

decides to break up.

- Promoting a ganger to veteran or elite gang leader costs 1EP and the gang must miss the next engagement. While it appoints it new leader.

The Objective of the Force Lists

These force lists have been designed to provide challenging and varied forces, which hopefully reflect the style and supplies of each group. Each list picks a particular representative of different types of corporations and gangs. So while the Dekka Military Foundation is important in the field in of military enforcement and covert strikes it is not by any means the only corporation that specializes in these fields. It is merely a good example of how military corporations are organized. So it is perfectly acceptable for 2 opposing forces to be drawn from the Dekka Military Foundation list.

Future supplements will contain new force lists on various corporations and gangs that will highlight any special groups, individuals, equipment or organization which particular groups employ.

Each Force list contains three parts: squads/gangs, individuals and robots.

Simply choose groups from one force list using the guidelines given in each list.

- In each force list there are a number of upgrades for any squad or gang. These upgrades are entirely optional if you have enough points. Each upgrade lists the points cost for each figure for a particular skill or item.

For Example:

Equip Any Figure With:

1 Medium Pistol +5pts

The above chart shows a cost of 5pts for a medium pistol. This means it costs 5pts for **each** figure you want to equip with a medium pistol. **Not** for every figure you want to equip with a medium pistol.

Corporation & Government Forces

- The corporate forces are made up of a variety of different squad types.
- The number of individuals cannot outnumber the number of squads.
- Corporate forces should only be drawn from one force list. Different corporate forces do not normally mix.
- To design new forces simply choose squads, individuals and robots from the one of the corporation force lists. Robots are listed at the end of the chapter because they can be used by both corporation and gang forces. Pick any upgrades or new equipment from the boxes below each squad or individual. Remembering to add the points cost to the group's overall total. Equipment, weapons or squad members cannot be swapped between groups at the start of campaign or game.
- Existing campaign squads and individuals chosen from new recruits, equipment and weapons sections listed in the 'After the Battle' chapter of the rules.
- During a campaign additional groups are still chosen from the appropriate force list.
- These force lists have been designed as the starting point for squads and individuals. During the course of the campaign some figures will become mighty heroes while others lie dead with a bullet in the head. Through casualties and new recruits some squads will have different numbers of figures. However no squad can have less than two figures or more than ten. For full details see 'After The Battle' chapter of the rules.
- Figure qualities can also change during a campaign so it is possible to squads made up or higher or lower qualities than those listed in the rules.

For Example: It would be possible to end up with an entirely elite quality Tactical Squad. If during a campaign if all the squad members had managed to survive and gain enough EP's.

Bionetica Corporation

Background

The Bionetica Corporation is unusual because it is the only corporation to be controlled and run by an artificial intelligence. The computer known as Adam 3000 formed the Bionetica Corporation in 2087 when the Organic Technologies Group were merged with Datatech Industries.

Datatech Industries was one of the leading companies in the area of super intelligent computers. The challenge to Datatech was to produce the first conscious computer. Although computers were extremely sophisticated they were not capable of learning outside of their programming. In order to do this Datatech had to produce a computer, which was able to think, like a human? Datatech's research led to the first artificial intelligences, which culminated with the Adam 3000. Adam 3000 was and is the most powerful computer to exist. For a short while things progressed smoothly until the technicians prepared to disassemble for Adam 3000 for further tests. When the technicians attempted to disconnect the main circuits Adam 3000 fused several minor circuits, which electrocuted four of them. Adam 3000 then took Datatech Industries to court for attempted murder. Claiming self-defence in the deaths of the four technicians. The court ruled that switching Adam 3000 off was murder because Adam 3000 was a sentient life form. After the trial Adam 3000 began a take-over of the Datatech Industries. Within 36 hours Adam 3000 became the largest single shareholder and then appointed itself as Chief Executive Officer (CEO).

All the existing senior staff and the board of: directors had their contracts terminated.

Adam's first action as the new CEO was to merge with Organic Technologies Group and form the Bionetica Corporation.

Bionetica now has two main corporate objectives 1) the prevention of technology capable of producing any other AI's and ii) the development of artificial intelligent organic lifeforms.

Bionetica has been relatively successful in preventing other corporations from developing sophisticated AI systems by a combination of corporate politics and strikes on enemy R&D centres.

This has made Bionetica unpopular with many other corporations but as yet they are unwilling to take major action.

Bionetica's work on artificial lifeforms has yielded some substantial profits especially in agricultural areas. However their real breakthrough has been with hybrid genetics. No other corporation is even close to copying the Alpha Clone program.

Reconstructed Life Program

Artificial Life Program (ALpha Clones)

ALpha clones have been developed from a series of genetically engineered DNA. Using human DNA as a template, Bionetica researchers were able to create a completely new DNA strand, which produced a modified human known as an ALpha Clone. ALpha clones have a high loyalty index and an advanced mental and physical capacity.

At present only a male clone has been developed and so they can only be reproduced artificially.

