

During the Battle

Damaging Terrain Features

Are you facing an enemy that's too scared to come out and fight. Do they spend all their time skulking behind brick walls. If so its time to flush them out with the heavy weapons teams. One swift hit with a high explosive missile will make them think twice about their nice, safe, cosy hideout.

- We don't suggest that you record the condition of every item of terrain used in your battle rather use the rules for damaging terrain features when it becomes necessary as part of the game.
- Terrain features can withstand much more damage than even the toughest human. Because of this, terrain features can only be damaged by heavy weapons. This includes HE missiles. HE missiles give 1D3-damage rolls against terrain features.
- Fragmentation grenades are not powerful enough damage to effect terrain features.

Procedure For Shooting At Terrain Features

- Any figure with a heavy weapon may choose to target a terrain feature instead of an enemy figure.
- At point blank or short range, no Hit roll is needed. It is assumed that the shooter automatically hits the terrain feature if they have a clear LOS.
- At long range the shooter may add an additional +2 to the Hit roll as terrain features are large targets.
- If the Hit roll is successful then a Wound (Or Damage roll as it is known) roll is taken.
- HE missiles give 1D3-damage rolls against terrain features.
- If the Damage (Wound) score is equal or greater than the terrain's defence value then the terrain feature has been damaged.

Buildings

- Each time a building has been damaged, place a damage counter next to the building.
- Check to see if the building has been destroyed. Roll 1D8 and add any modifiers. If the score is 8 or more then the building has been destroyed.
Add +1 for each damage counter the building has after the first damage counter.
(If a building has three damage counters then +2 is added to the roll)
Subtract -1 if the building is made from bricks or concrete
Subtract -2 if the building is made from reinforced concrete
- If a building is damaged or destroyed any figures inside will take an one automatic 3D6 Wound roll from falling debris. In addition every surviving figure automatically receives a panic reaction.
- If a bottom storey of a building is destroyed, any storeys directly above it will collapse automatically. Any figure in any affected sections of the building or within 5cm of it will take an one automatic 4D6 Wound roll from falling debris. In addition every surviving figure automatically receives a panic reaction.
- Once a building has been destroyed it's becomes less effective as cover. The cover is reduced by one level.
For Example: When a wooden building (medium cover) is destroyed it will only provide soft cover.

Walls & Fences

- Walls and fences are made up of 10cm sections. If one section is destroyed, the two sections either side remain unaffected.
- Walls and fences are automatically destroyed when damaged.
- Any figure that is within 2.5cm of the wall section when it is destroyed automatically receives a Panic reaction.
- All types of soft cover are automatically destroyed once they have been damaged.

Hills & Rivers

- None of the weapons used in COMBAT ZONE have sufficient power to damage or destroy hills and rivers.

Terrain Feature	Defence Value	Cover Type
Razorwire Fence	12	None
Bushes & Hedges	12	Soft
Chainlink Fences	12	Soft
Wooden Crates	15	Medium
Wooden Buildings & Fences	15	Medium
Metal Drums & barrels	17	Medium
Brick Walls & Buildings	20	Hard
Reinforced Concrete	25	Extra Hard

New Rules

Fire Weapons

All sorts of havoc can be wreaked with these new weapons. If you are attempting to attack a heavily defended building, a couple of well placed incendiary grenades, or molotov cocktails will warm them up nicely. Or you could even sneak up to the door or window with that nice flamethrower. Once the building catches fire, they are in big trouble.

Area Effect Fire Weapons

Procedure For Throwing A Grenade Or Molotov Cocktail

- It costs 3 action points to prime and throw a grenade.
- Quality bonuses are not used for area effect weapons.
- Select the target point for the grenade.
- Place the centre of the template over the target point.
- Roll 1D8.
- On a score of 1-6, the grenade has deviated in the direction shown on the template. Roll 2 Deviation dice and total the score. The template is moved the distance in cm shown by the template.

Deviation Dice	Quality
2D4cm	Elite
2D6cm	Veteran/Average
2D8cm	Green

- The grenade cannot deviate by more than half the distance thrown.
- On a score of 7-8 the template remains where placed.

Incendiary Grenades

Cost 2 pts per incendiary grenade.
Range Point N/A. Short N/A Long 15cm
Template 5cms

Effects

- Each figure that is 50% or more under the template takes an automatic 2D8 Wound roll
- Each figure that is less than 50% under the template takes an automatic 2D6 Wound roll.
- Any surviving figures automatically receive a Panic reaction.
- Apply any wound modifiers as normal.
- Follow the Fire rules if thrown into a building or enclosed space.

Molotov Cocktail

Cost 1 pt per Molotov cocktail
Range Point N/A Short N/A Long 10cm
Template 5cms

Effects

- Molotov cocktails or petrol bombs as they are sometimes known are a homemade alternative to an incendiary grenade.
- Each figure that is 50% or more under the template takes an automatic 2D8 Wound roll
- Each figure that is less than 50% under the template takes an automatic 2D6 Wound roll.
- Any surviving figures automatically receive a Panic reaction.
- Apply any wound modifiers as normal.
- Follow the Fire rules if thrown into a building or enclosed space.

For Example: A Ganger with a Molotov cocktail decides throws it at 2 troopers. The troopers are 15cm away from him. The Ganger places a 5cm template over two troopers and rolls 1D8. He scores a 3, the template has deviated. He rolls 2D6 deviation dice (He is average quality) which gives a total of 7. The Molotov cocktail was thrown 10cm and so can only deviate up to 5cm (Grenades cannot deviate by more than half the distance thrown). The Molotov cocktail moves 5cm if the direction of the 3. An area effect weapon such as a grenade can move further than its normal range because of deviation. As in this case the Molotov cocktail ends up 18cm away from the Ganger. Only one of the troopers is hit. A wound roll is taken as normal.

Flame Thrower

Cost	15 pts per flame-thrower.
	8 pts for each additional canister.
Range	Point N/A Short N/A Long 20cm*
Template	2.5cms

*Cannot be used at targets less than 3cm away.

Procedure For Firing A Flame Thrower

- It costs 2 action points to fire a flame-thrower.
- Quality bonuses are not used for area effect weapons.
- Select the target point for the shot.
- Place the centre of the template over the target point.
- Roll 1D8.
- On a score of 1-6 the shot has deviated in the direction shown on the template. Roll 2
- Deviation dice and total the score. The template is moved the distance in cm shown by the Template.

Deviation Dice	Quality
2D4cm	Elite
2D6cm	Veteran/Average
2D8cm	Green

The shot cannot deviate by more than half the distance fired.
On a score of 7-8 the template remains where placed.

Effects

- Each figure that is 50% or more under the template takes an automatic 4D6 Wound roll
- Each figure that is less than 50% under the template takes an automatic 2D6 Wound roll.
- Apply any wound modifiers as normal.
- Any surviving figures automatically receive a Panic reaction.
- Every flame-thrower has one free canister.
- Each flamethrower canister has enough fuel for six shots.
- It costs 3AP reload a flame-thrower with a new canister.

Fire Rules

- Flamethrowers, Molotov cocktails and incendiary grenades are known as fire weapons.
- Only fire weapons can be used to set buildings on fire.
- If a fire weapon is used in an enclosed space all figures are automatically hit. Buildings not

exceeding 10cm x 10cm are classed as an enclosed space.

