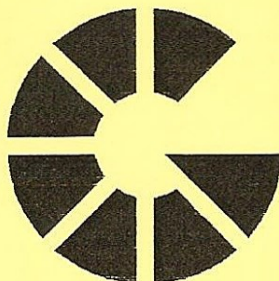


# **GRENADIER**

## **Killzone Playtest Module No.1**

**This Module contains rules for:**

**Drugs  
Vehicles  
Power Armoured Troopers  
Smoke  
and  
Fire**



## Vehicle Rules

We decided we didn't want vehicles screaming around the table at 70 mph. We felt this would not only be unrealistic, bearing in mind the sort of terrain Killzone games are generally played on, (rough ground or streets covered in debris), but also vehicles would have to slow down in order for someone to fire effectively from it. Therefore we have scaled the speeds down. Vehicles movement is decided by simple dice rolls for acceleration and braking. You will also be able to fire from vehicles and also use the vehicle for ramming.

Each vehicle type has a maximum speed, which it cannot exceed.

To enter a vehicle you must be in base to base contact with it, and it requires 2" of movement.

Vehicle Type	Max speed	Max acceleration	Brake	Damage	Armour
Car	24"	3 x D6	3 x D6	2 x D6	9
HGV	24"	2 x D6	2 x D6	3 x D6	11
Sports Car	30"	4 x D6	3 x D6	2 x D6	9
Motorbike	30"	4 x D6	2 x D6	1 x D6	same as rider
Armoured Car	24"	3 x D6	3 x D6	3 x D6	14
Armoured Personnel Carrier	24"	3 x D6	3 x D6	4 x D6	23
Tracked Armoured Vehicle	24"	2 x D6	3 x D6	4 x D6	23

To start a vehicle you throw any number of acceleration dice up to the maximum, depending on how quick a getaway you need.

e.g So for a car you can throw, 1, 2 or 3 x D6. You decide to throw all 3 for a quick getaway. you roll a 4, 6, and a 3. A total of 13. So your vehicle moves 13". You don't wish to change your speed next turn, so no dice are thrown and you move another 13". A corner is approaching so you need to brake. You don't need to brake too hard so decide to roll only 2 of your 3 brake dice. You roll a 3 and a 2. A total of 5. So you reduce your speed by 5" and move your vehicle 8".

### Cornering.

We have included just 90° and 180° corners. This saves any complications. Most of our urban terrain features roads based on an American grid type pattern with just 90° turns, and any skirmishes in open ground would allow pretty free movement at high speed for corners less than this, any attempt at taking a 90° turn at high speed would result in you rolling the vehicle no matter what the terrain was like.

For a 90° turn you must not exceed a speed of 9 inches.

Turns of less than 90° can be taken at full speed.

For a 180° turn you must not exceed a speed of 4 inches.

If you attempt to negotiate a corner at a speed greater than this you must make a Skid roll

Throw 1 x D6

Add any modifiers

Consult the Skid Table.

### **Modifiers**

+1 for every 6" or part of over the speed limit for the corner.

### **Skid Table**

<b>Roll</b>	<b>Result</b>
1 - 3	No Effect
4	Crash. Car undriveable. All occupants escape unscathed.
5	Crash. Car undriveable. All occupants take 2 x D6 damage each.
6	Crash. Car undriveable. All occupants take 3 x D6 damage each.

If the result is No Effect, the car continues at its current speed.

If the result is a crash the vehicle is immediately placed on its side or roof.

If occupants get a result of suppression, it must be removed in the normal way. This simulates them suffering from shock after the accident, and moving around dazed.

### **Firing from a vehicle**

Anyone but the driver may fire from a vehicle. If it is moving at a speed of more than 9", then apply a -1 modifier to targeting.

### **Firing at a moving vehicle**

Anyone may fire at a vehicle. If it is moving at a speed of more than 9", then apply a -1 modifier to targeting. If you successfully target the vehicle, then you roll to hit it. If you score equal to or greater than its armour rating, then your opponent must roll against the Skid Table. No modifiers for speed should be added.

### **Ramming**

You may ram other vehicles or anyone foolish enough to stand in your way.

You must be in base to base contact to ram.

### **Ramming a person.**

If you ram a person, then it is an automatic hit. You immediately roll to damage using the number of damage dice specified for each vehicle type and add the ramming modifier to your dice score.

### **Ramming a vehicle.**

If you ram another vehicle then both vehicles roll to damage using the number of damage dice for the opponents vehicle type. e.g A car rams a motorbike. The motorbike rolls 2 x D6 and the car rolls 1 x D6. You then add ramming modifiers to the dice score. Any roll equal to or greater than the vehicle armour rating is rendered undriveable. Both players roll against the Skid Table to see the fate of the occupants again adding the ramming modifier to the dice score.

### **Ramming Modifier**

+1 for every 6" or part of over 9" that the ramming vehicle is travelling.