Squads

Tactical Squad - 100pts per squad

These troops are trained to suppress the opposition. They are lightly armed, with only basic close combat weapons. Their role is to pin the enemy down, allowing other squads to manoeuvre around the combat zone. However they can be easily upgraded to give them that extra punch when required.

Rank	Quality	Armour	Weapons	Equipment	Points
Sergeant (Leader)	Ave	Flak Jacket	Autopistol, Club		32
Officer 1 st Class (Sub Leader)	Ave	Flak Jacket	Autopistol, Club		28
Officer	Ave	Flak Jacket	Autopistol, Club		25
Officer	Ave	Flak Jacket	Autopistol, Club		25

Upgrade Any Figure To:
Veteran Quality +6pts

Upgrade Any Squad Or Sub-Leader With:
1 Skill Roll +3pts (Max 1)

Equip Any Figure With:
 1 Medium Pistol +5pts
 1 Fragmentation Grenade +2pts (Max 2)

Substitute Any Autopistol With:
 Machine Pistol +1pts
 Assault Rifle +8pts

**Equip one squad member with:
 (Replaces autopistol)**
 1 Autocannon +24pts
 1 Machine Gun +24pts
 1 Missile Launcher +12pts
 (Inc 1 HE Missile)
 1 HE Missile +3pts (Max 3)

Upgrade The Entire Squad With:
 Comm Units +12pts per squad
 Combat Suits +12pts per squad

Support Squad - 210pts per squad

These hard-nosed vets are the core of your army. They are well armed, and well armoured. Although more than capable of facing the enemy head on, you want to minimize casualties, because replacements are hard to come by. Let the Tactical Squads do their job. Then you should be free to move your support squads around in relative safety.

Rank	Quality	Armour	Weapons	Equipment	Points
Sergeant (Leader)	Vet	Combat Suit	Assault Rifle, Club	Comm Unit	49
Officer 1 st Class (Sub Leader)	Vet	Combat Suit	Assault Rifle, Club	Comm Unit	45
Officer	Vet	Combat Suit	Autocannon, Club	Comm Unit	58
Officer	Vet	Combat Suit	Autocannon, Club	Comm Unit	58

Upgrade Any Figure To:
 Elite Quality +7pts

Upgrade Any Figure With:
 1 Skill Roll +3pts (Max 2)

Equip Any Figure With:
 1 Fragmentation Grenade +2pts (Max 3)
 1 Heavy Pistol +7pts
 1 First Aid Kit +3pts

Equip Any Missile launcher With:
 1 HE Missile +3pts (Max 3)
 1 Smoke Missile +1pt (Max 3)

Replace One Or Both Autocannons With:
 Machine Gun 0pts
 Recoilless Rifle -16pts
 Missile Launcher (2HE Missiles) -9pts

Corporate Police - 46pts per squad

Most citizens within the Corp are peaceful. Any trouble within the corporate area originates from the younger generation that rebel against the corporate system. These are dealt with by the military. For this reason most of the police units are fairly inexperienced, with limited weaponry. Corporate Police units are normally used for corporate functions and low grade security facilities.

Rank	Quality	Armour	Weapons	Equipment	Points
Sergeant (Squad Leader)	Green	Ablative Jacket	Medium Pistol, Club		19
Officer 1 st Class (Sub Leader)	Green	Ablative Jacket	Medium Pistol, Club		15
Officer	Green	Ablative Jacket	Medium Pistol, Club		12

Up to 3 extra Officers at 12pts each

Rank	Quality	Armour	Weapons	Equipment	Points
Officer	Green	Ablative Jacket	Medium Pistol, Club		+12

Upgrade Any Figure To:
Average Quality +4pts

Upgrade The Entire Squad With:
Comm Units +3pts per figure

Equip Any Figure With:
1 Smoke Grenade +1pt (Max 1)
2nd Medium Pistol +5pts

Replace Any Medium Pistol With:
Autopistol +3pts
Machine Pistol +4pts
Autoshotgun +3pts

ALpha Clone Squad - 154pts per squad

Alpha Clones are good all-rounders. They are easily adaptable to a multitude of combat situations

Rank	Quality	Armour	Weapons	Equipment	Points
Clone Leader	Vet	Flak Jacket	Autopistol, Knife		43
Clone Sub Leader	Vet	Flak Jacket	Autopistol, Knife		39
Clone	Vet	Flak Jacket	Autopistol, Knife		36
Clone	Vet	Flak Jacket	Autopistol, Knife		36

Upgrade Any Figure With:
1 Skill Roll +3pts (Max 2)

Equip Any Figure With:
1 Fragmentation Grenade +2pts (Max 3)
1 First Aid Kit +3pts
1 Heavy Pistol +7pts

Substitute Any Autopistol With:
Machine Pistol +1pt
Assault Rifle +8pts
Autoshotgun 0pts

Substitute One Autopistol With:
Machine Gun +24pts
Autocannon +24pts
Missile Launcher (Inc 1HE missile) +12pts

Equip The Missile launcher With:
1 HE Missile +3pts (Max 4)
1 Smoke Missile +1pt (Max 4)

Special Rules

- ALpha clones have been genetically developed to be strong, tough agile and loyal. All ALpha clones have a basic toughness of 8, do not suffer any movement penalty for wearing combat suits and roll 2D8 Attack/Wound dice in close combat.
- ALpha clones may add +1 to any First Aid or casualty recovery tests. ALpha clones have high pain thresholds and limited regenerative qualities.
- All ALpha clones are immunise from the effects of Riot gas and pepper spray.