- If a fire weapon has been used in enclosed space, no one can enter the room for the remainder of the turn. This is because of the superheated gases and smoke makes the atmosphere almost unbreathable.
- In the compulsory action phase of the each turn, roll against the fire table to see if a fire has started or if a fire is continuing to burn. Continue against the Fire table until a No fire or inferno result is rolled.
- Any figure attempting to shoot across a burning obstacle or shoot at a target in burning building must subtract an additional -1 to the Hit roll due to the smoke and flames.
- Figures suffering from Panic or Rout reactions will not enter a burning building.

Crossing Burning Obstacles

- Obstacles such as hedges and fences may also be set on fire to provide a burning barricade.
- Any figure attempting to cross a burning obstacle must roll 1D6. On a score of 5+ they receive one automatic 2D6 Wound roll.
- Figures suffering from Panic or Rout reactions will not cross a burning obstacle.

Fire Table

- Roll 1D8 and add any modifiers
- Add +1 if an incendiary grenade was used.

Results

- 1-5 No fire. The fire has burnt itself out.
- 6-7 Fire. The room is engulfed with flames.
- 8+ Inferno. Flames race through every room. The whole building is now a blaze.

No Fire

The fire has stopped or has not properly started. No further checks are made on the Fire table.

Fire

The room is now on fire. In the compulsory actions phase of every turn any figure in the room takes one automatic 2D6-wound roll. Any figure entering the room during the turn must roll 1D6. On a score of 5+ they also receive one automatic 2D6-wound roll. Continue to check on the Fire table to see what happens to the fire.

Inferno

The whole building is ablaze. In the compulsory actions phase of every turn any figure in the building takes one automatic 3D6-wound roll. Any figure entering the building during the turn must roll 1D6. On a score of 4+ they also receive one automatic 3D6-wound roll. No further checks are made on the Fire table. The building continues to burn for the rest of the battle.

Jumping From a Burning Building

- Desperate times call for desperate measures even if this means jumping out of high window. Figures may wish to exit the building by any means available. The higher they jump from the harder the fall.
- Any human figure that jumps from a building automatically receives an automatic wound roll. The strength of the wound roll will depend from how high they have jumped from.
- Robots will not jump from buildings it's against their programming.

Height	Wound Roll
Ground Floor	None
First Floor	2D6
Second Floor	3D6
Third Floor	4D6
Fourth or More	6D6

Machines (Enforcer Class Robots)

Changes To the Rulebook

- In order to simplify the rules for damaging machines, the score needed to damage each robot is now listed separately in table. Enforcers have three damage categories: Minor, Major and Critical (as shown below).

Damage Threshold for an Avenger class Enforcer:

Minor Damage	Major Damage	Critical Damage
11 -13	14 - 17	18+

For Example: A Damage (Wound) score between 14 and 17 will therefore cause major damage to an Avenger. Roll on the Damage table as normal.

- All the other rules remain the same.

Enforcer Class Robots - General Rules

- Enforcer class robots or Enforcers as they are commonly known follow all the rules set out in the rulebook unless otherwise stated in the following sections.
- Every Enforcer must start the campaign with 1 available tech.
- An Enforcer must be serviced by a tech between each battle of a campaign. The tech may do nothing else except service the Enforcer. If a tech does not service the Enforcer it may not be used in the next battle. However the tech does not need to be present during a battle.
- Enforcers are counted as individuals when determining the number of groups and individuals in a force.

For Example: If a gang player has six gangs. The maximum number of robots they could field is three. Because three Techs are also needed in addition to the three robots. Three Techs and three robots give a total of six individuals, which is equal to the number of gangs the player is using.

- Enforcer class robots are programmed with a general combat profile. They cannot be used in an attacking force for Assault, Rescue, Raid or Recon missions.
- Enforcer class robots cannot cross obstacles greater than half their body height.
- Enforcer class robots **cannot** 'Drop Down' or take aimed shots as described in the rulebook.

Knocking Over Robots

- Enforcers are normally too agile or heavy to push over by ordinary humans but if an Enforcer has suffered a Shutdown (See Machines Damage Table) or is attempting auto repair itself then may be possible to push it over. Any Enforcer class robot that is pushed over suffers an automatic 4D8-wound roll.
- To push an Enforcer robot over requires great strength and skill. It requires 4AP to make an attempt.
- If an Enforcer is knocked over it costs 5AP for it to get up again. The Enforcer can be placed facing any direction when it stands up. Enforcers cannot do anything else until they have got back up.

Method

- Roll 2D6, total the score and add any modifiers.
Add +1 for each attempt to push the Enforcer over this turn after the first.
Add +1 if the figure is a hero.
Subtract -1 if the Enforcer is an Avenger Type Enforcer
Subtract -2 if the Enforcer is a Street Tiger Type Enforcer

Knocking Over Robots

9+ The Robot has fallen over make an immediate 4D8 damage roll.

□ -8 The robot does not move.

For Example. A Street Tiger Enforcer has been damaged in a firefight against a Brat gang. It is attempting to auto repair it's machine gun. Two brat gangers have tried to knock the Enforcer over but have failed. The gang's hero decides to try. He has enough AP for one attempt. The gang player rolls 2D6 and gets rolls of 4 and 5. Giving a total of 10 (9 +1 +2 -2 = 10). A dice score of 9, +1 because the figure is a hero, +2 for the other two gangers that have tried this turn and -2 because the Enforcer is a Street Tiger robot.

The Enforcer falls over and takes 4D8-wound roll. The Enforcer takes critical damage to it's power source and explodes. The hero must now take a wound roll against himself as well!

The Avenger 500 Series Robot - 115 pts per robot + Equipment & Weapons

Manufacturer: Cybertech Industries

Tactical Profile: The Avenger is a mid range Enforcer class robot designed for suppression and tactical superiority against lightly armed targets in urban environments. The Avenger does suffer when faced with heavily armed opponent.

Action Points	CC Attack Mod	CC Wound Mod
7	2D8	2D8

Damage Threshold:

Minor Damage	Major Damage	Critical Damage
11 -13	14 - 17	18+

Weapon Mounts:

Left Arm: 1 Standard Weapon Pack

Right Arm: 1 Standard Weapon Pack

Equipment Capacity: 2 Equipment Packs

The Sentinel Type 37 Robot - 85 pts per robot + Equipment & Weapons

Action Points	CC Attack Mod	CC Wound Mod
6	2D6	2D6

Damage Threshold:

Minor Damage	Major Damage	Critical Damage
10 -12	13 - 15	16+

Weapon Mounts:

Left Arm: 1 Standard Weapon Pack

Right Arm: 1 Standard Weapon Pack

Equipment Capacity: 1 Equipment Pack

The Street Tiger II Robot - 150 pts per robot + Equipment & Weapons

Action Points	CC Attack Mod	CC Wound Mod
8	3D6	3D6

Damage Threshold:

Minor Damage	Major Damage	Critical Damage
12 -14	15 - 19	20+

Weapon Mounts:

Left Arm: 1 Standard Weapon Pack

Right Arm: 1 Standard Weapon Pack

Centre Mount: 1 HE Missile Pack (included in point's cost)

Equipment Capacity: 3 Equipment Packs

Standard Weapon Packs

- ☐ Most weapon systems are configured to attach to either the left or right mounting sockets on Enforcer class robots. The exception to this is weapon arms, which are designed to fit onto one side only.

