

WON

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GANG PLAYER

POINTS

CASH

LOST

DRAWN

WON

NAME

HERO ☐ SOLDIER ☐ GOON ☐

APTITUDE

COMBAT

RANGED

DODGE

STRIKE DICE

DODGE DICE

ACTION POINTS

COST ABILITIES

COST EQUIPMENT

NOTES

BASE STATISTICS

ADD CHARACTER'S APTITUDE TO THESE 3 STATS

TOTAL COST

NAME

APTITUDE

COMBAT

RANGED

DODGE

STRIKE DICE

DODGE DICE

ACTION POINTS

COST

NOTES

BASE STATISTICS

RANGED TOTAL

RANGE

SHOTS

ACTION POINTS COST

MODELS IN UNIT

TOTAL COST

GUNS

SUPPORT WEAPON

NAME

APTITUDE

COMBAT

RANGED

DODGE

STRIKE DICE

DODGE DICE

ACTION POINTS

COST

NOTES

BASE STATISTICS

RANGED TOTAL

RANGE

SHOTS

ACTION POINTS COST

MODELS IN UNIT

TOTAL COST

GUNS

SUPPORT WEAPON

PLAYER

VEHICLES

NAME _____ <hr/> HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input type="checkbox"/> <div style="border: 1px solid black; height: 100px; width: 100%; margin-top: 5px;"></div>	APTITUDE <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div> <div style="border: 1px solid black; width: 40px; height: 150px; position: relative; margin: 5px auto;"> <div style="position: absolute; top: -10px; left: 0; right: 0; border-bottom: 1px dashed black;"></div> <div style="position: absolute; bottom: -10px; left: 0; right: 0; border-top: 1px dashed black;"></div> </div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div>	COMBAT RANGED <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div> <div style="border: 1px solid black; width: 40px; height: 150px; position: relative; margin: 5px auto;"> <div style="position: absolute; top: -10px; left: 0; right: 0; border-bottom: 1px dashed black;"></div> <div style="position: absolute; bottom: -10px; left: 0; right: 0; border-top: 1px dashed black;"></div> </div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div>	DODGE <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div> <div style="border: 1px solid black; width: 40px; height: 150px; position: relative; margin: 5px auto;"> <div style="position: absolute; top: -10px; left: 0; right: 0; border-bottom: 1px dashed black;"></div> <div style="position: absolute; bottom: -10px; left: 0; right: 0; border-top: 1px dashed black;"></div> </div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div>	STRIKE DICE <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div> <div style="border: 1px solid black; width: 40px; height: 150px; position: relative; margin: 5px auto;"> <div style="position: absolute; top: -10px; left: 0; right: 0; border-bottom: 1px dashed black;"></div> <div style="position: absolute; bottom: -10px; left: 0; right: 0; border-top: 1px dashed black;"></div> </div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div>	DODGE DICE <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div> <div style="border: 1px solid black; width: 40px; height: 150px; position: relative; margin: 5px auto;"> <div style="position: absolute; top: -10px; left: 0; right: 0; border-bottom: 1px dashed black;"></div> <div style="position: absolute; bottom: -10px; left: 0; right: 0; border-top: 1px dashed black;"></div> </div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div>	ACTION POINTS <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div> <div style="border: 1px solid black; width: 40px; height: 150px; position: relative; margin: 5px auto;"> <div style="position: absolute; top: -10px; left: 0; right: 0; border-bottom: 1px dashed black;"></div> <div style="position: absolute; bottom: -10px; left: 0; right: 0; border-top: 1px dashed black;"></div> </div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div>	COST ABILITIES <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div> <div style="border: 1px solid black; width: 40px; height: 150px; position: relative; margin: 5px auto;"> <div style="position: absolute; top: -10px; left: 0; right: 0; border-bottom: 1px dashed black;"></div> <div style="position: absolute; bottom: -10px; left: 0; right: 0; border-top: 1px dashed black;"></div> </div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div>	COST EQUIPMENT <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div> <div style="border: 1px solid black; width: 40px; height: 150px; position: relative; margin: 5px auto;"> <div style="position: absolute; top: -10px; left: 0; right: 0; border-bottom: 1px dashed black;"></div> <div style="position: absolute; bottom: -10px; left: 0; right: 0; border-top: 1px dashed black;"></div> </div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto;"></div>	NOTES <div style="border: 1px solid black; width: 100%; height: 100px; margin: 5px auto;"></div>	
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NAME	DAMAGE RESISTANCE	WEIGHT CLASS	CAPACITY	CRUISE SPEED	TOP END	SWERVE DAMAGE RESISTANCE + DRIVER'S APTITUDE	SWERVE DICE	RAM SWERVE + WEIGHT CLASS	RAM DICE	COST
TRUCK <input type="checkbox"/> BUGGY <input type="checkbox"/> BIKE <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<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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RAM HIT TABLE