### **Example**

You are in a car chase and decide you have to take a chance ramming your opponent in order to stop him. You are both travelling at a speed of 14. He moves staying at the same speed, a keen eye on the corner approaching. He is 18" away from your vehicle. You being the maniac you are push your foot to the floor and throw 3 acceleration dice. You roll a 5, 3 and a 1, for a total of 9. This increases your speed to 23. You move into contact with a cry of "ramming speed!" You now have to see what effect this contact had on your cars. You both roll 2 x D6. Your opponent rolls for his car, and rolls a 4, and a 6. A score of 10. Add +3 for the speed of your car, a total of 13. Bingo his car is wrecked and goes skidding out of control. Now you roll for your own car. A 2, and a 3, for a score of 5. Add +3 for speed, a total of 8. You get away with it. Your car remains on the road where it is. The other car is placed on it's side.

Your opponent has to roll on the Skid Table to find out the fate of the occupants. He rolls a 4. He adds +3 for speed for a total of 7. All occupants take 3 x D6 damage.

## **Power Armoured Troopers**

### **General Rules**

Power armoured troopers operate in squads of not less than two figures.

### **Inbuilt Equipment**

Night Sight, Sighting Aid.

### **Target kill by type and armour**

Power Armoured Trooper 16.

### **Points Cost**

100 points plus the cost of selected weapons.

5 points for each power glove

25 points for each auxiliary grenade launcher

40 points for each rotary assault rifle.

### **Orders**

Shoot, Assault, Stay Sharp.

### **Initiative & Suppression**

Initiative & Suppression are carried out as normal for trooper types.

## **Movement**

Makes all moves at -2"

Difficult terrain and movement modifiers apply.

Movement at night is not penalised as power armoured troopers have inbuilt night vision.

## **Targeting**

The following bonuses apply when applicable,

Night vision is inbuilt

A Sighting Aid is inbuilt.

## **Weapons**

All power armoured troopers have a single shot grenade launcher inbuilt. This grenade launcher is usually fitted with a smoke grenade.

Power armoured troopers may use rotary assault rifle or/and an auxiliary grenade launcher.

Only power armoured troopers may use rotary assault rifles or auxiliary grenade launchers.

Note: When fitted with both weapons the power armoured trooper is able to target and shoot as many times as each weapon and current orders will allow.

## **Hand to Hand Combat**

2 combat dice plus 1 dice for each power glove.

Note: A power armoured trooper with two power gloves will roll 4 dice in hand to hand combat.

On combat results, if the loser is the power armoured trooper subtract 6 from the kill score.

Should this result in the power armoured trooper having a higher score, the combat is treated as having no effect.

## **Changing Orders**

Orders are changed in the same way as normal trooper squads.

## **Weapons**

<b>Name</b>	<b>Short Range</b>	<b>Long Range</b>	<b>Rapid Shots</b>	<b>Damage</b>	<b>Points</b>
Aux. Grenade Launcher	0 - 10"	10 - 24"	2	5	25
Mini Gun*	0 - 10"	10 - 30"	4 / 8	3	40

\*Mini guns can only be used when the firer has 'shoot' orders. Mini guns can be fired in long and short bursts. If the shooter fires a short burst then he can fire four rapid shots. But if the shooter fires a long burst then he may fire eight rapid shots. A mini gun may only be used to fire a long burst if the shooter has not moved this turn. A short burst uses one ammunition counter and a long burst uses two ammunition counters. A mini gun starts the game with a total of 6 ammunition counters.

## Medium and Heavy Armour

Armour	Kill Scores	Points
Medium Armour	11	5
Heavy Armour	13	8

On combat results, if the loser has medium armour then subtract 3 from the kill score. Should this result in the medium armoured figure having a higher score, the combat is treated as having no effect.

On combat results, if the loser has heavy armour then subtract 4 from the kill score. Should this result in the heavy armoured figure having a higher score, the combat is treated as having no effect.

## New Weapons

Name	Short Range	Long Range	Rapid Shots	Damage	Points
Crossbow	0 - 10"	10 - 24"	1	3	4
Molotov Cocktail	0 - 5"	N/A	1	2	4

## Hand to Hand Weapons

Name	Weapon Modifier	Points
Pick	+2	2
Stunstick	+2 Special*	3

\*The loser will only be suppressed not killed.

## Drugs

Drugs are a common part of life in all parts of society but are most visible amongst the many street gangs found in the slum cities. Drugs are seen as the poor man's cyberware, although they may give many similar advantages they also have many dangerous side effects.

### General Rules

All members of the same group must take the same drug or drugs. Any gang member may take drugs. Squad members may not take drugs because of their tough training and disciplined nature. Characters with cyberware cannot take drugs as it interferes with the delicate balance of their electrochemical equipment. Drugs have no effect on replicants, droids or robots.