For Example: An Avenger has been a fitted left and right weapon arm. This would give the Avenger a hefty 2D8 + 2D6 Attack dice in close combat, with 2D8 +4 Wound dice.

Right Weapon arm with integrated Autoshotgun +6 pts per arm

- ☐ Weapon arms are human style arms with a ranged weapon built into the forearm. This allows the flexibility of hands and arms while still maintaining firepower superiority.
- ☐ Attack Modifier +1D6 Wound Modifier +2
- ☐ The autoshotgun cannot be used in close combat.

Left Weapon arm with integrated assault rifle +10 pts per arm

- ☐ Weapon arms are human style arms with a ranged weapon built into the forearm. This allows the flexibility of hands and arms while still maintaining a firepower superiority.
- ☐ Attack Modifier +1D6 Wound Modifier +2
- ☐ The assault rifle cannot be used in close combat.

High Explosive (HE) Missile Pack +15 pts per weapon

- ☐ The HE missile pack is a designed to fire a salvo of micro HE missiles in a rapid burst.
- ☐ The missile pack does not give any additional close combat bonuses.
- ☐ The HE missile pack is a heavy weapon and cannot be carried by human.

Using a High Explosive (HE) Missile Pack

Range Point N/A Short N/ALong 125 cm

RoF 1 *Special (See Below)

- ☐ A missile pack may be used to simultaneously fire One, two or three salvos at the same target. Firing several salvos together will cause more damage but also reduce the accuracy of the missiles.
- ☐ Each Missile pack contains enough missiles for three salvos.
- ☐ Targetors have no effect on missile packs.
- ☐ Follow the rules for missile launchers to determine the procedure for firing.
- ☐ The accuracy of the missiles and area of damage effected is determined by the number of salvos fired.

Number Of Salvos	Area Effect Template Used	Number Of Deviation Dice
1	2.5cm	1D6 cm
2	5.0 cm	2D6 cm
3	7.5cm	3D6 cm

- ☐ Each figure that is 50% or more under the template takes an automatic 4D6 Wound roll.
- ☐ Each figure that is less than 50% under the template takes an automatic 2D6 Wound roll.
- ☐ Apply any wound modifiers as normal.
- ☐ The causes 1 damage roll for each salvo when fired against a building.

For Example: An Avenger Robot has spotted a Street gang among the ruins. The Avenger has a missile pack and a shotgun cyberarm. The shotgun cyberarm is out of range so the player decides to use the missile pack. The missile pack has all three salvos left. The robot player

decides to fire all three salvos at the Street gang because they are in the open and close together. The street gang is in range so the Avenger opens fire. The robot places a 7.5cm template over the centre of the gang and 1D8 for deviation. He rolls a 5; the shot is off target. The 3 deviation dice are rolled (4 + 5 + 1 =10) giving a total of 10. The template is moved 10cm in the direction indicated on the template. The missiles miss the Street gang altogether. The Avenger has used all it's missiles.

Recoilless Rifle +8 pts per weapon

- A standard Recoilless rifle modified to fit a universal shoulder mount.
- The recoilless rifle does not give any additional close combat bonuses.

Machine Gun +16 pts per weapon

- A standard machine gun modified to fit a universal shoulder mount.
- The machine gun does not give any additional close combat bonuses.

Equipment Packs

Targetor +6pts per targetor

- Targetors are sophisticated laser ranges finding and aiming systems. They enable a weapon to lock onto a target.
- Each targetor gives an additional +1 to the Hit roll.
- Targetors cannot be used with area effect weapons.
- Each targetor fills the space of 1 equipment pack.

Auto Repair Systems +15pts per system

- Auto repair systems are built into a machine's chassis. They contain backup circuits and secondary pneumatics. Auto repair systems cannot repair critical damage but can repair minor or major damage.
- At the beginning of a turn, a controlling player may elect for the robot to attempt automatically repair itself.
- No initiative dice is rolled for a machine, which is attempting auto repair.
- At the end of the turn, choose one damaged system and roll 1D6.
- On a score of 4,5 or 6 one system with minor damage has been repaired.
- On a score of 5 or 6 one system with major damage has been repaired
- If a machine is operating its auto repair systems may do nothing else for the rest of this turn.
- The auto repair systems are at work until the end of the turn.
- If engaged in close combat the machine is unable to defend itself. A Wound roll is taken automatically.
- Only one auto repair system may be fitted to a machine.
- An auto repair system uses 1 equipment pack.

Smoke Launchers +2pts per Smoke Launcher

- Each smoke launcher is fitted with 3 smoke grenades.
- All three-smoke grenades must be fired simultaneously but can be fired in any direction up to a distance of 20cm. Follow the normal procedure for throwing a smoke grenade.
- It costs 2AP to fire the smoke launcher.
- Each smoke launchers uses 1 equipment pack.

Night Vision System +6pts per system

- A combination of image intensifiers and thermal imaging systems allow a machine to move and fire unhindered by darkness.

Vidcam +15pts per system

- Patrol robots are sometimes fitted with live satellite links to their command centre. This is particularly useful in areas were the robot is not always expected to come back.
- Live Vidcam footage enables the command centre to evaluate the situation and advise ground

units accordingly. A side with one or more Vidcam systems may reroll any initiative dice scores of 1. This reroll may not be taken by any groups that do not have Comm units or are out of group coherency. The reroll is only taken once a second roll of 1 remains unchanged.

- If the Vidcam or robot is destroyed then the bonus reroll is lost.

Designer's Note

The sharp eyed amongst you will notice that costs for weapons fitted to Enforcers is less than for normal figures. There are several reasons for this:

Enforcers are large targets that cannot hide or use cover in the same way as normal foot soldiers. Although an Enforcer can carry several heavy weapons, one successful hit will destroy all the heavy weapons (including the machine). Whereas it will take time to kill all the members of a heavy weapons infantry squad.

Replicants

Replicants are the machine elite.

Replicant Class Robots - General Rules

- Replicant class robots or Replicants as they are commonly known follow all the rules set out in the rulebook unless otherwise stated in the following sections.
- Replicants are counted as individuals when determining the number of groups and individuals in a force.

For Example: If a corporate army has five squads then up to five replicants may be used.

- Replicant class robots are programmed with the most sophisticated artificial intelligence programs and the advanced neural net computers. They can be used in any type of mission.
- Replicant class robots **cannot** 'Drop Down' or take aimed shots as described in the rulebook.
- Replicants are much smaller than Enforcers. Consequently they cannot withstand as much damage as an Enforcer. Replicants have two damage categories: major and critical.
- When a replicant suffers major damage roll on the Replicant Damage table.
- When a replicant suffers critical damage, the replicant is destroyed and removed from play.
- Replicants use normal weapons from the Squad-Equipment Table (See After the Battle page 31).

Replicant Damage Table

- Roll 1D6 and refer to the below chart.