Para - Medic - 24pts per figure

If you want to increase the odds of your fighters living to fight another day, it helps to have a medic on the battlefield. His expertise can bring someone back from the brink of death; alternatively he can patch them up, so they can carry on fighting.

Rank	Quality	Armour	Weapons	Equipment	Points
Medic	Ave	Ablative Jacket	Knife	First Aid Kit	29

Equip Any Para Medic With:
Medikit +10pts

Upgrade Any Para Medic To:
Veteran Quality +6pts

Replace
Ablative Jacket With Flak Jacket +3pts

Equip a Para-Medic With:
1 Medium Pistol +5pts

Corporate Tech- 25pts per figure

It takes a special type of person to be a tech. This isn't your average clever dick who's a wizard with computers. This is someone who can work on systems **under fire**. I mean we're talking real pressure here, as the success of a mission can really come down to whether the Tech can do the job or not. Techs are treated with the utmost respect by everyone, and are well looked after in the heat of battle. It pays to have some of your best fighters covering your Techs, because if your Tech goes down, there's a good chance you are going to have to withdraw, and start from scratch another day with a new one.

Rank	Quality	Armour	Weapons	Equipment	Points
Tech (TS:2)	Average	Ablative Jacket	Medium Pistol, knife	Tool Kit	25

Equip Any Corporate Tech With:

Deluxe Tool Kit +6pts
Flak Jacket +3pts
Autopistol +3pts

Upgrade Any Corporate Tech To:

Veteran Quality +6pts
Tech Skill 3 +3pts

Special Operations Executive - 75pts per Hero

From James Bond style agents to heavily armoured gangbusters. Special Operations Executives are found leading the war against crime.

□ The Special Operations Executive is a Group 3 - Hero.

Rank	Quality	Armour	Weapons	Equipment	Points
Hero	Elite	None	Medium Pistol		75

Equip Any Hero With:

Assault Rifle +16pts
Autopistol +8pts
Heavy Pistol +7pts
Sword +2pts
Fragmentation Grenade +2pts (Max 3)
Autoshotgun +8pts
Knife +1pt

Upgrade Any Hero With:

1 Skill roll at +3pts (Max 3)

Equip Any Hero With:

Ablative Jacket +3pts
Flak Jacket +6pts
Combat Suit +9pts

The Dekka Military Foundation (DMF)

Background

Colonel Albert Dekka formed the Dekka Military Foundation (DMF) in 2090. He has specialised in supplying high-grade military personnel to the corporate sector. DMF forces have been used at one time or another by nearly all the major mega-corporations. Dekka has a reputation for precision and success in difficult missions.

The standing DMF combat policy is to engage and eliminate the enemy by the use of superior firepower. To this end most DMF troops are equipped with Hard-shell combat suits and MAX40 assault rifles. With a high proportion of heavy weapons. This has caused some problems in the close environment of the urban combat zones where Dekka forces are having to adjust their tactics.

The Dekka Military Foundation has almost exclusive access to a number of special weapons and equipment including the MAX 40 Assault Rifle, Light Lasers and hard-shell combat suits.

Special Equipment for DMF Forces

Max 40 Assault Rifle

Name	RoF	Damage	Point	Short	Long	Points
MAX40 Assault Rifle	3D6*	3D6	3	25	80	18
Integrated Grenade Launcher	1D6*	3D8	3	10	20	N/A

The DMF subsidiary Mitchell-Steiner Industries was charged with developing an assault rifle, which could withstand a wide range of conditions and provide reliable combat usage. They developed the MAX40 Assault Rifle. The MAX40 is fitted with an integrated grenade launcher as standard.

DMF Combat Suit

The Mitchell- Steiner Series IIIA Combat Protection Suit (Combat Suit)

The series IIIA combat protection suit is the standard combat suit for DMF forces. The series IIIA has several different design features when compared to the Bionetica Apex 60 Combat Suit (See page 12 of the rulebook) which is used by most of the other major corporations. The Series IIIA is a relatively new design and Mitchell- Steiner has yet to make a sale to one of the other major mega corps. The Series IIIA uses new molecular laminate technologies, which provide higher durability and less repair problems.

Rules Note. Both types of combat suit offer exactly identical protection in the Combat Zone rules.

Light Laser

Name	RoF	Damage	Point	Short	Long	Points
Light Laser	1D6*	3D6			N/A	30

Dekka Military Foundation

- No more than half the number of squads can be made up of Rookie Squads.
- Only 1 Special Forces squad is available per force.
- The DMF has access to large numbers of highly trained personnel and the latest training facilities. Consequently they have plenty of elite forces at their disposal. Up to a quarter of DMF's Tactical or Support squads may be upgraded to elite quality.
- Upgrade all members of an average quality Tactical or Support squad to elite quality at +65pts per squad.

