



STREET FIGHT

4/24/04
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INTRODUCTION

GETTING STARTED

Each player needs one or more models, each representing a single person or **character**. Each and every single model represent a totally unique individual. They represent your *characters* – the characters you will invest time and energy in every time you use them in a game. You will find that characters, despite only really being inch high metal miniatures, actually acquire their own personalities, histories and idiosyncrasies, much like real people. You will find you become quite attached to your characters.

In the game, there are four classes of character:

Plugs: Ordinary civilians or inexperienced or youthful gangers, unskilled and nervy.

Gangers: tough individuals who carry a gun with the expectation (and perhaps hope) of having to use it.

Killer: violent characters with violent histories who have killed and will again.

Street Legends: cold blooded killers, men beyond the reproach of either the law or their enemies.

You will need something to note your characters' wounds and other special rules or effects down on as you play. It is normally a good idea for each player to keep a few sheets of scrap paper or a small notebook and a pen handy during a game.

You will also need plenty of ordinary six sided dice and a tape measure!

Perhaps most importantly, someone has to organise a **Fate Deck**. The Fate Deck is used to determine the order of play, and governs exactly when and how often particular characters can make actions such as moving or shooting. The Fate Deck consists of one card for each character in the game, plus five special cards which are included to represent luck or heroism during the game.

The five special cards are one each of:

Plug Action Card
Ganger Action Card
Killer Action Card
Street Legend Action Card
Joker

THE TABLETOP

Finally, you will need somewhere to actually play your game! Any decent sized flat area will do – a desk, kitchen table or even the floor (providing vagrant pets, children and relatives can be kept safely out of stamping distance). This is usually referred to as the board or the table, since many experienced gamers tend to have purpose built tables specifically for use in gaming.

This is certainly not necessary when you are just learning the rules, so for now just clear a space somewhere and place a few small cardboard boxes or containers on the table, by way of representing buildings. Again, most people who play games regularly amass collections of purpose built scenery and terrain representing everything from small crates, hedges and walls, right up to forests, hills and buildings. If you have any such model terrain available to you, it certainly adds to the ethos of a game, but is by no means needed for your first few games, so don't worry about playing with piles of shoeboxes or even bricks for now.

Ideally, terrain should be placed so that there is about 6" between buildings, with these gaps representing the streets. If possible, intersperse some smaller pieces of terrain, such as wire-link fences, crates, oil drums or even parked cars around the streets, just to break up any open areas. Some players find it is best to have a few relatively open areas on the table, so if you like arrange the buildings so that they form 'courtyards' or 'parking lot' type areas in certain places. It is usually best if these open areas aren't more than about a foot or so square, again with some small terrain pieces inside.

You'll need to experiment with terrain layouts, to discover exactly what works best and what provides the most fun game. You'll gradually pick up an eye for what works and what doesn't as you play more games.

PLACING CHARACTERS

Setting up the characters can be of vital importance, since a poor arrangement can badly disadvantage one side or the other and make for a predictable, uninteresting game. Similarly, setting up the characters in well balanced positions will make for even more enjoyable games, as characters have the opportunity to skulk behind buildings, stalk one another and generally make the best possible use of the scenery.

Random Set-up: If you don't want to work out a scenario, and just want to get stuck right in with a general streetfight between all the characters involved, a good way to get things rolling is to draw cards from the Fate Deck, one at a time. As each character's card is drawn, his model is placed on the table. He can be positioned anywhere his player likes, as long as he is either at least six inches from all enemy models, and is closer to the nearest friend than the nearest enemy.

As soon as the Joker is drawn, the game starts, with those characters who have not yet appeared being placed on the table as above when their cards are eventually drawn during the game itself. A character may not make any actions in the turn in which they are placed on the tabletop.

Which Characters to Use?

A good way of randomly determining which characters to use in a game is to draw from the deck that represents your entire collection or all the members of a particular gang (e.g. all the punks or all the skinheads, or all the suits or whatever). Agree on a number of characters per side (usually 2-5 each) and draw that many cards for each player. Alternatively, if you have lots of players joining in the game, each player can draw one card from the deck and then uses the appropriate character model. With this many players it is a good idea to divide all the players into two sides or 'teams' perhaps representing allegiances of local gangs.

PLAYING THE GAME

THE FATE DECK

The **Fate Deck** is used to determine which character takes a turn. At the start of the game, take all the character cards and special cards, put them together and give them a thorough shuffle. Place them face down at one side of the table, within easy reach of both players. A card (or chit, or whatever) is turned, then:

- If it is a **character card**, that character **immediately** takes a turn, and the card is placed on the discard pile.
- If it is an **action card** it is displayed face up on the table: The next player to draw a character card of a class at least as high as that of a displayed action card takes it into his hand, he can claim any number of action cards simultaneously. He can use each action card to give a free turn to any of his characters of a class at least as high as that on the card *at any time*; even part way through someone else's turn. When more than one player plays action cards in the same turn, then *irrespective of the order in which they were declared*, the superior card goes first. This means that Street Legend goes before Killer, Killer goes before Ganger and so on.
- If it is the **Joker**, all discards are shuffled back into the Fate Deck. *Any action cards held by players* must be played immediately or discarded. Either way, they are shuffled back into the deck too.



TAKING A TURN

Whenever a character is able to take a turn (either as a result of his character card being drawn or an action card being played) he is permitted to make one action. The character may choose his action from:

- Move
- Fire
- Move & Fire
- Reposition
- Aim
- Reload
- Recover
- Get Up
- Duck Back
- Fix Gun

ACTIONS

MOVE

When a character moves, throw three dice and total up the scores. This is the maximum distance in inches that the character can move.

So, for example, if the three dice came up as a 1, a 4 and a 6, the character could move a total of $1 + 4 + 6 = 11$ ".

When moving, a character may set off in any direction at the beginning of his move (regardless of which way he was facing to begin with), but must move in a straight line, making no further turns other than detours of up to an inch to avoid obstacles and other characters. Don't worry too much about the meticulous route your character takes as he moves, or how precisely you measure the distances of an inch.

When a character has completed his move, he must end his turn facing the direction he has just moved in.