- 1-2** Arm: One of the replicant's arms is destroyed. Close combat Attack and Wound modifiers are reduced by 1D6 to a minimum of 1D6. The arm may no longer be used. If the replicant is using a heavy weapon it may no longer be used to fire a burst. Single shots are still allowed.
- 3-4** Leg: One of the replicant's legs is destroyed. Movement actions cost double the normal number of AP. Turning up to 90° now costs 1AP. If both legs are destroyed the replicant may not move.
For Example: Move up to 5cm costs 2AP.
- 5** Power: The replicant's power unit has been breached and it is losing power. The replicant may only use 3AP per turn. If the replicant's power unit is damaged again it will be destroyed along with the replicant.
- 6** CPU. The replicant's memory units have been disrupted. It will treat all other models as enemy groups. The replicant will move to attack the nearest group.

The Military 5000 Close Assault Replicant - 70 pts per replicant + Weapons

Manufacturer: Mitchell-Steiner

Tactical Profile: The Military 5000 is the standard urban combat replicant for most of the major corporations. It can be supplied with or without biological camouflage. It is designed for frontal assaults and other high-risk combat zones. Replicants without biological camouflage make the ideal terror weapons against poorly equipped gangs. However like most replicants they do not fair well against opponents equipped with anything except small arms.

Action Points

CC Attack Mod

CC Wound Mod

Damage Threshold:

Major Damage	Critical Damage
13 - 15	16+

Weapons:

The Military 5000 is has been programmed to use all assault rifles, autocannons and autostotguns.

Techs and Technology Tests

Techs are an absolute necessity in the Hi-tech world of Combat Zone. There are not many things that don't have a computer chip in them. If you need to break into security systems, operate robots or replicants, repair cybertech you'll need a Tech on hand.

- Technology tests are taken when difficult technological tasks must be done. Such as breaking an access code to a security door or repairing a damaged machine. The only individuals capable of dealing with these problems are Techs.
- Only Techs are able to take Technology tests.

Techs

- Each Tech has a skill modifier (TS) which is added to the Technology rolls. This represents their individual level of skill.

Technology Modifiers

- Technology modifiers represent what equipment and conditions that the tech is working under. If the right tools are not available or it is too dark to see properly then it will be difficult to get the job done.
- If the tech is suffering from a Panic reaction they will receive a -2 to any technology tests.
- If the tech does not have a tool kit then they will receive a -3 to any technology tests.
- Techs with a deluxe tool kit may add an additional +1 to any technology tests.
- Subtract between -1 and -4 depending upon the level of light. Where -1 is twilight and -4 is pitch black. The level of light is assumed to be good unless stated in a particular scenario.
- If the Tech is suffering from a Panic reaction they will receive a -2 to any Technology rolls.

Difficulty Levels

- Each Technology test is given a difficulty level depending upon its complexity.

For Example: Accessing a security code on a bank vault is more difficult than repairing a broken Comm unit.

Therefore in this case the security code might be given a difficulty level of 20 and the Comm unit a difficulty level of 7.

In order to be successful the Tech must roll equal or above the difficulty level of the task.

Technology Test

- It costs 2AP to take a Technology test.
 - Roll 2D6,
 - Total the score
 - Add Technology modifiers and Tech's skill modifier
 - This is the Technology score.
- If the Technology score is equal or greater than the Difficulty level then the task has been successfully completed.

For Example: An average quality Tech (TS +2) is attempting to break a security code on a prison door. The Security code has a difficulty level of 11+. The Tech uses 2AP and takes a Technology Test. She rolls 2D6 and gets 4 and 5. She adds her TS modifier (+2) and (-3) for not having any tools which gives a total of 8. She is unable to escape and has alerted the guard.

Security Systems

- A defender may choose to spend up to 25% of their points buying security systems when playing: Hit & Run, Raid or Rescue missions.
- In order to set up any security systems the defender must have at least one available Tech (See Below). Wounded or fatigued Techs cannot be used.
- The attacker must be told before the battle that security systems are being used but they do not need to tell the exact type of security system.
- Some missions allow a defending player to set up various defences against intruders. Because the game is being played on the defender's home turf they have had time to secure and protect their property. A security system might be as simple as putting a lock on a door to setting up an integrated sensor and automatic defence system.
- Fences or secured buildings are **not** transferable between games. The points spent on these systems are lost at the end of the game.

Securing Buildings.

- The simplest way of keeping someone out is to fit locks to all the doors and windows.
- Only corporations may fit a building with security doors because of the high cost and special equipment needed.
- A building may be secured by fitting locks to all the doors and windows. In addition the building may be strengthened to withstand attack.
- All modern doors now come with a coded entry panel which allows the defenders to come and go as they please however any attackers will have to find another way to open the door. The attacker has three options to open a locked door: break the door down, shoot the lock off or electronically pick the lock.

Type Of Door	Points per building
Internal door	10pts
External door	20pts
Reinforced door	30pts
Security door*	40pts

- Security doors may only be fitted to corporate buildings because of the special reinforcing needed to the doorframe and floor. Security doors may only be fitted if the defender is a corporate player.

Picking the Lock

- Any tech may attempt to pick the lock by passing a Tech Roll equal to the lock's difficulty. If successful the door is opened

Shooting the Lock

- To shoot out a lock the figure must be within 3cm of the door. No Hit roll is made but the Wound roll is made as usual. The Wound score must be equal or greater the door's toughness.

Breaking Open the Door

- The figure must be in base-to-base contact with the door.
- The figure makes an automatically Attack roll as in close combat. A Wound roll is taken as normal. Swords cannot be used to break open doors.
- The score must be equal or over the door's toughness.

Sentry Guns

The Mitchell-Steiner RS20 remote sentry gun is a portable ultra-lightweight defence system, which can be carried by one man and setup in about 3 minutes. It consists of a tripod, battery pack, ammo pack, and sensor unit, and can be fitted with a standard Mitchell-Steiner assault rifle or machine gun. Once in place the sentry gun can be set to sweep an area of 90°. The sensor array operates in normal, infrared, and ultrasonic modes. The built in computer can then cross reference the data to

acquire the target profile. This profile is then used to fire a pre-determined number of rounds at the target. Thus keeping the number of rounds used to a minimum.

The sensor can respond to FFT's (Friend or Foe Transmitters) which can be carried by all friendly personnel and vehicles. These send out a coded signal which will stop the Sentry Gun from firing.

- Sentry** guns are tripod mounted weapons with motorised elevation controls linked to a computerised targeting system. Authorised personnel carry small radio transmitters, which stop the sentry guns from firing at friendly targets.
- The player using sentry guns may not have more sentry guns than groups except in special scenarios.

For Example: If a gang player has 3 gangs & 1 tech then they may have up to 4 sentry guns.

- 1 Assault Rifle armed Sentry Gun costs 20pts
- 1 Machine Gun armed Sentry Gun costs 40pts
- 1 targetor +10pts
- Sentry Guns have a 90⁰ arc to the front.
- Sentry Guns are classed as machines (See Rulebook). They are immune from panic and rout. If wounded (damaged) then the sentry gun is automatically destroyed.
- Sentry Guns cannot be moved once set up.
- Sentry Guns are treated as having an average quality and a toughness of 8.
- If in engaged in close combat they are automatically removed from play.
- Each sentry gun automatically goes onto Opportunity fire at the beginning of each turn.
- Sentry guns will target the closest enemy figures first.
- Sentry guns automatically have built in night sights and can be fitted with a targetor. Targets give an additional +1 to the Hit roll.
- Sentry guns must be deployed within the defender's half of the table.