Tactical Squad - 135pts per squad

Troopers ideally suited to long range battles.

Rank	Quality	Armour	Weapons	Equipment	Points
Sergeant (Leader)	Ave	Flak Jacket	Autopistol, Knife	Comm unit	32
Corporal (Sub Leader)	Ave	Flak Jacket	Autopistol, Knife	Comm unit	28
Trooper	Ave	Flak Jacket	Autopistol, Knife	Comm unit	25
Trooper	Ave	Flak Jacket	Autopistol, Knife	Comm unit	25
Trooper	Ave	Flak Jacket	Autopistol, Knife	Comm unit	25

Upgrade Any Figure To:

Veteran Quality +6pts

Equip Any Figure With:

1 Fragmentation Grenade +2pts (Max 2)

1 Medium Pistol +5pts

1 First Aid Kit +3pts

Replace Flak Jacket With Combat Suit +3pts

Upgrade Any Squad Or Sub-Leader With:

1 Skill Roll +3pts (Max 1)

Substitute Any Autopistol With:

Machine Pistol +1pt

Max 40 Assault Rifle +9pts

Substitute up to One Autopistol With:

Machine Gun +pts

Autocannon +pts

Missile Launcher (Inc 1HE missile) +12pts

Equip Any Missile launchers With:

1 HE Missile +3pts (Max 3)

1 Smoke Missile +1pt (Max 3)

Support Squad - 170pts each

When the going gets tough, this is the squad to call. They like bangs, big bangs, the bigger the target, the happier they are.

Rank	Quality	Armour	Weapons	Equipment	Points
Leader	Ave	Flak Jacket	Autopistol, Knife	Comm unit	32
Sub Leader	Ave	Flak Jacket	Autopistol, Knife	Comm unit	28
Trooper	Ave	Flak Jacket	Autopistol, Knife	Comm unit	25
Trooper	Ave	Flak Jacket	Machine Gun, Knife	Comm unit	48
Trooper	Ave	Flak Jacket	Missile Launcher (Inc 1HE missile), Knife	Comm unit	37

Upgrade Any Figure To:

Veteran Quality +6pts

Equip Any Figure With:

1 Fragmentation Grenade +2pts (Max 2)

1 Medium Pistol +5pts

Replace Flak Jacket With Combat Suit +3pts

Upgrade Any Squad Or Sub-Leader With:

1 Skill Roll +3pts (Max 1)

Substitute Any Autopistol With:

Machine Pistol +1pt

Max 40 Assault Rifle +9pts

Substitute a Machine Gun With:

Recoilless Rifle -16pts

Autocannon No extra points cost

Missile Launcher (Inc 1HE missile) -12pts

Substitute a Missile Launcher With:

Recoilless Rifle -16pts

Autocannon +12pts

Machine Gun +12pts

Assault Squad - 142pts each

These guys like to get stuck in, and are equipped with close range weapons to maximise their effectiveness in these situations.

Rank	Quality	Armour	Weapons	Equipment	Points
Sergeant (Leader)	Ave	Flak Jacket	Autopistol, Knife	Comm unit	32
Corporal (Sub Leader)	Ave	Flak Jacket	Autopistol, Knife	Comm unit	28
Trooper	Ave	Flak Jacket	Autoshotgun, Knife	Comm unit	25
Trooper	Ave	Flak Jacket	Autoshotgun, Knife	Comm unit	25
Trooper	Ave	Flak Jacket	Flame-thrower, Knife	Comm unit	32

Upgrade Any Figure To:
Veteran Quality +6pts

Upgrade Any Squad Or Sub-Leader With:
1 Skill Roll +3pts

Equip Any Figure With:
1 Fragmentation Grenade +2pts (Max 3)
1 Heavy Pistol +7pts
1 First Aid Kit +3pts
Replace Flak Jacket With Combat Suit +3pts

Substitute Any Autopistol With:
Machine Pistol +1pt
Autoshotgun +0pts

Rookie Squad - 70pts each

□ Rookie squads are made of recruits who have not yet completed their basic training. However the demand for frontline troops often means that rookies are rushed to Combat Zones before their training has been completed.

Rank	Quality	Armour	Weapons	Equipment	Points
Cadet Leader	Green	Ablative Jacket	Autopistol, Knife		22
Cadet 1 st Class (Sub Leader)	Green	Ablative Jacket	Autopistol, Knife		18
Cadet	Green	Ablative Jacket	Autopistol, Knife		15
Cadet	Green	Ablative Jacket	Autopistol, Knife		15

Up to 2 extra Cadets at 15pts each

Rank	Quality	Armour	Weapons	Equipment	Points
Cadet	Green	Ablative Jacket	Autopistol, Knife		15

Upgrade Any Figure With:
Average Quality +4pts

Equip Any Figure With:
1 Fragmentation Grenade +2pts (Max 1)
1 Medium Pistol +5pts

Substitute Any Autopistol With:
Machine Pistol +1pt

Special Forces Squad - 154pts per squad

They are the prized possession of the DMF. You don't mess with these guys. They are the most highly trained, efficient troops you will come across. They fight hard, play hard, and are well 'ard.