Clambering Over Obstacles

If an obstacle is too big to be gone around in a single move, normally a character would have to stop, then move again in a different direction the next time he gets a turn. However, if an obstacle is no taller than the character model itself, he may clamber over it. A character must be able to return to the ground within 1" of the other side of such an obstacle, otherwise he may not climb it. Similarly, the model must have enough movement left to reach a point on the other side of the obstacle (measured in a straight line as usual). This largely means that small fences are the only obstacles a model will typically clamber over.

Providing these conditions are met, the character may clamber over the obstacle. However, such are the difficulties in holstering weapons, scrambling up wire mesh or bricks, lowering oneself down on the other side and so on, that a character's turn is immediately ended when he lands on the other side of such an obstacle. Regardless of his maximum movement distance he may not move any further, nor may he shoot!

Moving Plugs

Once gunplay commences (i.e. once the first shot has been fired), Plugs must move always the full distance rolled – they are too inexperienced to think straight once bullets are flying. If this means that an impassable obstacle would get in their way, then they must move in another direction if doing so would allow them to move the full distance (even if this is the opposite direction to that desired by the player). If it is not possible to move their full movement distance, they simply freeze in terror and stay exactly where they are (or behave as the gamesmaster thinks appropriate if one is being used).

Plugs may declare that they are either moving to attack an enemy character, or to a specific position behind cover, before they throw their dice. If they do so, they must then move towards their objective, and will halt there if their throw is high enough. If the score is not enough to reach their chosen enemy or cover, the model moves as far as possible towards it then halts.

Tripping Up!

Any character who throws three 1's with the movement dice falls over (treat as knocked down – see the injury charts later in the rules), a Plug who throws two 1's falls over. This also applies when a character is making a *Move & Fire* action.

FIRE

There are quite a number of things to consider when firing, but the basic jist of this action is that you will roll a number of dice for the firing character, depending on such things as what weapon they are using, whether they moved, and so on. When you roll dice to shoot, any dice which scores a '6' is a hit on the target model.

A firing character may not move, but may turn to face any direction he wishes and then fires. Characters can fire within an arc of 90 degrees; 45 degrees each side of straight ahead – this is known as their **Angle of Fire**.

The best way to calculate this is by making a simple template from a folded square of paper. If you fold the paper from corner to corner diagonally and then open it up again, you can align the crease so that it points in the direction that the character is facing – this is straight ahead. This way, the edges of the paper will mark out the edge of the character's angle of fire.

Rate of Fire

The character rolls the number of dice shown on the firing chart, subject to the modifiers listed below. You will need to measure the range from the firing model to his target, and look up the relevant range on the firing chart. If the distance between the firer and the target is greater than the 'Extreme' distance shown on the Firing Chart, the target is out of range and the shot is wasted.

When measuring ranges, it is important to be consistent, so always measure them from the head of the firing model to the head of the target.

Types of Weapon

When shooting, all weapons are considered to be either one handed or two handed, even though they may actually be something far more specific or exotic than this. Any weapons held in a single hand (usually pistols) use the one handed firing chart, weapons held in both hands (rifles and machine guns) use the two handed firing chart. Whilst a number of special rules may apply to different types of weapon, this does not affect the basic number of firing dice. It is useful to make a note of whether each character's weapon counts as one handed or two handed before the game starts to prevent argument where odd-looking weapons are concerned. Some weapons have the option of firing either one-handed or two-handed, in which case the player must declare whether the model is going to fire with one or two hands before measuring range.

FIRING CHART

1-Handed	POINT BLANK	CLOSE	MEDIUM	LONG	EXTREME
RANGE	2"	6"	9"	12"	24"
NUMBER OF DICE	2	3	2	1	MINUS 1

2-Handed	POINT BLANK	CLOSE	MEDIUM	LONG	EXTREME
RANGE	2"	6"	12"	24"	IN SIGHT
NUMBER OF DICE	1	2	3	2	0

Firing with Multiple Weapons

Characters armed with a rifle and pistol(s) must discard the rifle to use a pistol. Characters armed with two pistols may fire them both simultaneously, making a separate throw for each, but may not fire deliberately. If firing just one of the pair, the character may automatically switch to the other if he runs out of ammo or jams.

Modifiers: add or subtract the following NUMBER OF DICE rolled by the character:

Target in cover - 1 Dice
If the target is behind cover, 1 less shooting dice is rolled. Deciding which models are behind cover, and to what extent can be tricky, so refer to the section entitled 'Cover' on page 6 for details.

Firing one-handed or throwing weapon after moving - 1 Dice

Firing two-handed after moving - 2 Dice

Head wound - 1 Dice

Flesh wound on firing arm for one-handed, or either arm for two-handed - 1 Dice
If a model has a flesh wound on his firing arm (or either arm if firing two handed) use this modifier.

Each Serious wound - 2 Dice
Each serious wound on *any part of the body* causes a -2 modifier when shooting.

Target knocked down or Knocked out +2 Dice

Plug - 1 Dice
Killer +1 Dice
Street Legend +2 Dice

Aimed shot (two-handed) +6 Dice

Aimed shot (one-handed) +4 Dice

Gamesmasters may further modify the number of dice as they find appropriate



COVER

Cover is an important feature of the game. Cover is anything which obstructs line of sight, or line of fire between characters (literally anything behind which a character can 'take cover'). Typically in a streetfight this will consist of such things as the buildings that border the streets, parked cars, trash cans, dumpsters, fences walls, fire hydrants and so on. Anything that can obscure a model from his enemies is considered to be cover.

A character behind cover is protected from some of the shots that would otherwise hit him.

A gamesmaster can be useful to adjudicate which parts of a target's body are protected, but as a rule of thumb:

Characters firing round the corner of a building always expose their head and chest. Pistol shooters (one-handed weapons) also expose their right arm, and rifle shooters (two-handed weapons) always expose both their arms. When firing over a wall or other obstacle, the chest is not exposed. In cases where pieces of cover might be unusually shaped, or the model is positioned oddly, trace a rough of line sight from the firing model to his target and see which parts of the body are obscured. Use common sense to agree between all players which locations on the target's body are behind cover and which are not.

Solid Cover

If a character has taken cover behind something reasonably substantial, like a brick wall or a pile of trash cans, then shots that would have hit protected parts of his body cause him to **duck back**, but cannot injure him.

Light Cover

If he is only behind something like a pile of boxes or a fence, then throw for each shot that hits cover:

1-2 - shot penetrates, target hit, subtract one from the damage dice.