Security Fences

- Security fences can only be bought in 10cm sections.
- 10cm of razor wire fence costs 5pts.
- 10cm of chain link fence cost 2pts.
- Wire Cutters cost 3pts each.
- There must be at least one entrance to any fenced area.
- Crossing a razor wire fence costs 4AP.
- When each figure crosses a razor wire fence, roll 1D6. On a score of 6, the figure has become trapped and must spend a further 3AP to free themselves.
- Crossing a chain link fence costs 3AP.
- Razor wire or chain link fences can be cut with wire cutters. To cut a hole wide enough for 1 figure costs 4AP. The figure must be in base to base contact with the fence.

Casualties during a Battle

Casualties and medics add a completely new dimension to your Combat Zone games. Suddenly all is not lost when one of your men fall in a hail of bullets. If you get a medic to him quick enough, there is a chance that he will be able to be patched up, and be of some use in the remainder of the battle. Unfortunately the sign of the red cross, has very little impact in the urban chaos of the 20th century, so make sure your medics are armed, and always keep them covered when their attending to your wounded.

Casualties- General Rules

Instead of removing a figure from play when it is 'killed.' The figure is tipped on its side and left in place. This signifies that the figure is a casualty but their exact condition is unknown. Casualties given first aid during a battle will have a better chance of survival.

- Casualties can do nothing until they have been given First Aid or until the end of the battle.
- During a battle a casualty's condition is determined by a first aid check.
- The condition of any casualties not given first aid during a battle must be checked at the end of the battle.

- If an enemy figure engages a casualty in close combat, then the casualty is automatically removed from the play.
- If a casualty is shot and wounded then they are automatically removed from play.

First Aid

- Casualties can do nothing until they have been given First Aid.
- If a figure moves into base to base contact with the casualty, they may attempt to give the casualty first aid.
- When first aid is performed, a check is made to determine the condition of the casualty.
- To perform first aid check costs 3AP. Roll 2D6 and refer to the table below.
- Once the condition of the casualty has been determined it cannot be changed during an engagement.
- The first aid check is made using the first-aider's skills not the casualty's.

First Aid Modifiers

- -2 Basic Figure
- Medic
- -2 First-Aider suffering from panic

+1 First aid check made during the same turn in which the figure becomes a casualty

+2 Medikit*~

+1 First Aid Kit*

*Medikit or a first aid kit, not both.

~ May only be used by a medic.

Regardless of modifiers a double 1 means that the casualty is dead.

Regardless of modifiers a double 6 means that the casualty is stunned.

First Aid Table

- -4 The casualty has suffered a major injury or is dead.
Remove the figure from play including any equipment or weapons.
- 8-10 The casualty has been wounded.
The figure is given a Wound counter.
- 11+ The casualty is stunned.
The figure may do nothing this turn but may carry on as normal at the beginning of the next turn.

Dead

Dead is dead, there isn't any coming back! The figure is lost permanently along with any equipment or weapons.

Wounded

Wounded figures have injuries that are immediately life threatening and are usually fatal if left untreated. Typical wounds are injuries such as gun shot wounds, severe concussions or crushed and punctured organs. However with medical treatment the patient will usually make a full recovery.

Stunned

The figure was knocked unconscious by the force of the blow

During The Battle

- Wounded casualties are given a wound counter.
- The casualty may do nothing this turn but may activated as normal at the beginning of the following turn.
- Wounded figures can only use half their normal number of AP each turn (rounded down).
- Wounded figures may not initiate close combat. If engaged in close combat, the lightly wounded figures suffer an additional -2 to their Attack score.
- Wounded casualties suffer a -1 to any 'Hit' rolls and an additional -1 to any reaction tests.
- Wounded casualties with panic reactions may only use 2AP per turn.
- If a wounded casualty is given a rout reaction for any reason then they are automatically removed from play.

New Equipment

First Aid Kit

- First Aid Kits are basic medical kits used by soldiers and medics alike. Contents of a first aid kit will vary greatly depending upon individual responsible for the kit but most kits include bandages, stimulants and painkillers.
- First Aid Kits can be used by anyone.

Medikit

- Medikits are the latest in first aid; each contains the newest painkillers, coagulants, artificial skins and field dressings. To use a medikit requires specialist training only given to medics.
- Medics can only use Medikits.

Example of Play

The Street Angel's gang have been locked in a bloody feud with the Santana Development Corporation. After a successful Hit & Run mission on one Santana's storage dumps, the Street Angel's return to their hideout. Of Eleven ganger's which took part in the raid, seven were removed from play during the battle (condition unknown), one was given first aid but was already dead and the remaining three Gangers survived unscathed.

After The Battle

Now that you are playing a campaign the gaming doesn't end after the last shot has been fired. Your medical facilities will be supplied with fresh casualties that need attending to. Your stores will be burgeoning with the spoils of battle. Keep what's needed, and sell off what you already have. The money earned can be spent on new equipment or can be distributed to your training camps for employing new recruits or to hone the skills of your grizzled vets. Your forces may have been depleted by casualties, so you may have to disband some groups, and transfer the survivors to others. Your Tech's won't be standing idle either. They can be used to repair any robots or cybertech, that may have been damaged in battle.

1. Winning the campaign. Has the campaign been won? Grand Slam Games.
2. Casualties. Determine the condition of any casualties.
3. Routers. Check to see if any routing figures have rallied.
4. Maintaining and Repairing Robots. Can you fix it?
5. Points. Spend any points to buy new equipment and hire recruits
6. Organization of Forces. Reorganize squads and gangs.

1. Winning The Campaign

The campaign has been won:

1. If the enemy has no available groups for the next battle.
2. If you have won three battles in a row.

Grand Slam Games

A great way to finish your campaign if you have the time, is to resolve it with a Grand Slam Game. This involves getting all your remaining troops on the table and having a fight to the finish. As we have designed the campaign system to be played quickly over the course of an afternoon or evenings play, this might not always be possible.

To play a Grand Slam Game :-

- GRAND SLAM. As an Alternative way to finish the campaign both players must decide to play a Grand Slam battle. A Grand Slam battle involves using all remaining troops. To win the battle (and the campaign) each player must destroy 75% of their opponent's force. The first player to do complete this objective wins.
- The battle is set up as a Firefight mission.
- Players may find it easier to use the grand slam initiative rules for these larger battles. It does not matter which initiative rules are used but both players must use the same set.

Grand Slam Initiative Rules

- Players should decide before the battle begins which type of initiative rules they will be using.
- The grand slam initiative system is based around leader quality were high quality leaders will have the advantage.
- Work out the initiative points score of each group using the table below. Tech and medics are not counted.

Green Quality Group Leader = 1 pt

- Average Quality Group Leader = 2 pts
- Veteran Quality Group Leader = 3 pts
- Elite Quality Group Leader = 4 pts
- Hero = 5 pts
- Robot = 2 pts
- Add +1pt if the group has Comm units.