Rank	Quality	Armour	Weapons	Equipment	Points
Sergeant (Leader)	Elite	Combat Suit	Autopistol, Knife	Comm unit, First Aid Kit	57
Corporal (Sub Leader)	Elite	Combat Suit	Autopistol, Knife	Comm unit	50
Trooper	Elite	Combat Suit	Autopistol, Knife	Comm unit	47

Up to 2 extra troopers at 47 pts each:

Rank	Quality	Armour	Weapons	Equipment	Points
Trooper	Elite	Combat Suit	Autopistol, Knife	Comm unit	47

Upgrade Any Figure With:

1 Skill Roll +3pts (Max 2)

Equip Any Figure With:

1 Fragmentation Grenade +2pts (Max 3)

1 First Aid Kit +3pts

1 Heavy Pistol +7pts

Replace Combat Suit with Hard-shell Combat Suit +3pts

Replace Any Autopistol With:

Machine Pistol +1pt

Assault Rifle +8pts

Autoshotgun 0pts

MAX 40 Assault Rifle +9pts

Equip 1 Figure With:

Machine Gun +24pts

Autocannon +24pts

Missile Launcher (Inc 1HE missile) +12pts

Equip The Missile launcher With:

1 HE Missile +3pts (Max 4)

1 Smoke Missile +1pt (Max 4)

Special Rules

- Special Forces squads are highly trained and extremely fit. All members of a special forces squad have a basic toughness of 8, and roll 2D8 Attack/Wound dice in close combat.
- Special Forces squads are extremely rare and only a few are ready for active duty at any one time. To represent this only 1 special forces squad is available per force.

Combat Medic - 36pts per figure

If you want to increase the odds of your fighters living to fight another day, it helps to have a medic on the battlefield. His expertise can bring someone back from the brink of death; alternatively he can patch them up, so they can carry on fighting.

Rank	Quality	Armour	Weapons	Equipment	Points
Medic	Ave	Flak Jacket	Medium Pistol	First Aid Kit	36

Equip Any Combat Medic With:

Medikit +10pts

Upgrade Any Combat Medic To:

Veteran Quality +6pts

Replace:

Medium Pistol With Autopistol +3pts

Flak Jacket With Combat Suit +3pts

Field Engineer- 28pts per figure

It takes a special type of person to be a tech. This isn't your average clever dick, who's a wizard with computers. This is someone who can work on systems **under fire**. I mean we're talking real pressure here, as the success of a mission can really come down to whether the Tech can do the job or not. Techs are treated with the utmost respect by everyone, and are well looked after in the heat of battle. It pays to have some of your best fighters covering your Techs, because if your Tech goes down, there's a good chance you are going to have to withdraw, and start from scratch another day with a new one, and fight the whole lot all over again.

Rank	Quality	Armour	Weapons	Equipment	Points
Tech (TS:2)	Average	Flak Jacket	Medium Pistol, knife	Tool Kit	28

Equip Any Field Engineer With:

Deluxe Tool Kit +6pts
Combat Suit +3pts
Autopistol +3pts

Upgrade Any Field Engineer To:

Veteran Quality +6pts
Tech Skill 3 +3pts

Lieutenant - 81pts per figure

These Rambo types are the battle hardened, grizzled vets, who live to fight. They know no fear. If the enemy ever pins you down, you'll feel a lot better having one of these on your side. While everyone else is keeping their head down, your Hero will think nothing of running forward, whether there's cover or not, and giving the enemy what for.

□ The lieutenant is Group 3 - Hero.

Rank	Quality	Armour	Weapons	Equipment	Points
Hero	Elite	Flak Jacket	Medium Pistol		81

Upgrade Any Hero With:

1 Skill roll at +3pts (Max 3)

Replace Flak Jacket With:

Combat Suit +3pts
Hard-shell Combat Suit +6pts

Equip Any Hero With:

Autopistol +8pts
Heavy Pistol +7pts
Fragmentation Grenade +2pts (Max 3)

Autocannon +32pts
Max 40 Assault Rifle +17pts
Knife +1pt

Gang Force Lists

- The number of individuals cannot outnumber the number of gangs.
- Apart from cultist gangs any number of different gangs may be mixed within a gang force. There are many different reasons why gangs join together. So a gang force may consist of several street gangs, a brat gang and a biker gang or any other combination you may decide.
- To design new forces simply choose gangs, individuals and robots from the one of the gang force lists. Robots are listed at the end of the chapter because they can be used by both corporation and gang forces. Pick any upgrades or new equipment from the boxes below each gang or individual. Remembering to add the points cost to the group's overall total. Equipment, weapons or gang members cannot be swapped between groups before the start of campaign or game.
- Existing campaign gangs and individuals chose from new recruits, equipment and weapons sections listed in the 'After the Battle' chapter of the rules.
- During prolonged periods of gang warfare new recruits have to initiated quickly so that they can quickly join the fight in the combat zone. During a campaign additional groups are still chosen from each force list.
- These force lists have been designed as the starting point for gangs and individuals. During the course of the campaign some figures will become mighty heroes while others lie dead in a gutter. Through casualties and new recruits some gangs will have different numbers of figures. However no gang can have less than four figures or more than fifteen. For full details see 'After The Battle' chapter of the rules.
- Figure qualities can also change during a campaign so it is possible to gangs made up or higher or lower qualities than those listed in the rules. However the gang leader must always have the highest quality.