RAM MODIFIERS

+5 if travelling at top end.
+5 for each Hunting Lance used

DIFFERENCE IN SCORE	CHARACTER TARGET LOSES	VEHICLE TARGET LOSES
1 to 5	Near Miss The Target takes 1 Shock Token	Schpdang! The Driver takes 1 Shock Token
6 to 9	Splat! The Target is Injured	Minor Damage The Driver takes 2 Shock Tokens
10+	Smear of Juices The Target is Injured and may not be healed during game	Major Damage Roll on the Destroyed Vehciles Chart

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+	Smear of Juices The Target is Injured and may not be healed during game	Major Damage Roll on the Destroyed Vehciles 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	Schpdang! The Driver takes 1 Shock Token
6 to 9	Schnik! The Target is Injured	Minor Damage The Driver takes 2 Shock Tokens
10+	Smear of Juices The Target is Injured and may not be healed during game	Major Damage Roll on the Destroyed Vehciles Chart

SHOOTING MODIFIERS

Here follows a list of things that will contribute

SHOOTER

Aiming: +1 to the score for each AP spent

CHARACTER TARGET

In cover: +4

On the outside of a vehicle: +2.

In a vehicle moving at top end: +2 Only one modifier is applied, even if both the target and the shooter are moving at Top End.

VEHICLE TARGET

Moving at top end: add +2 to the swerve total
In cover: +4

Remember to subtract one from the total for each shock token the character has.

RECOVERY TABLE

If a vehicle is damaged or a character is injured, then roll once on the following table and apply the result to their profile. Any changes are permanent, although they may be mitigated or ignored if the correct abilities are applied.

CHARACTER

- 01-10 Gain a random Handicap
- 11-13 Die and lose all Equipment
- 14-15 Die
- 16-18 -1 from a random Statistic
 - 1-2 Aptitude
 - 3-4 Combat
 - 5-6 Ranged
 - 7-8 Dodge
 - 9-10 Action Points
- 19-23 Lose a random Weapon
- 24-29 Forget a random Ability
- 30-39 Miss next game
- 40-94 Fine
- 95-100 +1 to a random Statistic

VEHICLE

- 01-02 Destroyed + lose all Equipment
- 03-05 Destroyed
- 06-18 -1 from a random Statistic
 - 1-2 Damage Resistance
 - 3-4 Weight Class
 - 5-6 Capacity
 - 7-8 Cruise Speed (Lose D10)
 - 9-10 Top End (Lose D10)
- 19-23 Lose a random Weapon
- 24-29 Lose a random Upgrade
- 30-39 Miss next game
- 40-94 Fine
- 95-100 +1 to a random Statistic

COVER BONUSES

COVER

Only 1 applies	
Full cover	+4
Partial cover	+2
In capacity of a vehicle	+4
On a vehicle, not in capacity	+2

COVER BONUS

These are mostly armour and all stack with cover and each other. Each item only counts once.