- Total the initiative points score for each of the groups.

For Example: A force with 2 green quality squads, 2 average quality squads (1 with Comm units), 1elite quality squad, 1 hero and 1 medic.

Total: 1+1+2+3+4+5 = 16

- Check total against the table to determine the number of grand slam initiative dice.

Score	-5	5-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51+
Dice	1D4	1D6	1D8	1D6+ 1D4	2D6	1D6+ 1D8	2D8	2D8+ 1D4	2D8+ 1D6	3D8	3D8+ 1D4

Initiative for Grand Slam Games

- Each player rolls their grand slam initiative dice (See above for determining number and type of initiative dice) and totals the score.
- Subtract -1 for each gang, without group coherency or gang leader.
- Subtract -1 for each squad, without group coherency, squad leader or sub-leader.
- Subtract -1 for each robot, which has suffered from critical damage
- The player with the highest score has the choice of going first or second.
- In the event of a draw, the players with the highest single dice roll wins.
- Players then take in turns to activate one group each, until all the groups have been activated.

2. Casualties

Untreated Casualties or Figures Removed from Play during an Battle

- Every untreated casualty or any figure removed from play must roll once on the Casualty Recovery Table.
- Roll 2D6 & total the score.
- Subtract -1 from the score if any figure, which was wounded during the battle and subsequently, removed from play.
- Heroes may choose to ignore the first result and reroll the dice. The second result however must be taken.

Casualty Recovery Table

- 2 - 5 **Dead.** The figure is lost permanently along with any equipment or weapons.
- 6 - 8 **Wounded.** The figure misses the next battle and rolls once on the Injuries table.
- 9 - 12 **OK.** The figure recovers in time for the next battle.

Dead

Dead is dead, there isn't any coming back! The figure is lost permanently along with any equipment or weapons.

Wounded Casualties

Figures that have been wounded have injuries that are immediately life threatening and are usually fatal if left untreated. Typical injuries such as gun shot wounds, severe concussions or crushed and punctured organs. However with modern medical treatment the patient will usually make a full recovery.

3. After The Battle

- Casualties with major wounds cannot take part in the next battle and must roll once on the Injuries table.

Injuries Table

- The effects of a serious injury are permanent unless otherwise stated.
- Roll 2D6 & total the score.
- Heroes may choose to ignore the first result and reroll the dice. The second result however must be taken.

Injuries Table

- 2 **Capture.** The figure regains consciousness, to find that the enemy has captured them. The capturing player gains all equipment and weapons. The figure may be ransomed or killed unless they are rescued in the next battle. A player with the captured figure may automatically choose a Rescue mission instead of rolling to determine mission type.
- 3 **Head Wound.** The figure has been wounded in head and now has diminished mental capabilities. The figure's AP score is reduced by -1 and they lose any skills (except physical skills). Techs and medics have lost their special skills and are no longer classed as Techs or medics.
- 4 **Loss of an Eye.** The figure has been wounded in the head and has lost the sight in one eye. The figure subtracts -1 from any Hit rolls. Randomly determine which eye has been lost. If the figure subsequently loses the other eye they will be blinded and must retire unless replaced with cyber implants.
- 5-6 **Chest Wound.** The figure is wounded in the chest and is left seriously weakened. Reduce the figure's toughness by -1.
- 7-8 **Arm Wound.** The figure has suffered a severe injury to his arm. Subtract -2 from any Attack rolls

and -1 from any Wound rolls during close combat. In addition the figure may not carry any heavy loads such as heavy weapons or casualties.

9-10 Leg Wound. The figure has been wounded in the leg. The figure recovers but the leg never heals properly. Any moves made by the figure are reduced by -1cm.

For Example. Figure with a wounded leg may only move up to 4cm for the cost of 1AP.

11 Shell Shock. The figure is suffering from shell shock and is less mentally balanced. An additional -1 is subtracted from any Reaction tests.

12 OK. The figure recovers with no permanent injuries.

3. Routers - "There ain't no R and R in a Combat Zone"

Any figure that left the table with a rout reaction must take a Rally test.

Rally Test

- Roll 2D6
- Add the figure's quality.
- Total the score.
- Group leaders never desert; any 'Desert' result should be treated as a 'Combat Fatigue' result.
- Heroes always return. Any heroes that rout automatically return ready to fight in the next battle.

Rally Table

- 4 Deserts. The figure disappears (along with any weapons or equipment).

5- 9 Combat Fatigue. The figure returns but may not fight in the next battle.

10+ OK. The figure returns and is ready to fight in the next battle.

4. Repairing Enforcer Robots

Enforcers damaged during battles may be repaired by Techs if they have the right equipment and enough time. Each tech must have a tool kit or a deluxe tool kit.

Enforcers with any type of minor damage can be repaired. This costs 1D6 x 5pts for item of minor damage.

Enforcers with any type of major damage can be repaired. This costs 1D6 x 10pt for each item of major damage.

Enforcers, which have suffered critical damage to the hardware or software, can be repaired.

Repairing critical damage to hardware or software costs 1D8 x 5 pts.

Enforcers that have suffered critical damage to the power source are destroyed and cannot be repaired. All that is left is a pile of scrap.

4a. Repairing Replicants

Replicants are extremely sophisticated and are not easy to repair.

Replicants with any type of major damage can be repaired. This costs 1D6 x 10pt for each item of major damage.

Replicants, which have suffered critical damage, cannot be fixed on the battlefield and must be sent away form specialized repair. The replicant is lost.

5. Battle Skills

Battle skills may be gained by any figures that took part in battle including wounded figures.

Figures that routed from the battlefield cannot gain any battle skills after this battle

Each battle skill can only be used by one figure. Any different combination of battle skills is allowed. So one figure in a group might have 2 physical skills while another group member has a combat and a weapon skill.

One battle skill roll for each figure costs 1 EP.

Figures may only gain one new battle skill between each battle (If you have enough EP's).

A figure's quality determines the maximum number of battle skills that may have at any one time. Battle skills cannot be exchanged between figures.

Quality	Max. No. Of Battle Skills
Green	0
Average	1
Veteran	2
Elite	3
Heroes	4
Group Leaders	+1

(For Example: A veteran group leader could have a maximum of 3 battle skills)

Choosing Skills

- First choose the type of skill such as a Physical or a Combat skill.
- Roll 1D6 for each figure and refer to the appropriate skill table.
- Duplicate skills must be rerolled.

For Example: A figure may not have two Strong bonuses.

Physical Skills

- 1 Strong:** Add an additional 1D4 to any Wound roll in close combat.
- 2 Resilient:** Add an additional +1 to any first aid checks or casualty recovery rolls.
- 3 Fast:** Add an additional 1cm to any movement action of 1AP or more.
- 4 Agile:** Cross any obstacle at a cost of 1AP.
- 5 Tough:** Add +1 to the figure's Toughness score.
- 6 Quick Reflexes:** The figure gains an extra action point each turn.