3-6 - shot is stopped, but the character must duck back.

Soft Cover

Some cover, like hedges or small trees, is too insubstantial to stop a bullet, but hiding behind it still reduces your opponent's chance of hitting by subtracting one of his dice (see firing modifiers).

Unless a character **ducks back**, his head is always visible when he is behind cover.

Other characters provide cover too: if the firing line is obstructed by another character, determine which parts of the targets body are protected by him. Hits on these parts are rolled for again on the unfortunate interloper, hitting a random location as normal – you should roll again, instead of using the score for the original target

ROLLING TO HIT

Once you have worked out how many dice a particular character is entitled to when firing, you should roll them all to see how many of them actually cause hits. Every dice which scores a 6 causes one hit on the target model.

Lucky shots

A character who finds he must throw no dice (or less) after applying modifiers, may still fire. Such a character throws three dice needing at least two 6's to hit. He is out of ammo as usual if he throws more 1's than 6's.

Example: Ace, a Killer character, is firing his pistol at an enemy 10" away. This falls within the 'Medium' range category, and hence gives him 2 dice. However, Ace's target is in cover (-1 dice) and he himself has a flesh wound to his firing arm (-1 dice). He is a killer though (+1 dice) to this gives Ace a total of $2 - 1 - 1 + 1 = 1$ firing dice. He rolls it and gets a 4 – a miss.

Out of Ammo & Jams

If a character rolls more 1's than 6s when shooting, he is out of ammo and must reload before he can use the weapon in question again. If the character rolls two or more 1's than 6's his gun is jammed and he must fix it before using it again.

Fumbles

If playing with a gamesmaster, you might like to introduce a rule where if four or more 1's are rolled the character "fumbles" and something terrible happens. He could drop his gun (which might go off), catch it in his clothing, shoot himself or someone standing nearby, fall on his face, mistake a friend for an enemy or vice-versa, bump into someone, bang his head on a sign or post, a little old lady might launch a frenzied attack with her umbrella, the sidewalk might collapse, a stray dog might bite him, his gun explode, clothing catch fire etc. Further suggestions are invited, if we get enough we could do a big list or a deck of event cards.

HIT LOCATION & EFFECT

Once you have established whether or not the firing character has hit his target, you must resolve the effect of any hits scored. First of all throw a dice to see which location is hit (e.g. head, chest, arms etc). Look up the score on the dice on the left hand column of the chart below. Then, roll a second dice to determine the effect.

Do this for each individual hit scored. Each injury is rolled for separately, so you may well hit completely different parts of the body with different shots from the same model.

HIT LOCATION CHART

		HIT LOCATION CHART					
	DICE THROW	1	2	3	4	5	6
1	HEAD	GRAZE		FLESH WOUND	FLESH WOUND & KNOCKED OUT throw 6 to recover	OUT OF ACTIO N	DEAD
2	CHEST	GRAZE	FLESH WOUND		FLESH WOUND & KNOCKED DOWN	SERIOUS WOUND & KNOCKE D OUT throw 6 to recover	OUT OF ACTION
3	RIGHT ARM	GRAZE	FLESH WOUND			SERIOUS WOUND Cannot shoot with that arm. Cannot reload or shoot rifle	SERIOUS WOUND & KNOCKED DOWN Cannot shoot with that arm. Cannot reload or shoot rifle
4	LEFT ARM	GRAZE	FLESH WOUND			SERIOUS WOUND Cannot shoot with that arm. Cannot reload or shoot rifle	SERIOUS WOUND & KNOCKED DOWN Cannot shoot with that arm. Cannot reload or shoot rifle
5	BELLY	GRAZE	FLESH WOUND no movement or turning	FLESH WOUND & KNOCKED DOWN no movement or turning	SERIOUS WOUND & KNOCKED OUT Throw 6 to recover. no movement or turning	OUT OF ACTION	DEAD
6	LEGS	GRAZE	FLESH WOUND Movement reduced by one dice	FLESH WOUND & KNOCKED DOWN Movement reduced by one dice		SERIOUS WOUND & KNOCKED DOWN Throw 6 to recover. no movement or turning	SERIOUS WOUND & KNOCKED OUT Throw 6 to recover. no movement or turning

The effects of the various injuries are as follows:

Flesh Wound or Grazed

Characters who are behind cover must *duck back* (see action description), even if the shot is stopped by the cover.

Flesh Wound

Characters who are wounded must use an action *recovering* before making any other action. This does not apply to grazed characters.

Knocked down

Lay the model down on its back. Characters must *Get up* after being knocked down, before making any other action other than recovering.

Flesh Wounds & Serious Wounds to the Legs

Movement is reduced by one dice for each serious wound and each flesh wound on a leg.

Serious Leg or Belly Wounds

No movement or turning is permitted with a serious leg or belly wound.

Knocked Out

Lay the character face down to remind you that he is knocked out. *Knocked out characters* must attempt to throw a 6 each time they have a turn. Until they succeed they may make no actions. In the turn in which they succeed, the character regains consciousness and may make no action other than to get up. However, if the character rolls a 1 they immediately go out of action.

Serious Wounds to the Arms

Characters with a serious arm wound cannot fire a pistol in that hand, fire a rifle at all, or reload any weapon. This effectively means that the character can now only ever fire one pistol, and may never reload it!

Out of Action

The character is so badly injured that they will play no further part in the game. Leave the model on the table with a suitable marker to remind everyone that they are out of action.

Dead

The character is, as you may have guessed, dead. However, do not remove the model from the game – instead lay him face down (make sure he is clearly face down, since characters lying on their back are only knocked down, not dead).

DUCK BACKS

Duck backs are an important feature of these rules; you can use the duck back rule to pin and neutralise your opponents and provide covering fire for your friends.

Only characters behind cover are subject to duck backs.

When a character behind cover is grazed or wounded, but his cover stops a shot for him, he is forced to immediately **duck back**; getting his entire body behind cover. You should move the character by the shortest distance possible in order to get him completely behind cover.

He must then use an action **recovering** before he can make any other action. He can use one action to recover from any number of wounds and duck backs simultaneously.

While he is ducked back opposing characters can still fire at him. All the successful shots will hit the cover, but the hidden target will still be subject to the **duck back** rule, and will have to spend his next turn **recovering**. This is a good way of protecting your friends while they dash across open ground.