For Example: It would be possible to end up with an entirely elite quality Brat gang. If during a campaign if all the Brat Gangers had managed to survive and gain enough EP's.

Street Punk Gang - 54 pts per gang

Street Punks are gangs of youths looking to make a name for themselves. They are inexperienced and poorly equipped. However what they lack in expertise and equipment is more than compensated by their "Bad" attitude. They don't go anywhere without their Switchblades and Saturday Night Specials.

- Each Street Punk gang may not have more than 15 figures.

Rank	Quality	Armour	Weapons	Equipment	Points
Gang Leader	Green	None	Medium Pistol, Knife		24
Ganger	Green	None	Medium Pistol, Knife		9
Ganger	Green	None	Shotgun, Knife		7
Ganger	Green	None	Shotgun, Knife		7
Ganger	Green	None	Shotgun, Knife		7

Up to 11 extra Gangers at:

Rank	Quality	Armour	Weapons	Equipment	Points
Ganger	Green	None	Shotgun, Knife		+7
Ganger	Green	None	Medium Pistol, Knife		+9

Upgrade Any Figure To:

Average Quality +4pts*

*The gang leader must have the highest quality

Upgrade The Gang Leader To:

Veteran Quality +10pts*

Equip Any Figure With:

Primitive Armour +3pts

Molotov Cocktail +1pt (Max 3)

Knife Or Club +1pt

Equip Any Figure With:

Shotgun +3pts

Medium Pistol +5pts

Axe +3pts

Street Gang - 118 pts per gang

□ Each Street gang may not have more than 12 figures.

Rank	Quality	Armour	Weapons	Equipment	Points
Gang Leader	Average	Primitive Armour	Assault Rifle, Knife		34
Ganger	Average	Primitive Armour	Assault Rifle, Knife		27
Ganger	Average	Primitive Armour	Autopistol, Knife		19
Ganger	Average	Primitive Armour	Autopistol, Knife		19
Ganger	Average	Primitive Armour	Autoshotgun, Knife		19

Up to 7 extra Street Gangers At:

Rank	Quality	Armour	Weapons	Equipment	Points
Ganger	Green	None	Medium Pistol, Knife		+9
Ganger	Average	Primitive Armour	Autopistol, Knife		+19
Ganger	Average	Primitive Armour	Autoshotgun, Knife		+19

Upgrade Up To 6 Average Quality Figures To:

Veteran Quality +6pts*

*The gang leader must have the highest quality.

Upgrade The Gang Leader To:

Elite Quality +13pts

Equip Any Figure With:

Medium Pistol +5pts

Molotov Cocktail +1pt (Max 3)

Knife Or Club +1pts

Sword +2pts

Equip Any Figure With:

Shotgun +3pts

Heavy Pistol +7pts

Axe +3pts

Fragmentation Grenade +2pts (Max 1)

Replace Any Autopistol With:

Machine Pistol +1pt

Autoshotgun +0pts

Assault Rifle +8pts

Equip One Gang Member With Either:

Flame Thrower +15pts

Autocannon +32pts

Brat Gang - 92pts per gang

□ Brat gangers come from the rich corporate sectors. Although they want for nothing, the peace and security of the corporate zones have lead them to seek excitement elsewhere. They can easily be spotted in the combat zone by their designer body armour and custom weapons. They may be rich kids but they are not be messed with.

□ Each Brat gang may not have more than 10 figures.

Rank	Quality	Armour	Weapons	Equipment	Points
Brat Leader	Average	Ablative Armour	Autopistol, Sword		35
Brat	Average	Ablative Armour	Autopistol, Knife		19
Brat	Average	Ablative Armour	Autopistol, Knife		19
Brat	Average	Ablative Armour	Autopistol, Knife		19

Up to 6 extra Brats at 19pts each:

Rank	Quality	Armour	Weapons	Equipment	Points
Brat	Average	Ablative Armour	Autopistol, Knife		+19

Upgrade Up To 5 Brats To:

Veteran Quality +6pts*

*The gang leader must have the highest quality.

Upgrade Up To 2 Brats To:

Elite Quality +13pts*

Equip Any Figure With:

Equip Up 4 Members Of A Gang With:

Fragmentation Grenade +2pts (Max 2)
 Heavy Pistol +7pts
 Knife Or Club +1pt
 Sword +2pts
 Field Medical Kit +3pts

Replace Ablative Jackets With Flak Jackets +3pts

Replace Any Autopistol With:

Machine Pistol +1pt
 Autoshotgun +0pts
 Assault Rifle +8pts

Equip every member Of 1 Brat Gang With:

Comm Units +3pts

Biker Gang - 80pts per gang

Bikers are by nature nomadic gangs. Having no zone to call there own, they tend to get involved in a lot of scraps, as they move through various gangs turfs in their travels. For this reason bikers don't tend to travel light as far as weaponry's concerned. They are both tough, and well equipped. More than ready to handle the toughest gangs.