## Overdose

At the start of every battle, roll one die for each gang member that has taken drugs.

Roll	Result
1-5	OK. The gang member may carry on as normal.
6	Overdose. The gang member has had a bad trip.

See the overdose rules for the drug in use.

Heroes that overdose may use their heroic save. If successful they may take part in the battle normally but will not be under the effect of any drug.

It is the choice of the controlling player which members of the gang suffer from an overdose. If overdosed a gang member will still benefit from the effects of a drug and suffer from the side effects.

## Drug Types

### Speed 4 points

**Effects:** Make all moves at +4". Add +1 to the Kill Score.

**Side Effects:** Must move at least half the modified movement rate every turn.

**Overdose:** Must move the full modified movement rate every turn.

### Haywire 10 points

**Effects:** Make all moves at +2". Add +2 to the Kill Score. Cannot be suppressed by any means.

**Side Effects:** Must move at least half their modified movement rate towards the nearest visible enemy figure. May not be put on Stay Sharp, Keep Down or Snipe orders.

**Overdose:** Must move all their modified movement rate towards the nearest enemy figure. The enemy player may reposition the overdosed figure by up to 2" at the end of the figures movement. The figure may not be repositioned into or out of hand to hand combat.

### Dove 4 Points

**Effects:** The user may not be suppressed by any means.

**Side Effects:** The user may not be placed on Keep down orders.

**Overdose:** The enemy player may reposition the overdosed figure by up to 1" at the end of the figures movement. The figure may not be repositioned into or out of hand to hand combat. the overdosed figure may not claim cover bonuses.

### Alcohol 0 points

**Effects:** Add +1 to the Kill Score. Add +1 to any suppression tests.

**Side Effects:** Subtract -1 from any changing orders tests.

**Overdose:** All moves made at -2". Subtract a -1 from all 'to hit' rolls.

### Sharp 4 points

**Effects:** Doubles the initiative dice roll prior to modifications or orders.

**Side Effects:** If the user tries to change orders and gets a 3-4 result (Order stays the same) then they are automatically changed to Keep Down orders.

**Overdose:** The overdosed user behaves exactly as if they are on Keep Down orders.

**Note** Sharp tends to make users paranoid hence their strange behaviour.

## Fire

### Firing Flamethrowers into rooms

An enclosed space is deemed a room not exceeding 6" x 6".

If you fire a flamethrower into an enclosed space. Everything will be automatically hit.

### Fire in buildings.

Having fired your flamethrower, or thrown your molotov cocktail into the building, and made the damage rolls for all the occupants effected, no one can enter that room for the remainder of that game turn, as the superheated gases have left the atmosphere unbreathable. At the beginning of the next turn, before Initiative, you must roll against the Fire Table to see the state of the fire in that building.

If the result is a fire, then place a marker in the room to signify a fire.

You must make a roll against the Fire Table for each fire every game turn, before Initiative, to see if it develops or goes out.

Once a fire is out, a "burnt out" marker should be placed in the room or building, and no further rolls should be made for that room/building for the remainder of the game. Further fire attacks will not effect that area. However the superheated gases rule still applies, so you will still have to wait a turn to enter after a fire attack.

If you are in the building when conditions change from minor fire to major fire you must get out of the building that turn. If you do not have enough movement to get outside you must roll 3 x D6. for every turn you stay in the building. All rules for movement in buildings apply. (Killzone pages 21 and 22)

### Jumping from windows

If things look desperate you can jump from windows with the following penalties:

Ground floor	No Damage
1st Floor	2 x D6
2nd Floor	3 x D6
3rd Floor	4 x D6

### Fire Table

Roll	Result
1 - 3	No Fire. The fire burns itself out.
2 - 4	Minor Fire. The room is engulfed in fire.
5 - 6	Major Fire. Backdraft! Flames race through every room. The whole building is now effected by fire.



## Smoke

Smoke can be used to cover your advance. The grenades are fired from a small disposable launcher which carries just one grenade.

	<b>Range</b>	<b>Cost</b>
Smoke Grenades	12" (No short range)	6 points each

Maximum of 1 per person.

### **Firing a Smoke Grenade**

Select an aiming point.

Apply targeting as normal.

A hit lands dead on target. A cotton wool ball makes a good marker.

A miss lands 3" from target point. Place the cotton wool ball on the target point, your opponent is then free to move the marker 3" in any direction. The grenade cannot be moved further than 12" from the firer.

### **Effects of smoke**

The smoke effects an area of 3" around the target point.

Smoke blocks all line of sight.

Night sights or sighting aids cannot see through smoke.

Smoke is non-toxic and can be moved through at half movement rate.

Figures in smoke can target other figures within the same smoke cloud. However a 6 will be required to hit. If figures are within 2" of each other all normal targeting modifiers apply.

Hand to hand combat can take place in smoke.