MOVE & FIRE

When a character chooses to move and fire, he is permitted to first make a move, exactly as described in the rules for moving, **except** that only two movement dice are thrown. After moving, the character must fire at an enemy model if at all possible, subject to the normal rules for firing.

REPOSITION

The character may do nothing except move up to 2" in any direction. After he has moved the character may be placed facing in any direction you wish. When repositioning himself, the character may move over any obstacles which are no taller than himself without penalty. Other obstacles are simply too big to scale easily, so cannot be moved through! If you wish to get around such large objects you will have to make a move action to do so.

This action may sound fairly paltry and pointless, but for Plugs, who are otherwise uncontrollable and likely to race off in unpredictable directions this is the easiest and safest way of moving them around the board.

AIM

A character may choose to aim at an opponent as his action for the turn. The character states who his target is, and turns to face him.

If the aiming character is able to take another turn before the target makes a **move** or **ducks back** out of sight, he makes an **aimed shot** and gains to modifiers listed on the modifier chart in the section describing the rules for firing.

If the target does move or duck back, or the aiming character is forced to duck back before he has chance to take his shot, he gains no advantage from his aim.

RELOAD

If this action is chosen, the character reloads one of his guns. It will normally only be necessary to do this after suffering an **out of ammo** result. After choosing this action, the character is assumed to have completely reloaded his weapon and may fire again as normal from his next turn onwards. Reloading, however, can be the character's only action for the turn.

RECOVER

As noted on the injury charts, characters who are wounded or duck back must use a turn **recovering** before they can make any other action. Any number of wounds and duck backs can be recovered from simultaneously in one turn, so a single action will allow the character to function as normal again from his next turn (assuming he is not shot again or already has other injuries).

GET UP

Characters who are knocked down must **get up** before they can make any other action other than **recovering**. A character must have recovered from any wound which required him to do so before he can get up. When a character gets up, return the model to his feet. The character may make actions again as normal from next turn, subject to any other injuries or effects he may be suffering from.

DUCK BACK

A character may voluntarily **duck back**, so that he can no longer see or be seen. The character will gain all the benefits described for duck backs in the section on firing, but remember that he must still **recover** before he can make any other actions. See duck backs as described in the section on firing for full details.

FIX GUN

The character attempts to unjam his weapon, clear the blockage or otherwise repair it. Ordinarily this will only occur after a particularly unlucky bout of shooting. When a character choose to fix his gun, throw a dice

- 1-2 Broken.** The gun is no longer any use whatsoever. The model may not use the weapon in question for the remainder of the game.
 - 3-4 Unskilled Repair.** The model has no idea how to repair his weapon or clear the jam. Try again another turn.
 - 5-6 Jam cleared!** The weapon can be operated as normal from now on.
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A General Note on Direction!

Unless **Moving** or **Moving & Firing**, the character can end his turn facing any direction. Once a character has completed his action, you may turn him to face any direction you wish, assuming he has not already moved or moved & fired.



ENDING THE GAME

When one gang has half or more of their characters knocked down, knocked out or dead at any one time the game immediately ends and their opponents claim victory!

You know enough now to stage your first streetfight! Take out eight miniature gangmembers: one each Plug, Ganger, Killer and Street Legend for each side, give them all appropriate names. Make up a Fate Deck, then set the two sides up about twelve inches apart.

Turn your first card, and let the battle commence!

There are many special, optional and additional rules, covering such things as various different kinds of weapons, skills for characters, fighting hand to hand and so on. For the time being however, it is probably best to play a couple of games using just the basic rules. Once you have the hang of them, go ahead and add in as many optional rules as you want, or even make up your own.

OPTIONAL RULES

Over the following pages are a great number of different additional rules which you may or may not wish to use in your games. None of these are essential to the game, and the game will play perfectly well, and be perfectly enjoyable without them. Indeed there is absolutely no need to ever use any of the rules presented here, but as you grow more comfortable with the rules it is likely that you might wish for additional challenges in your games, and extra facets to the characters themselves. The rules presented here are designed to achieve just that, and you may wish to try some, all or none of them from time to time to add a little variety.

Remember, these are your rules now and you can do what you like to them! In fact you might want to do away with some of the existing rules. You could get rid of the rule that forces all movement to be in a straight line, get rid of duck backs and/or knock downs or reduce the number of firing modifiers, for instance, anything that you find speeds the game up can be useful if you are trying to entertain as many groups of players as possible at a convention.

Feel free to add or change to suit your own needs. If you settle down to regularly gaming near future or present day skirmish games amongst a group of friends, you'll probably get the most out of it if you develop the rules to suit your own tastes. You'll soon find out the depth of detail that you prefer. You can start by seeing if you think that any of the optional rules we offer here will provide you with sufficient extra interest and excitement to justify the effort and time they consume. Let us know where your own version of our rules ends up: we're very interested to see what you get up to, though we're unlikely to add any extra complication to the mechanisms of the published rules in future editions: our feeling is that once you're ready for a high level of extra detail, you might as well add it yourself to be sure that it fits your playing style.

USING CARDS TO DETERMINE HIT LOCATION & EFFECT

Instead of rolling two dice to determine the location and effect of a hit, you can make up a pack of 36 cards instead, and have the victim pull out a card, or simply copy and cut out one or more sets of the **shooting chits** below and draw one out of a box for each hit.

This is a quicker method, and less fuss than using the chart. It's also more fun; there's something about using cards that makes everything seem more lively. It seems to be that when you're rolling dice you're just testing your luck, but when you turn a card you're dealing directly with fate.