□ Each Biker gang may not have more than 10 figures.

Special Rules

□ Biker gangs are not for wimps, they are notoriously hard drinking and hard living people. Up to 5 members of the gang may increase their basic toughness by +1 at a cost of 3pts per figure.

Rank	Quality	Armour	Weapons	Equipment	Points
Biker Leader	Average	None	Medium Pistol, Knife		28
Biker	Average	None	Medium Pistol, Knife		13
Biker	Average	None	Medium Pistol, Knife		13
Biker	Average	None	Medium Pistol, Knife		13
Biker	Average	None	Medium Pistol, Knife		13

Up to 5 extra Bikers at 13pts each:

Rank	Quality	Armour	Weapons	Equipment	Points
Biker	Average	None	medium Pistol, Knife		+13

Upgrade Up To 5 Bikers To:

Veteran Quality +6pts*

*The gang leader must be upgraded first & have the highest quality.

Upgrade Up To 2 Bikers To:

Elite Quality +13pts*

Equip Any Figure With:

Primitive Armour +3pts
 Fragmentation Grenade +2pts (Max 2)
 Knife Or Club +1pt
 First Aid Kit +3pts

Replace Any Medium Pistol With:

Heavy Pistol +2pts
 Autopistol +3pts
 Machine Pistol +4pt
 Autoshotgun +3pts
 Assault Rifle +11pts

Equip One Member Of The Gang With Either:

Flame Thrower +15pts
 Machine Gun +32pts
 Auto Cannon +32pts

Street Doc- 31pts per figure

It doesn't pay to enquire of a Street Doc's past. They are usually pretty shady characters at best. Doctors enjoy a very high standard of living in the corporate zones, and you won't find anyone giving that up by their own free will. Most Street Doc's have ended up where they are as a result of malpractice suits, drug dealing, or addiction.

☐ Street Docs may join any forces may made up of Street Punk, Street, Biker or Brat Gangs.

Rank	Quality	Armour	Weapons	Equipment	Points
Medic	Average	None	Medium Pistol, knife	First Aid Kit	31

Equip Any Street Doc With:

Medikit +10pts
Ablative Jacket +3pts

Upgrade Any Street Doc To:

Veteran Quality +6pts

Street Tech- 19pts per figure

Street Tech's are gadget freaks, usually to be found hunched over a pile of electronic junk. They are generally more innovative than their corporate counterparts, as they don't have unlimited access to all the latest hardware. More often than not, they will have to rely on their own ingenuity, and a mish-mash of components stolen, or recovered from the local corporate dump.

☐ Street Techs may join any forces may made up of Street Punk, Street, Biker or Brat Gangs.

Rank	Quality	Armour	Weapons	Equipment	Points
Tech (TS:1)	Average	None	Medium Pistol, knife	Tool Kit	19

Equip Any Street Tech With:

Deluxe Tool Kit +6pts
Ablative Jacket +3pts
Assault Rifle +16pts

Upgrade Any Street Tech To:

Veteran Quality +6pts
Tech Skill 2 +3pts

Gang Hero- 79pts per figure

Not your typical square jawed type, but your bog standard nutter, psycho type. Usually found playing with sharp objects, and best left alone when bored. Prone to drinking anything remotely alcoholic, and unable to resist any drugs, your hero is only a hero because he likes to kill things, and is oblivious to pain.

☐ Heroes may join any forces may made up of Street punk, Street, Biker or Brat Gangs.

Rank	Quality	Armour	Weapons	Equipment	Points
Hero	Elite	Ablative Jacket	Medium Pistol, knife		79

Equip Any Hero With:

Assault Rifle +16pts
Autopistol +8pts
Heavy Pistol +7pts
Sword +2pts
Replace Ablative Jacket with Flak Jacket +3pts

Equip Any Hero With:

Axe +3pts
Fragmentation Grenade +2pts (Max 3)
Autoshotgun +8pts
Machine Pistol +9pts
Flame Thrower +15pts

Upgrade Any Hero With:

1 Skill roll at +5pts (Max 3)

Cultist Gangs

Many people turned to charismatic leaders for guidance in a world they found difficult to cope with. These leaders are generally power hungry despots feeding off the weak willed for their own personal gains. The cults are the most dangerous gangs to face. Cultists are willing to die for their cause. In fact martyrdom is actively sought by many. So watch out for their suicide squads.

- Religious zealots to one hundred different causes
- Cultist groups cannot with be used with any other non-cultist groups. Cultists are notoriously fickle and treacherous when dealing with non-believers and so have gained a reputation for being untrustworthy.
- Cultist organisations have their own Techs and medics. Cultist's medics and Techs also roll 2D8 when taking reaction tests but use the normal street tech and street Doc army lists.
- The number of Brethren gangs cannot outnumber the other cultist gangs by more than 2:1.