Combat Skills

- 1 Fanatic:** Add +1D4 to the figure's Attack score during close combat.
- 2 Nerves of Steel:** During close combat the figure does not need to take a Reaction test if they wish to leave close combat.
- 3 Berserker:** Add +1D6 to the figure's Attack scores during close combat.
- 4 Gutter Fighter:** The figure is able to fight several opponents at once. In close combat, opponents to not get additional Attack dice for more than one figure attacking a Gutter Fighter.
- 5 Combat Veteran:** In close combat the figure may reroll one of their Attack dice.
- 6 Dodge:** When in close combat the figure is able to leap aside at the last moment. If the figure has been wounded in close combat, roll 1D6. On a score of 5 or 6 the wound is ignored. The figure has been able to leap aside at the last moment.

Weapon skills

- 1 Pistollier:** The figure may reroll one of their Hit dice each turn when using any pistol.
- 2 Snap Fire:** If engaged in close combat, the figure gets 1 free shot at the opponent at point blank range before the combat begins. (Only if the figure has not shot during this turn).
- 3 Fast Loader:** The figure is quick at setting up a heavy weapon. The figure may fire a burst of shots with a heavy weapon at the cost of 2AP.
- 4 Sniper:** This figure knows when the best time is to fire and only fires when the target is most vulnerable. Reduce the target's cover modifier by -1. Soft cover no effect, medium cover -1 etc.
- 5 Fast Shot:** Add +1 to the RoF to any small arms (with a RoF of more than 1) when firing a burst of shots.
- 6 Crack Shot:** Add +1 to all shooting Hit rolls.

Survival Skills

- 1 Fast Healer:** Add +1 to all Casualty Recovery tests or first aid checks.
- 2 Escape Artist:** The figure cannot catch by rolling a Captured result on the Serious Injuries chart. Treat as an OK result instead.
- 3 Cool:** Add +1 to all Reaction tests.
- 4 Lucky:** The figure gains 1 Reroll per game.

5 Calm: This figure always remains calm in a crisis. To represent this, if this figure gets a panic reaction then they may replace it with an OK reaction.

6 Charmed Life: This figure always manages to survive. The first time, the figure is killed then they return will automatically uninjured for the next battle. This ability only works once and may be gained more than once.

Techs & Medics

- Medics and Techs are different other figures because their skills take years of study and training. Using EP's cannot create Techs and Medics.
- Tech's however can improve at the cost of 2EPs. This will increase a Tech's skill level by one point.

Figure Quality

- EP's may also be used to improve a figure's quality.

Old Quality	New Quality	Cost (EP's)
Green	Average	1
Average	Veteran	2
Veteran	Elite	3
Elite	Hero	6*

*Once a figure becomes a hero they leave their group and become a Group 3 Individual.

- A figure may only improve by one level of quality between each battle.
- A gang leader must have the highest quality within the gang. All other members of the gang may have an equal but not a higher quality.

For Example: If the gang leader is average quality, of the rest of gang cannot be veteran or elite quality.

For Example: After a battle, a gang player has 8EP and six surviving gangers including three wounded. The gang player decides to upgrade two of his gangers to veteran quality including one of the wounded. These upgrades costs 4EP (2 x 2 = 4EP) leaving 4EP. Since the gang player lost one of his best Techs he decides to upgrade another to tech to a higher status at a cost of 2EP. The gang player decides to use the two remaining EP on two Combat Skills rolls for two of his best fighters. He rolls a Fanatic skill for the first ganger but the ganger already has this skill so he rerolls his dice and gets Gutter Fighter skill. He rolls the Fanatic skill for the other ganger.

6. Spending Points on Equipment & Recruits

General

Once the campaign has started new equipment and recruits are purchased using the lists and charts below. Completely new gangs, squads and individuals can still be bought from the force lists but they cannot be upgraded before they are used.

For Example: An average quality tactical squad can be bought for 135pts but cannot be upgraded to veteran quality except during the campaign.

Standard Price

The standard price refers to the normal value of any item of equipment or weapon. It the price paid by the corporations and governments. Gangs use the black market to buy any 'special' equipment but have to current black market rate. Sometimes items of equipment will be cheaper than the standard price but at other times they are more expensive or not even available. The standard price represents what the equipment is worth and not current black market prices.

Squads

Squads rely on funding from their Government Bureau or Corporate department. Each organization will have large stockpiles of equipment with which equip their armies. Availability of equipment is never a problem but gaining funding from the accounts department can be!

Squads - Equipment

□ Any number of the following items of equipment can be bought at the standard price.

Medium Pistol	5pts	Heavy Pistol	7pts
Autopistol	8pts	Machine Pistol	9pts
Autoshotgun	8pts	Assault Rifle	16pts
Dagger	1pts	Sword	2pts
Axe	3pts	Incendiary Grenades	2pts
Ablative Jackets	3pts	Flak Jackets	6pts
Combat Suits	9pts	Comm Units	3pts
Medikit	10pts	Frag Grenade	2pts
Smoke Grenade	1pts	Missile Launcher	20pts
HE Missiles	3pts	Smoke Missile	1pt
Recoilless Rifle	16pts	Machine Gun	32pts
Autocannon	32pts	First Aid Kit	3pts
Wire Cutters	3pts	flame-thrower	15pts
Flame Thrower Canisters	8pts	Tool Kit	3pts
Deluxe Tool Kit	6pts		

Recruits

Corporations and Governments run their own military training schools. So there is always a ready supply of recruits fresh from training school. These recruits can be quickly drafted into trouble spots. Any number of green and average quality troops are always available.

Green Quality Trooper	3pts
Green Quality Sub Leader	6pts
Green Quality Squad Leader	10pts
Average Quality Trooper	7pts
Average Quality Sub Leader	10pts
Average Quality Squad Leader	14pts
Average Quality Medic	22pts
Average Quality Tech (TS: 1)	10pts

Selling Extra Equipment

□ Any surplus equipment can be 'sold' back Corporation or Government to release additional funding.

□ Surplus equipment is sold at 75% of the standard price rounded down to the nearest point.

For Example: 1 Autopistol (8pts) would raise 6pts if sold.

□ Troops cannot be sold. Any surplus troops are returned to barracks and any points or skills are lost.

Gangs

Gangs rely on the Black Market to supply them with their needs. Prices on the black-market are constantly changing in response to the availability and illegality of merchandise. Rare items such as an Autocannons are infrequently available and when they can be bought, the price is high. On the other hand, items like pistols and shotguns are very easy to obtain and so they remain readily available and the prices remain cheap.

Gangs - Common Equipment

Virtually non-existent gun laws and a weak police force means that weapons are readily available to anybody. Nearly all-modern citizens will carry some form of personal protection.

□ Any amount of equipment can be bought at the standard price from the Common Equipment Supply Chart.

Gangs - Common Equipment Supply Chart

Light Pistol	2pts	Medium Pistol	5pts
Heavy Pistol	7pts	Autopistol	8pts
Machine Pistol	9pts	Shotgun	3pts
Autoshotgun	8pts	Assault Rifle	16pts

Dagger	1pt	Sword	2pts
Club	1pt	Axe	3pts
Primitive Armour	3pts	First Aid Kit	3pts
Molotov Cocktail	1pt	Wire Cutters	3pts
Ablative Jacket	3pts	Tool Kit	3pts
Deluxe Tool Kit	6pts		

Gangs- Rare Equipment

Some equipment can be difficult to get hold of such as the latest experimental assault rifle or heavy duty military hardware. When these items are available but are extremely expensive. To represent the fluctuating of price and availability of exotic equipment, each gang player must roll to see what equipment is for sale between battles.

