ACTION MAN	The character gains +1 Action Point	15/12/10
ARMOUR OF HEROES	Hero only. +1 Dodge Dice, ignores first injury in a game	30/X/X
BARD		15/8/5
DIVE	May add D10 to their Ram Total	6/4/2
DRIVER		7/6/5
DODGE	Gains an extra Dodge Dice and +1 to their Dodge	12/10/8
DUCK	+1 to Dodge	10/8/6
EXTRA LIFE		20/15/10
FIGHTER	+1 to Melee characteristic and +1 Strike Dice	10/8/6
FULLY ARMoured	+3 Dodge but -1 Aptitude	12/10/8
LUCKY	+1 Dodge Dice and +1 Swerve Dice	20/15/10
MARKSMAN	+1 to Ranged	6/4/2
MECHANIC		15/8/5
MEDIC		15/8/5
RAMMER	+1 Ram Dice during a collision	15/10/8
SKILLED	+1 Aptitude	20/15/10
SNIPER	+1 Ranged and -1 to target's cover	15/12/10
SPRING HEELED	+5 to escape crashes or jumping	6/5/4
STRONG	+1 Melee and +1 to mechanic roll	6/5/4
SWERVE	+1 Swerve Dice	15/10/6
TANK KILLER		10/8/6
TOWERING LEVIATHAN		15/8/5

VEHICLES

TRUCK	DAMAGE RESISTANCE	WEIGHT CLASS	CAPACITY	CRUISE SPEED	TOP END	SWERVE DICE	RAM DICE	COST
TRUCK <input checked="" type="checkbox"/> BUGGY <input type="checkbox"/> BIKE <input type="checkbox"/>	8	3	4	25	15	1	1	30

BUGGY	DAMAGE RESISTANCE	WEIGHT CLASS	CAPACITY	CRUISE SPEED	TOP END	SWERVE DICE	RAM DICE	COST
TRUCK <input type="checkbox"/> BUGGY <input checked="" type="checkbox"/> BIKE <input type="checkbox"/>	7	2	2	30	20	1	1	20

BIKE	DAMAGE RESISTANCE	WEIGHT CLASS	CAPACITY	CRUISE SPEED	TOP END	SWERVE DICE	RAM DICE	COST
TRUCK <input type="checkbox"/> BUGGY <input type="checkbox"/> BIKE <input checked="" type="checkbox"/>	6	1	1	35	25	1	1	10

Born to be wild

Get your motor runnin'
Head out on the hellway
Lookin' for some Nuggets
And whatever comes our way

Yeah swiving conna make it happen
Hit your head with a swiving mace
Fire all of your guns at once
And explode into space
I like smoke and lightning
Heavy metal thunder
Racin' with the wind
And the feelin' that I'm under

Yeah swiving conna make it happen
Hit your head with a swiving mace
Fire all of your guns at once
And explode into space
Like a true nuclear child
We were born, born to be wild
We can drive so fast
Im a never come last

VEHICLE UPGRADES		
ARMoured CREW SPACE		5 per seat
ARMOUR		15
Reinforced Armour	+1 DR	10
Extra Armour	+2 DR, +1 WC, -5 TE	30
Heavy Duty Armour	+4 DR, +2 WC, -5 CS, -10TE	50
BLAST SHIELDING	+1Swerve Dice and +1 to its Weight Class	15
EXTRA SEATS	+1 Capacity	5 each
HARDENED CHASSIS	"Extra Life"	50
LIGHT WEIGHT BUILD	-2 Weight Class and +10 Cruise Speed	20
LEGS	Cruise Speed -10, Top End becomes 0	5
MOUNTED WEAPON	Cost per 90 degree arc	5
NITRO	One use, +D10 Top End	5 each
PLOUGH	+1 Ram Dice.	15
RAM BARS	+5 Ram	15
RACE TUNED	+5 Top End	15
SAFETY FEATURES	+5 Dodge for characters in Capacity	10
SUPER CHARGER	+10 Cruise Speed	25
SOUND SYSTEM	Audio abilities or equipment +10cm	10
TANK	-5 Cruise Speed, Aptitude test against 11 to hit	30
TRACKS	-5 Top End and +1 Weight Class	5
TURBO	+5 Cruise Speed	15

NAME

TRUCK

BUGGY

BIKE

UPGRADES AND EQUIPMENT

DAMAGE RESISTANCE

WEIGHT CLASS

CAPACITY

CRUISE SPEED

TOP END

SWERVE DICE

RAM DICE

COST

BASE STATISTICS

SWERVE

DAMAGE RESISTANCE + DRIVER'S AFFITUDE

RAM

SWERVE + WEIGHT CLASS

NAME

TRUCK

BUGGY

BIKE

UPGRADES AND EQUIPMENT

DAMAGE RESISTANCE

WEIGHT CLASS

CAPACITY

CRUISE SPEED

TOP END

SWERVE DICE

RAM DICE

COST

BASE STATISTICS

SWERVE

DAMAGE RESISTANCE + DRIVER'S AFFITUDE

RAM

SWERVE + WEIGHT CLASS

NAME

TRUCK

BUGGY

BIKE

UPGRADES AND EQUIPMENT

DAMAGE RESISTANCE

WEIGHT CLASS

CAPACITY

CRUISE SPEED

TOP END

SWERVE DICE

RAM DICE

COST

BASE STATISTICS

SWERVE

DAMAGE RESISTANCE + DRIVER'S AFFITUDE

RAM

SWERVE + WEIGHT CLASS

[illegible][illegible]

CHARACTER PROFILES

NAME

HERO ☐ SOLDIER ☐ GOON ☐

EQUIPMENT AND ABILITIES

APTITUDE	COMBAT RANGED DODGE	DODGE DICE	ACTION POINTS	COST
[]	[] [] []	[]	[]	[]
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APPTITUDE

BASE STATISTICS

NAME

HERO ☐ SOLDIER ☐ BOON ☐

EQUIPMENT AND ABILITIES

APTITUDE

COMBAT RANGED DODGE DODGE DICE ACTION POINTS COST

BASE STATISTICS

ADD APTITUDE

NAME		APTITUDE COMBAT RANGED DODGE				DODGE DICE	ACTION POINTS	COST
HERO	<input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input type="checkbox"/>							
EQUIPMENT AND ABILITIES								
BASE STATISTICS			+00 APTITUDE					

NAME		APTITUDE	COMBAT	RANGED	DODGE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/>	SOLDIER <input type="checkbox"/> OON <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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