Handbrake Turn	+2
Ballistic shield	+2
Bullet proof armour	+2
Active camouflage	+2
Encumbered	+2
Dip (must be in cover)	+2

DESTROYED VEHICLE CHART

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

The vehicle becomes a write off. Passengers not effected 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.

RANGED WEAPON	COST	RANGED BONUS	SHOTS	RANGE	ACTION POINTS COST	SPECIAL RULES
ASSAULT RIFLE	80	4	5	80	2	
CANNON	180	7	1	100	3	TRUCK STOPPER, EXPLOSIVE, VEHICLE ONLY
DEMO CHARGE	10	8	1	10	3	LIMITED AMMO, TRUCK STOPPER
ENGINE CANNON	60	4	4	30	3	
BOMB	20	10	1	5	3	LIMITED AMMO, EXPLOSIVE, TRUCK STOPPER
FLAME THROWER	60	1	1	25	1	FIRE WEAPON
FIRE CANNON	80	2	1	30	1	FIRE WEAPON, VEHICLE ONLY
GOON GUN	10	0	1	40	2	GOON ONLY
GRENADE	10	5	1	15	3	LIMITED AMMO, EXPLOSIVE
GRENADE LAUNCHER	30	5	1	60	2	LAUNCHER
HEAVY MACHINE GUN	140	6	5	100	2	TRUCK STOPPER, VEHICLE ONLY
MISSILE LAUNCHER	50	8/5	1	100	3	LAUNCHER
PISTOL	50	2	1	50	1	PISTOL
RIFLE	70	5	1	100	2	
RAIL CANNON	180	10	1	150	3	TRUCK STOPPER
SHOTGUN	60	5	2	25	2	
SNIPER RIFLE	120	7	1	200	2	
SUB MACHINE GUN	70	1	2	50	1	PISTOL

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 Ram
KNIFE	5	1	1	
LARGE WEAPON	10	5	2	DOUBLE HANDED
OXY TORCH	15	3	2	TIN OPENER, TRUCK STOPPER
POWERED WEAPON	30	8	2	TRUCK STOPPER, DOUBLE HANDED
SHIELD	5	1	0	SHIELD
SPEAR	15	4	2	POLEARM
SWORD	5	3	2	
UNARMED	0	0	1	UNARMED COMBAT