Supply Chart for Rare Equipment.

- Only one roll can be made for each type of equipment between each battle.
- The price listed is for each item. E.g. 4 Ablative jackets at 4 pts **each**
- N/A means that the item of equipment is not available at the moment.
- For every gang that took part in the battle, the gang player may have 1 roll on the rare equipment supply chart between each battle.
- For every Brat gang that took part in the battle, the gang player may have 1D3 rolls on the rare equipment supply chart between each battle.
- If equipment is available, rolls to see how many pieces are for sale. Not all the available pieces must be bought.

Gangs - Rare Equipment Supply Chart

- Roll 2D6, total the score.
- Refer to the table below.

	1-4	5-7	8-10	11+
1D6 Flak Jackets	N/A	7pts	6pts	5pts
1D4 Combat Suits	N/A	N/A	10pts	9pts
1D6 Comm Units	4pts	3pts	3pts	2pts
1 Medikit	N/A	15pts	12pts	8pts
1D6 Frag Grenades	N/A	3pts	2pts	1pts
1D4 Smoke Grenades	N/A	2pts	1pt	1pt
1D4 Incendiary Grenades	N/A	2pts	2pts	1pt
1 Missile Launcher	N/A	N/A	25pts	20pts
1D3 HE Missiles	N/A	4pts	3pts	2pts
1D3 Smoke Missiles	N/A	2pts	1pt	1pt
1 Recoilless Rifle	N/A	N/A	N/A	16pts
1 Machine Gun	N/A	N/A	38pts	30pts
1 Autocannon	N/A	N/A	38pts	30pts
1 Flame Thrower	N/A	N/A	20pts	15pts
1 Flame Thrower Canister	N/A	N/A	10pts	6pts

Selling Excess Equipment

- Any excess equipment can be sold onto the black market to help generate extra cash. Prices are based on the standard equipment price.
- Excess equipment is sold at 75% of the standard price rounded down to the nearest point.

For Example: 1 Autopistol (8pts) would raise 6pts if sold.

- Gangers cannot be sold. Any excess gangers leave to join other gangs and any points or skills are lost.

New Recruits

There is no shortage of young punks and street scum looking to make names for themselves. Any number of green and average quality gangers and gang leaders will always be available for hire.

(Every Ganger/Gang Leader has automatically has a free dagger or club)

Green Quality Ganger	3pts
Green Quality Gang Leader*	18pts
Average Quality Ganger	7pts
Average Quality Gang Leader*	22pts
Average Quality Tech (TS: 1)	10pts
Average Quality Medic	22pts

*Minimum of 4 gang members to each gang.

Enforcer Class Robots

Corporate & Government Forces

Corporate and Government forces may buy any number of Enforcers between each battle. The Enforcers will not arrive until after the next battle. Enforcers and upgrades can be bought at standard prices. All Enforcers come without weapons or equipment.

Enforcer	Points Cost
Sentinel	85pts
Avenger	115pts
Street Tiger	150pts
Military 5000 Replicant	70pts*

*Replicants are armed with normal weapons from the Squad-Equipment Table.

Equipment	Points Cost	Weapons	Points Cost
Targetor	6pts	Right Weapon Arm	6pts
Auto repair System	15pts	Left weapon Arm	10pts
Smoke Launchers	2pts	HE Missile Pack	15pts
Night Vision System	6pts	Recoilless Rifle	8pts
Vidcam	15pts	Machine Gun	16pts

Gang Forces

Most successful gangs keep one or two Enforcers in their arsenals for those special occasions. Enforcers from the black market do not come with a money back guarantee, so careful gangs should check before purchase.

The Enforcers will not arrive until after the next battle. Prices for Enforcers and upgrades vary a great deal. Enforcers and upgrades are classed as Rare Equipment for all gangs. Enforcers come without weapons or equipment.

Gangs are not able to use replicants.

Gangs - Rare Equipment Supply Chart

Roll 2D6, total the score.

Refer to the table below.

	1-4	5-7	8-10	11+
Enforcer				
1 Sentinel	N/A	N/A	100pts	80pts
1 Avenger	N/A	N/A	125pts	100pts
1 Street Tiger	N/A	N/A	N/A	150pts

All Enforcers come equipped with two of the weapons that are listed below. The additional points cost of each weapon must be paid.

The Street Tiger comes with 1 HE missile pack as standard (at no extra points cost).

Weapons

1Right Weapon Arm	6pts
1Left weapon Arm	10pts
1HE Missile Pack	15pts

1 Recoiless Rifle	8pts
1 Machine Gun	16pts

Equipment does not come as standard and must be rolled for.

Equipment

1 Targetor	N/A	7pts	6pts	5pts
1 Auto repair System	N/A	N/A	15pts	15pts
1 Smoke Launchers	N/A	2pts	2pts	1pt
1 Night Vision System	N/A	7pts	6pts	5pts
1 Vidcam	N/A	N/A	15pts	12pts

Weapons For Enforcers

Weapons and equipment for Enforcers are adapted especially for use by Enforcers and cannot be used by humans or vice versa.

7. Organization of Forces

Casualties are unfortunately inevitable in a conflict. In the hi-tech battles of the 20th century the injuries obtained are often horrific, and if treatable can take some time for the wounds to heal.

Quite often in battle, a certain group will take the brunt of enemy's fire. They may suffer so many dead that their group will have to be disbanded, and the surviving members transferred to a more effective one.

Groups With Heavy Numbers of Casualties

- Groups that have suffered heavy casualties may no longer be able to fight effectively. When this happens the group cannot be used until replacements are found. If the player does not wish to replace lost figures, then the group may be disbanded.
- Groups with less than the minimum number of figures cannot be used.
- Squads must have a minimum of two figures including a squad leader.
- Gangs must have a minimum of four figures including a gang leader. The gang leader must have the highest quality within the gang.
- When a group is disbanded, its remaining members join other groups. Squads of four or more may have two sub leaders.

Groups With Wounded or Fatigued Figures

- Gangs and squads with wounded or fatigued figures may still be used for battles. As long as the group has the minimum number of unwounded figures (See Above). Obviously wounded or fatigued figures cannot be used in the battle.

For Example: A Street gang has seven remaining gangers. During the last battle, two gangers were wounded and one routed. This leaves a total of four figures ready for the next fight including the gang leader. So the gang will be available for the battle but with only four figures.

Group Maximums

- No gang may have more than 16 figures.
- No squad may have more than 10 figures.
- No squad may have more than 2 subleaders.

Gangs Without Gang Leaders

- Losing a gang leader can be a major problem for a gang. It usually leads to internal feuding until a new hierarchy can be established. Gang leaders are natural leaders who control their gangs through fear, loyalty and personal fighting prowess. The new gang leader must have the highest quality in the gang.
- Green or average quality gangs can always find an outsider to take over (From the new recruit's section).
- Higher quality gangs (veteran or elite) must find a leader of suitable quality. This is usually from within a gang. Gangs without a leader cannot be used until a new leader is chosen or if the gang

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.