SHOOTING CHITS

GRAZE On Head	GRAZE ON HEAD	FLESH WOUND ON HEAD	FLESH WOUND ON HEAD. KNOCKED OUT throw 6 to recover	FATAL HEAD SHOT	FATAL HEAD SHOT
GRAZE On Chest	FLESH WOUND ON CHEST	FLESH WOUND ON CHEST	FLESH WOUND ON CHEST. KNOCKED DOWN	SERIOUS WOUND ON CHEST. KNOCKED OUT throw 6 to recover	SHOT THROUGH THE HEART
GRAZE On Right Arm	FLESH WOUND ON RIGHT ARM	FLESH WOUND ON RIGHT ARM	FLESH WOUND ON RIGHT ARM	SERIOUS WOUND ON RIGHT ARM Cannot shoot with that arm. Cannot reload or shoot rifle	SERIOUS RIGHT ARM WOUND. KNOCKED DOWN. Cannot shoot with that arm, reload or use rifle
GRAZE On Left Arm	FLESH WOUND ON LEFT ARM	FLESH WOUND ON LEFT ARM	FLESH WOUND ON LEFT ARM	SERIOUS WOUND ON LEFT ARM Cannot shoot with that arm, reload or use rifle	SERIOUS LEFT ARM WOUND. KNOCKED DOWN. Cannot shoot with that arm, reload or use rifle
GRAZE On Belly	FLESH WOUND TO BELLY no movement or turning	FLESH WOUND TO BELLY KNOCKED DOWN no movement or turning	FLESH WOUND TO BELLY KNOCKED OUT Throw 6 to recover. no movement or turning	FATAL GUTSHOT	FATAL GUTSHOT
GRAZE On Leg	FLESH WOUND TO LEG Movement reduced by one dice	FLESH WOUND TO LEG. KNOCKED DOWN Movement reduced by one dice	FLESH WOUND TO LEG. KNOCKED DOWN Movement reduced by one dice	SERIOUS LEG WOUND. KNOCKED DOWN no movement or turning	SERIOUS LEG WOUND. KNOCKED OUT. Throw 6 to recover, no movement or turning

A Note on Shooting

A good way to record damage to your character is to prepare a record card for him, and when he takes a wound, simply attach the Shooting Chit to the card with some Blue Tack or a "glue stick" or similar. We photocopy four or five sets of the Shooting Chits and put them in an old cigar box, these are used to mark characters cards, then thrown away. As the level of chits in the box gets low, we just photocopy a few more sets and top them up.

AUTOMATIC WEAPONS

Most weapons used in a streetfight will typically be semi or fully automatic. If fired in a controlled and deliberate manner, these weapons operate exactly in the way described in the basic rules. However, automatic weapons also allow the firing model to **blaze away** if they wish, letting off a much higher number of shots, but with a much more unpredictable outcome. After a character has resolved the initial round of shooting as above, they may choose to blaze away, and continue firing. Only characters armed with automatic weapons have this option.

If a character chooses to blaze away, simply draw a card from the rapid fire deck. This will show the outcome of this extended burst of firing. Most cards have four categories on them, marked with the following icons:

Automatic Pistols	
Machine Pistols	
Automatic Rifles	
Machine Guns	

Look up the relevant category on the card. The result will be either **Miss**, **Jam**, **Multiple Hit**, **Sustained Fire**, **Out of Ammo** or **Special**. A few cards are not divided into categories in this way, and simply have one result printed on them which applies to whoever draws it. Either way, the result will be one of the following:

Miss – The character loses his aim and causes no additional hits. The character stops firing and play continues as normal. The character may not draw any further rapid fire cards this turn.

Out of Ammo – The character stops firing as his weapon suddenly and unexpectedly runs out of ammo. The weapon may not be used again until the character has made a *reload* action. If the character has another weapon available he may fire with that as normal from next turn on, but cannot fire again this turn. The character may not draw any further rapid fire cards this turn.

Jam – The character's weapon suddenly locks up and stops firing. The weapon is jammed and may not be used until the character makes a *fix weapon* action. If the character has another weapon available he may fire with it as normal from next turn on, but cannot fire again this turn. The character may not draw any further rapid fire cards this turn.

Multiple Hit – The character keeps his finger on the trigger and continues to riddle his target with bullets. The target model suffers an additional D3 hits.

Sustained Fire – The character sprays bullets across a wide area, hitting not only their original target but also any models standing nearby. Roll a D3 for every other model within 3" of the original target. If the score on the dice is equal to or greater than the distance to the model from the original target, this new model too suffers one hit.

Special – Many of the more exotic and unusual forms of weaponry have their own special rules or effects. When a 'special' card is drawn, refer to the weapons own particular rules to see what the outcome is. In future we will describe many unique weapons, each with their own special rules, but for now you should use the following selection of rules to represent different types of weapon.

High Impact: When you draw a special card for a high impact weapon, the target is immediately slain outright.

Sight: If a weapon is equipped with a scope, sight or similar aiming device, a special result allows you to make a placed shot. You may choose which location on the body is hit (locations behind cover or out of sight cannot be targetted) and roll for the damage done to that location.

Explosive: If a weapon is explosive, a special result indicates that not only has the shell found its mark, but that it has exploded with devastating effect. The shot still hits a random location, but whichever one is hit suffers maximum damage (i.e. a 6 result on the injury table).

Shrapnel/Blast: When a special card is drawn for these weapons, the target is caught particularly badly by the loose shot and shrapnel. Roll for location as normal. The target also suffers a hit to the location above and the location below the original on the chart (i.e. if they are hit on the left arm, a result of 4, they are also hit on 3 and 5 – right arm and belly in this case).

Other Weapons: All other weapons simply score a lucky hit on their target, and may adjust the location up or down by 1 after rolling.

After you have drawn the first rapid fire card, you may choose to pick another. Indeed, you may continue to draw rapid fire cards for as long as you wish, until you draw a result which ends your shooting (such as a miss, jam or out of ammo result). Be warned, this can be risky. Each new card turned could yield even more hits on your target, or your gun could run out of ammo or jam. You must choose whether or not to draw another rapid fire card before resolving the effects of any hits caused, so you cannot tell whether or not the target has been badly injured before you stop firing. Think carefully before drawing another rapid fire card!

EXPERIENCE

Games become far more interesting if each little lead warrior is allowed to take on a life and personality of his own. We can do this with almost no effort at all by allowing them to improve in class between games, and with a little more effort we can allow them to acquire skills which really individualise them.

A Different Class

As you will have seen

in the basic rules, there are four distinct classes of character, with Plugs being the worst, and street legends being the best. It is possible for a character to move up a class, after gaining sufficient experience and knowledge from the battles he has participated in. To represent this, when characters achieve certain feats, they are promoted to a new class. Note, however, that characters do not receive promotion to the next class during a game, they have to wait for their next streetfight. In order to progress up a class, characters must do the following:

- A Plug becomes a Ganger providing he at least gets to fire a shot at, or fight with, an opponent, most Plugs should manage this during their first gunfight!
- A Ganger becomes Killer once he has killed an armed man.
- Becoming a Street Legend is harder; a Killer character must kill or seriously wound three armed men in one gunfight, or kill a Street Legend, to become a Street Legend himself.