650 STARTING GANG				15
A DAY AT THE RACES				97
ABILITIES				51
ADVANTAGEOUS MUTATION	ABLATIVE TISSUE	Avoids injury	15/10/5	46
ADVANTAGEOUS MUTATION	BEAST MAN	+3 Combat +1 Dodge.	15/10/5	46
ADVANTAGEOUS MUTATION	BONELESS	May attack Enclosed Crew	16/12/8	46
ADVANTAGEOUS MUTATION	CHEMICAL VOMIT	10cm Flame Thrower	30/20/10	46
ADVANTAGEOUS MUTATION	CHITINOUS EXOSKELETON	+3 Dodge +2 Dodge Dice	12/10/8	46
ADVANTAGEOUS MUTATION	DOUBLE MUSCLED	+2 Combat Tin Opener -1 Dodge	10/8/5	46
ADVANTAGEOUS MUTATION	GIANT CRAB CLAWS	+5 Combat, cannot hold items	20/15/10	46
ADVANTAGEOUS MUTATION	HYPER MOBILE	+5cm Sprint +2 Dodge.	15/10/5	47
ADVANTAGEOUS MUTATION	MIMIC	1 Action Point to reveal	40/35/30	47
ADVANTAGEOUS MUTATION	OVERCHARGED METABOLISM	+1 Action Point, no guns	15/10/5	47
ADVANTAGEOUS MUTATION	SPINY PROTRUSIONS	+4 Combat -1 Dodge.	10/8/5	47
ADVANTAGEOUS MUTATION	TENTACLES	+1 Combat, extra hand	10/5/3	47
ADVANTAGEOUS MUTATION	THIRD LEG	+10 Move, Charge and Sprint.	20/15/10	47
ADVANTAGEOUS MUTATION	TWO HEADED	+1 Combat +1 Ranged +1 Dodge	10/8/5	47
ADVANTAGEOUS MUTATION	WERE FORM	See entry for rules	10/8/5	47
ADVANTAGEOUS MUTATION	WIERDING	See entry for rules		48
ADVANTAGEOUS MUTATIONS				46
AMMUNITION TYPE	ANTI-MATERIEL ROUNDS	Tin Opener	10	80
AMMUNITION TYPE	ARMOUR PIERCING AMMO	+2 Ranged	15	80
AMMUNITION TYPE	BUNKER BUSTER ROUND	+1 Shot	10	80
AMMUNITION TYPE	ENERGY WEAPON	+D10 Ranged	20	80
AMMUNITION TYPE	HELLA EXPLOSIVE ROUNDS	Explosive, -3 Ranged	15	80
AMMUNITION TYPE	HIGH VELOCITY ROUNDS	+2 Ranged	10	80
AMMUNITION TYPE	HOLLOW POINT AMMO	+2 Ranged vs Characters	10	80
AMMUNITION TYPE	LESS LETHAL AMMO	Full Shock not Injury	5	80
AMMUNITION TYPE	NAPALM B	Negates Cover Bonus	20	80
AMMUNITION TYPE	SAWN OFF SHOTGUN	-10 Range, is Pistol	6	80
AMMUNITION TYPE	SOLID SLUG	+25 Range, +1 Shot	10	80
AMMUNITION TYPES				80
AND SOMETIMES				100
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SHOOTING SKILL	QUICK DRAW	Swap guns for no AP	3/2/1	70
SHOOTING SKILL	SADISTIC CALLED SHOT	-3 To Hit, gives Shock	10/8/5	70
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"Finally, it comes to us all, stalking through the mists of maya. Wreathed in sorrow, tragedy is the outcome we all share. Our being is ended, the precious last breath that we draw riven from our corpse like a dog fart.

I one time met a guy who thought he would live forever. He had converted himself mainly to machine, and was working on getting the last bits rendered as software.

I met him as just a signal. I roam the wastes in search of wealth, you see, and often have my radio on me. I know signals don't reach far, but sometimes you find transmitters if you are close enough. Thats what I found, a transmitter. The guy was buried in an automated vault, deep under the sand. He has a load of sophisticated repair robots all running off nuclear cells. Had enough power for a long, long time. The transmitter on the surface was a relic from an older time. He was gibbering, a mad old coot. Had no one to talk to for ages upon an age, until I came along.

Anyway, all I had to do was follow the wires down to his tomb. Had loads of auto defence systems, but I took my time and dismantled them one by one. His vault door was virtually impenetrable, but the hinges were just straight bolted onto the rock walls. I cut around them and took the door off. Then I was inside. I was well impressed! Loads of rich technology, got a fair old price for it when I sold it.

I don't think I would have been quite so brutal if he weren't mad, but he was too far gone. Not a spark of sanity left, just the will to cheat death. Didn't do him much good in the end. And thats whats in store for us all. Madness, sorrow and death. Like it or lump it, all things come to a final end. Treat life like a game, have fun while you got the chance. Kill all your enemies, rob everything you can. Your life and death are decided by fate's dice, so why waste what you've got?"