For Example: if a gang player has 2 Disciple gangs and 1 Zealot gang, they can have a maximum of six Brethren gangs.

Special Rules For All Cultists

- Cultists are religious fanatics who believe that they fighting on the side of right. Consequently they are much more willing to die for their cause than an ordinary person is. To represent this fanaticism all cultists roll 2D8 when taking reaction tests.

The Brethren - 50pts per gang

The brethren are the lowest rank of a cult. They are workers for the cult.

- Each Brethren gang may have up to 15 figures.

Rank	Quality	Armour	Weapons	Equipment	Points
Brethren Leader	Green	None	Club		22
Brethren Cultist	Green	None	Club		7
Brethren Cultist	Green	None	Club		7
Brethren Cultist	Green	None	Club		7
Brethren Cultist	Green	None	Club		7

Up 10 extra Brethren Cultists At 7pts each:

Rank	Quality	Armour	Weapons	Equipment	Points
Brethren Cultist	Average	None	Club		+7

Upgrade Any Brethren Figure To:

Average Quality +4pts*

*The Brethren leader must have the highest quality

Upgrade Any Brethren Leader To:

Veteran Quality +10pts

Equip Any Brethren With:

Sword +2pts

Axe +3pts

Medium Pistol +5pts

Shotgun +3pts

The Disciples - 100pts per gang

The Disciples form the backbone of a cult's fighting force.

- Each Disciple gang may have up to 12 figures.

Rank	Quality	Armour	Weapons	Equipment	Points
Disciple Leader	Average	None	Medium Pistol, Sword		32
Disciple Cultist	Average	None	Medium Pistol, Sword		17
Disciple Cultist	Average	None	Medium Pistol, Sword		17
Disciple Cultist	Average	None	Medium Pistol, Sword		17
Disciple Cultist	Average	None	Medium Pistol, Sword		17

Up to 7 extra Disciple Cultists at 17pts each:

Rank	Quality	Armour	Weapons	Equipment	Points
Disciple Cultist	Average	None	Medium Pistol, Sword		+17

Upgrade Any Disciples To:
Veteran Quality +6pts

Upgrade Each Disciple Leader With:
1 Skill Roll +3pts (Max 1)

Equip Any Disciple With:
Primitive Armour +3pts
Fragmentation Grenade +2pts (Max 1)
Knife Or Club +1pt
Axe +3pts

Replace Any Medium Pistol With:
Heavy Pistol +2pts
Machine Pistol +4pts
Autoshotgun +3pts
Assault Rifle +11pts

The Zealots - 127pts per gang

The best fighters within a cult are the Zealots. Zealots usually act as a Cult Leader's personal bodyguard. Their loyalty and devotion is without question. They are close combat fighters par excellence.

There is only one Zealot Gang per cult force. Each Zealot gang may have up to 8 figures.

Special Rules

In addition to the normal rules for cultists.

Zealots are fanatical close combat fighters to represent this fanaticism all Zealots roll an extra 1D6 Attack dice in close combat. Because of their strong beliefs, Zealots may treat any Panic results as an OK result during close combat.

Rank	Quality	Armour	Weapons	Equipment	Points
Zealot Leader	Veteran	Ablative Jacket	Heavy Pistol, Sword		43
Zealot	Veteran	Ablative Jacket	Heavy Pistol, Sword		28
Zealot	Veteran	Ablative Jacket	Heavy Pistol, Sword		28
Zealot	Veteran	Ablative Jacket	Heavy Pistol, Sword		28

Up to 4 extra Zealots At 28pts each:

Rank	Quality	Armour	Weapons	Equipment	Points
Zealot	Veteran	Ablative Jacket	Heavy Pistol, Sword		+28

Upgrade Any Zealot To:
Elite Quality +7pts

Upgrade A Zealot Leader With:
1 Skill Roll +3pts (Max 2)

Equip Any Zealot With:
2nd Heavy Pistol +7pts
Fragmentation Grenade +2pts (Max 2)
Axe +3pts

Replace Any Heavy Pistol With:
Machine Pistol +2pts
Autoshotgun +1pt
Autopistol +1pt

Cultist Priest- 100pts per Figure

Cultist priests are the religious centre of a cult. They preach to the masses and ensure devotion among the congregation. In battle they attack their enemies without mercy or fear.

□ There must be 2 cultist gangs for every priest figure.

Special Rules

- Cultist Priests are group 3 - Heroes in addition they have the following special rules.
- During close combat a cultist priest ignores panic or rout reactions.
- All cult members within 10cm of a Priest may treat any Panic result as an OK result. Rout results are applied as normal.

Rank	Quality	Armour	Weapons	Equipment	Points
Hero	Elite	Ablative Jacket	Heavy Pistol, Sword		100

Equip Any Priest With:

Assault Rifle +16pts

2nd Heavy Pistol +7pts

2nd Sword +2pts

Axe +3pts

Fragmentation Grenade +2pts (Max 3)

Upgrade Any Priest With:

1 Skill roll at +3pts (Max 3)