Even if you are running a series of games for different groups of players (for instance at a convention), you can add extra interest (not least for yourself) by allowing surviving characters to be promoted between games, even though they will then be run by different players. You could start with two sides consisting entirely of Plugs, perhaps each led by a more dangerous individual, and see how many of them make it to be Killer or become Street Legends over the day or weekend. It's amazing how much individual personality your miniature gangmembers can gain just by naming them and introducing a small element of continuity. No arduous record keeping is involved; you can just stick the Skill Chits on the characters' record cards. If each player starts with a gang of three or four Plugs or Gangers, you can allow each to throw to see if they recruit any more gang members between each gunfight: perhaps 1,2,3 - no new recruits. 4,5 - a Plug, 6 - a Ganger. If you are using event cards, they could be used to generate more interesting new gang members during the actual encounters. Any characters seriously wounded would miss the same number of gunfights as their number of serious wounds.

SKILLS.

The next stage is to allow characters to gain individual skills. This is a little more complicated, but all the record keeping can still be done on the character cards. You can either dice for skills randomly, draw chits, or allocate them according to your knowledge of the personality of the character based on his performance in previous games.

As with character classes, characters only gain additional skills by experience. This, again like character classes, is represented by their achievement during the game. Usually skills are gained by wounding or killing opponents, though the exact requirements differ between classes. Lower class characters (such as Plugs and gangers) almost never gain skills, and should only be awarded them for particularly uncanny or superhuman efforts. If you are using a gamesmaster, he can choose to award skills to these characters, but otherwise they will not receive them.

- **Killer characters** gain a skill for each gunfight in which they kill an armed man (including the gunfight when they first qualify as Killer).
- **Street Legends automatically** gain a skill after every gunfight in which they cause a wound. Legends rapidly become superhuman, until someone comes along and shoots them down to take over their mantle. If you like, you can allow any character who kills a Street Legend to gain a skill.

“Double” skills: those skills marked with an asterisk in their description can be gained twice, the second time doubles the effect (Very Strong, Very Terrifying etc). Some skills are mutually contradictory, possibly cancelling each other out, some are complimentary, or combine in interesting ways. You are going to have to sort the precise detail out for yourselves! It's up to you whether you allow “treble” skills. If, for whatever reason, a character can't take (or the gamesmaster thinks it would be inappropriate for him to take) a particular skill, roll or draw again.

Shooting unarmed, unconscious and surrendered characters and all women does not count towards experience or skills, and anyone who does so, or anyone who surrenders does not gain any experience or skills for the whole gunfight. Evil characters are the exception to this.

These experience and skill rules assume that players will be having the occasional casual game, and will want to see their characters progress reasonably quickly. If you are playing in a more committed and regular manner, you might like to slow the process up so that all your characters aren't super human before your campaigning has barely begun.

However, bear in mind that every gunfight your characters participate in carries a risk. We find that the fatality rate runs at about one in six (though this depends on your style of play), of course, the more experienced characters have a better chance of survival, especially if they're played carefully. When you are thinking about the rate of experience and skill accumulation, you need to consider how tough and skilful you want a typical character to be before he takes up residence on Boot Hill.

SKILLS & ATTRIBUTES

Agile: no firing penalty when moving, may make one change of direction during **move***, ends **move** facing any direction. Adds one dice* in a fight.

Ambidextrous: no penalty for firing two pistols.

Boss: all the characters on his side add one dice* when testing nerve, except that those within six inches of his beloved person add three dice (including the Great Man himself). If his own nerve fails, then all his friends test with minus three dice.

Brawler: adds four* dice when attempting to hit in a fight.

Charmed: once* per gunfight he may re-roll a whole batch of dice, or make an opponent do the same.

Clumsy: gun will jam if equal or less* number of 1's is rolled. Falls over if two* 1's are throw on movement dice.

Crack shot: add one* firing dice.

Cursed: each opposing player may cause him to re-roll one dice once* per gunfight (*it's a good plan to give each player a "curse" token to pass over once the curse has been used, a coin will do*).

Deadeye: hits on a 5 or 6 when firing a **single shot** (this does not apply when using automatic fire). Any shot where you choose not to draw a rapid fire card, regardless of the number of dice rolled is considered to be a single shot.

Drunk (or High): throw each turn, on a 1 or two, throw again: 1 - becomes **Wildman**. 2 - **Staggering drunk:** each turn, stagger 1 dice forwards, turn a random direction then fire at any enemy target that presents himself. 3 - as 2 above, but **must** fire at a randomly selected target (friend or foe) if one is available. 4 - **Dead drunk:** fall over and pass out. 5 - **Nauseous**, subtract two dice from all throws. 6 - **Sobers up**, needn't throw again.

Evil: gains normal* experience from shooting KO'd and unarmed victims, also friends and allies.

Hard as nails: ignores the effect of the first* wound he receives (still treat knocked down, knocked out or dead as normal though!).

Wuss: only has a 50%* chance of **recovering**, subtract two* dice when testing nerve. Moves like a Plug.

Knifeman: adds four* dice in a fight, and one* to the throw for effect, but only if armed with a knife. A knifeman may throw his knife as if making a deliberate pistol shot at point blank and close range only, but with plus one dice to hit.

Sidewalk Demon: when his character card is drawn, his player takes it into his hand as if it was an action card which can be used only for this character. May fire at a group of characters within four* inches of each other and distribute any hits between them as he chooses. If

Ambidextrous may fire each gun at a different target. **Fears** no-one. **When this character gains further skills he may choose whichever one he wants.**

Lucky: may re-roll one* of each batch of dice he throws.

Marksman: may add or subtract one* when rolling for hit location.

Nerves of steel: not subject to **duck back**, add one* dice to testing nerve. **Fears** no-one

Runt: subtracts three* dice in a fight.

Slow: subtract one* dice for movement. May not use an action card.

Stealthy: if motionless behind cover, cannot be seen at all beyond 12* inches, subtract one* firing dice if shot at behind cover.