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VEHICLE UPGRADE	ARMOUR, EXTRA	+2 DR, +1 WC, -5 TE	30	84
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VEHICLE UPGRADE	AWESOME LIGHTING RIG	+2 cover on first hit	8	84
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VEHICLE UPGRADE	BLAST SHIELDING	+1 Swerve Dice +1 Weight Class.	15	84
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VEHICLE UPGRADE	FRIDGE	Keeps Food Items fresh	5	84
VEHICLE UPGRADE	FUEL INJECTOR	+5 Top End	15	84
VEHICLE UPGRADE	GAFFA TAPE	Attaches Trailers	10	84
VEHICLE UPGRADE	HARDENED CHASSIS	Vehicle has 2 lives	40	84
VEHICLE UPGRADE	HIGH RATIO GEARBOX	+5 Cruise Speed -5 Top End	10	85
VEHICLE UPGRADE	HYDROLIC PUMP	+5 Cruise Speed with legs	15	85
VEHICLE UPGRADE	IMMOBILISER	Vehicle cannot be moved	10	85
VEHICLE UPGRADE	LEGS	Ignores Terrain. Top End = 0	5	85
VEHICLE UPGRADE	LIGHT WEIGHT BUILD	-2 Weight Class +10 Cruise Speed	20	85
VEHICLE UPGRADE	LOW RATIO GEARBOX	+5 Swerve at Top End	20	85
VEHICLE UPGRADE	MODDED ENGINE	+5 Cruise Speed +5 Top End	25	85
VEHICLE UPGRADE	MOUNTED WEAPON	Mount weapon on a swivel	5 per 90 degrees	85
VEHICLE UPGRADE	NITRO	+D10 Top End per use	2 Each	85
VEHICLE UPGRADE	PHAT SUB WOOFER	Shock in Ram	15	85
VEHICLE UPGRADE	PLOUGH	+1 Ram Dice	15	85
VEHICLE UPGRADE	POWER STEERING	+2 Swerve	10	85
VEHICLE UPGRADE	PUMP FILTER	+5 Cruise Speed	15	85
VEHICLE UPGRADE	RAM BARS	+5 Ram	15	85
VEHICLE UPGRADE	RACE TUNED	+5 Top End	15	85
VEHICLE UPGRADE	ROLL CAGE	Difficulty 8 for exiting crash	10	85
VEHICLE UPGRADE	RUNNING BOARDS	No Falling off	10	86
VEHICLE UPGRADE	SAFETY FEATURES	+5 Dodge in crash	10	86
VEHICLE UPGRADE	SELF SEALING FUEL TANKS	Reroll Destroyed Vehicle Chart	20	86
VEHICLE UPGRADE	SOLID STATE TIRES	+1 Swerve Dice	10	86
VEHICLE UPGRADE	SOUND SYSTEM	+10cm audio range	10	86
VEHICLE UPGRADE	SUPER CHARGER	+10 Cruise Speed	25	86
VEHICLE UPGRADE	SUPER MUDWHUMPERS	+1 Swerve Dice	10	86
VEHICLE UPGRADE	TANK	Difficulty 9 to hit	20	86
VEHICLE UPGRADE	TOWING CRANE	+1 WC, 2AP to grab, difficulty 8	25	86
VEHICLE UPGRADE	TRACKS	Reroll Terrain tests -5 TE, +1 WC	5	86
VEHICLE UPGRADE	TRAILER	Separate vehicle	10	86
VEHICLE UPGRADE	TRANSFORMER	2 AP to change locomotion type	10	86
VEHICLE UPGRADE	TURBO	+5 Cruise Speed	15	87
VEHICLE UPGRADE	TWIN TURBO	+8 Cruise Speed	20	87
VEHICLE UPGRADE	UPGRADED SUSPENSION	+2D10 Jump distance	5	87
VEHICLE UPGRADE	WHEELS	No Effect	0	87
VEHICLE UPGRADES				84
WEAKLING BONUS				7
WEAPONS				13
WEAPONS TABLE				108
WIERDING TABLE				48
WIPEOUT BONUS				7
ZOMBIE GANGS				19
ZOMBIE HERO	ZOMBIE HERO	Becomes Meat Shield	10/8/6	40
ZOMBIES				40

We hope yo enjoy playing Nuclear Renaissance and using the Tome of Tridlins.
If you have any comments about this game please contact Ramshackle Games
through our web site:

WWW.RAMSHACKLEGAMES.CO.UK

We are always interested in seeing photos of games or battle reports.

We are on Facebook as well so please add us!