Dumbass: throw each turn:1,2 - do nothing. 3 - continue doing whatever he did last turn. 4, 5, 6 - take normal turn.

Strong: adds three* dice in a fight.

Swift: opponents subtract one* dice when firing at him if he **moved** on his last turn, may choose to roll one* extra movement dice. Adds one* dice in a fight.

Terrifying: causes **fear*** in everyone, opponents subtract one* dice when testing nerve.

Tough: when hit by shooting or in a fight, subtract one* from the effect dice, never knocked down or knocked out.

True Grit: adds three* dice when testing nerve. **Fears** no-one.

Vengeful: **hates** anyone who shoots at him or attacks him.

White knight: may not shoot knocked down targets or anyone unable to shoot back, gains one* firing dice against all **Evil** characters and hated opponents, he is also **Charmed***, he **never** loses his nerve. **Fears** no-one.

Psycho: must **move** (towards an appropriate enemy) **and fire** every turn if he can, moving the full two dice distance until he makes contact Opponents he is moving towards suffer **fear**. He is also **Tough***, an **Expert Fighter*** and has **True Grit***.

Yellow: subtracts three* dice when testing nerve. **Fears** anyone who grazes or wounds him.



INTRODUCING EXPERIENCED CHARACTERS

From time to time, rather than just beginning with novice characters and watching them grow, you might like to custom design characters. This is particularly useful if playing scenarios, where you might have the idea for a particular hero or villain who you wish to represent. This is easy to do, and can be great fun, but you always need to be careful not to make characters over powerful, or give them every single skill going just for the sake of it.

If the gamesmaster has a particular sort of personality in mind, he can simply select the skills that he thinks are appropriate. Alternatively, you can throw or draw randomly. All Killer characters and Street Legends should really have at least one skill, you could throw a dice to determine how many skills a Street Legend has, and throw a dice and subtract three to see if a Killer character has more than one (or roll a D3).

Especially if using a gamesmaster, players should make an effort to award appropriate skills to any character whose model catches their eye, irrespective of his experience. So, a model of a big, brawny bouncer should entitle the character to be Very Strong and Tough, even if he is only a Plug.

Also, if a character performs particularly well in a game, in terms of properly fulfilling the role allotted to him, behaving in character, and

generally doing the manly thing, then he can be awarded an extra skill: ideally a skill chosen because it relates specifically to some successful action performed during the game.

If you like, and your players can cope with it, you can allow each player using new characters to pick one of them to receive a skill at the beginning of the gunfight. You could even allow all new characters a starting skill, or have each one dice to see if they get one.

Now would be a good moment to cut out the skill chits, or roll some dice, and give skills to the Killer characters and Street Legends that you were using to try out the shooting rules back on page 5. Then go ahead and run the gunfight again, and award appropriate experience to the survivors.

It really is amazing how much more personality your characters have now isn't it? Their progress in the gunfight, and their range of skills really give them an individual identity; now you can probably think of an appropriate "handle" or nickname for each of the survivors, and you're all fired up to test their mettle in another confrontation!

As you will see, this is an enjoyable process, but the resulting characters are also quite complicated, and their players would have a fair few things to remember during a streetfight. This works fine if players build their characters up gradually, and are able to assimilate each skill as it is acquired, but you don't want too many multi-skilled characters in a game unless your players are experienced and enthusiastic.

So, don't give inexperienced players characters with loads of skills to worry about, at the most give them one character with a single skill until they earn more for themselves.

You can have an interesting gunfight with the gamesmaster running a number of particularly tough characters himself, this gives players a chance to meet up with heavy duty Street Legends complete with interesting selections of skills without having to worry too much about the rules themselves. Of course, if you expect your players to take on highly skilled Legends, you'd better provide them with an appropriately sized force.

We record the acquisition of skills exactly as we do wounds, when a character gains a skill, we attach the Skill Chit to his card with some Blue Tack or a "glue stick" or similar. We photocopy four or five sets of the Skill Chits and put them in an old cigar box, these are used to mark characters cards, then thrown away. As the level of chits in the box gets low, we just photocopy a few more sets and top them up.



SKILL CHITS

DRAW TWO SKILLS	DRAW THREE SKILLS AND PICK ONE	DRAW THREE SKILLS AND PICK ONE	RANDOMLY SELECT AN EXISTING SKILL AND "DOUBLE" IT	PICK ANY EXISTING SKILL AND "DOUBLE" IT	Agile: no firing penalty when moving, may make one change of direction during move* , ends move facing any direction. Adds one dice* in a fight
Ambidextrous: may fire two weapons at once without penalty	Boss: all his side add one dice* testing nerve, those within six inches of his person add three dice (including himself). If his own nerve fails, then all his friends test with minus three dice.	Charmed: once* per gunfight he may re-roll a whole batch of dice, or make an opponent do the same.	Crack shot: add one* firing dice.	Cursed: each opposing player may cause him to re-roll one dice once* per gunfight	Deadeye: hits on a 5 or 6 when firing single shot .
Drunk: 1-becomes Wildman. 2-Staggering drunk: 1 dice forwards, turn randomly & fire. 3-as 2 above, but fires at random target 4-Dead drunk 5-Nauseous, subtract 2 dice. 6-sober	Lightning Fast: adds three* dice in a fast draw situation	Swift: opponents subtract one* dice when firing at him if he moved on his last turn, may choose to roll one* extra movement dice. Adds one* dice in a fight.	Hard as nails: ignores the effect of the first* wound he receives (still knocked down, knocked out or dead though!).	Sidewalk Demon: character card works as action card. Fires at group targets. If Ambidextrous fires at two targets. Fears no-one. Chooses his own skills	Lucky: may re-roll one* of each batch of dice he throws.
Marksman: may add or subtract one* when rolling for hit location.	Evil: gains normal* experience from backshooting, shooting KO'd and unarmed victims, also friends and allies. Plus Draw Another Skill	Nerves of steel: not subject to duck back , add one* dice to testing nerve. Fears no-one	Wuss: only has a 50%* chance of recovering subtract two* dice when testing nerve. Moves like a Citizen.		Runt: subtracts three* dice in a fight.
Brawler: adds four* dice when attempting to hit in a fight.	Slow: subtract one* dice for movement draw. May not use an action card.	Stealthy: if motionless behind cover, cannot be seen at all beyond 12* inches, subtract one* firing dice if shot at behind cover	Dumbass: throw each turn: 1, 2 - do nothing. 3 - continue doing whatever he did last turn. 4, 5, 6 - take normal turn.	Strong: adds three* dice in a fight.	Terrifying: causes fear* in everyone, opponents subtract one* dice when testing nerve.
DRAW A DICE WORTH OF SKILLS & HAVE YOUR OPPONENT PICK ONE FOR YOU	Yellow: subtracts three* dice when testing nerve. Fears anyone who grazes or wounds him Plus draw another skill	BRUISER! Tough: -1dice when hit,not KO'd or KD'd Slow: -1 dice for move and fast draw. no action cards. Dumbass: 1, 2-do nothing. 3-continue last turn. 4,5,6- normal turn.	Evil: gains normal* experience from shooting KO'd and unarmed victims, also friends and allies. Plus Draw Another Skill	Knife/Swordsman: adds four* dice in fight, and one* to effect if armed with a knife/sword. May throw knife as if making a deliberate pistol shot at point blank and close range, with +1 dice to hit.	Clumsy: gun will jam if equal or less* number of 1's is rolled. Falls over if two* 1's are throw on movement dice.
Tough: when hit by shooting or in a fight, subtract one* from the effect dice, never knocked down or knocked out.	True Grit: adds three* dice when testing nerve. Fears no-one.	Vengeful: hates anyone who shoots at him or attacks him.	White knight: no shooting knocked down or defenseless targets, gains one* firing dice against Evil & hated opponents, he is also Charmed* , never loses his nerve. Fears no-one.	Psycho: must move & fire every turn. Opponents suffer fear . Tough: -1dice when hit,not KO'd or KD'd Brawler: +4 dice True Grit: +3 dice nerve,fears no one	Yellow: subtracts three* dice when testing nerve. Fears anyone who grazes or wounds him

FIGHTING

This section describes the rules on hand-to-hand fighting. You don't need your characters to be able to thump each other to have a good game; they manage perfectly well with their fire arms. However, it does add additional colour and interest if you can cope with the additional complication.

If a character chooses to move into contact (or chooses to remain in contact) with an opponent, he makes an **attack**, while the victim **defends**, providing he has not been knocked down or knocked out.

The attacker rolls the number of dice indicated on the **fighting chart** below, each 6 rolled is a potential hit.

The defender then also rolls the number of dice indicated on the **fighting chart**, each 6 rolled cancels one of the attackers hits.

Roll for the effect of each of the attackers remaining hits. If the defender rolls more 6's than the attacker, then the attacker is knocked down and cannot make any other action or defend himself properly until he has spent a turn **recovering**.

If the victim has been knocked down, he does not roll dice in defence, and each 6 that the attacker rolls scores a hit.

If he has been knocked out, the attacker automatically scores a hit with each dice he throws, alternatively the attacker might just as well shoot his unfortunate victim at point blank range, which automatically kills. Neither course of action is regarded as acceptable, and even the most hardened of gangers is unlikely to want to kill in cold blood, and should not be permitted except to evil characters or perhaps where the victim is hated; both disqualify the character from earning experience or skills.

Characters in contact with an opponent who wish to attempt to shoot him *do not use the shooting rules*: they roll on the pistol or the rifle rows of the fighting chart, as appropriate.

THE FIGHTING CHART								
DICE ROLLED			THROW FOR EFFECT					
WEAPON	A T T A C K		1	2	3	4	5	6
	D E F E N D							
FIST	3	4	KNOCKED DOWN			FLESH WOUND	KNOCKED OUT!	
PISTOL	2	2	KNOCKED DOWN		FLESH WOUND	SHOT!		
CLUBBED PISTOL	3	3	KNOCKED DOWN		HEAD WOUND	KNOCKED OUT!		
RIFLE	2	2	KNOCKED DOWN			FLESH WOUND	SHOT!	
CLUBBED RIFLE	5	3	FLESH WOUND		HEAD WOUND		KNOCKED OUT!	
LONG DAGGER	5	5	KNOCKED DOWN	FLESH WOUND		TERRIBLE WOUND!		
CLEAVER or MACHETE	4	3	KNOCKED DOWN	FLESH WOUND		TERRIBLE WOUND!		
KNIFE	4	4	KNOCKED DOWN	KNIFED!				
CLUB, AXE, SPIKED CLUB	5	3	KNOCKED DOWN		HEAD WOUND	KNOCKED OUT!	HEAD WOUND & KO'D!	DEAD!

Shields

If a character has a **shield**, he suffers no effect when his opponent rolls a 1.

Modifiers: in the same way as for shooting, add or subtract the following NUMBER OF DICE rolled by the character:

Defender is behind cover	- 1		
Attacker moves over 9 inches	+2	Plug	- 1
Each flesh wound	- 1	Killer	+1
Each serious wound	- 2	Street Legend	+2
Wounded right arm	- 1		
Backshooting	+2	Attacked from side	- 2
Defender on ground	+2	Attacked from rear	- 4

Gamesmasters may further modify the number of dice as they find appropriate.

Throw for the location of **flesh wounds**, and for the effect of **head wounds**, on the **hit location chart**.

You also throw for the location and effect of **terrible wounds!** on the **hit location chart**, but a:

- Graze or flesh wound becomes a serious wound.
- A serious wound either also causes the severing of a limb or the head, or **runs through** the body, killing the victim.

Victims who are **shot!** or **knifed!** are treated exactly as if they had been shot in normal firing except that a character who is **out of ammo** cannot shoot an opponent, and counts a **shot!** result as no effect.

Attackers and defenders must announce that they are clubbing their weapon **before** the attacker rolls his movement dice, neither can fire on their next turn, irrespective of whether a fight takes place. This means you must guess if an enemy character is likely to try and charge into contact with one of your characters, and then risk being unable to use the weapon in question.

SHOOTING INTO COMBAT. Only **Evil** characters may fire into a fight. They stand at equal chance of hitting any of the protagonists or close bystanders. Roll a dice to determine which character in the combat, or any model within 2" is hit. They gain experience whoever they hit of course.

ESCAPING FROM COMBAT. Characters can leave combat, turning to face any direction and moving up to three dice (Citizens must move the full distance thrown) in two circumstances:

- If his opponent is **outnumbered**.
- If he throws more 6's than his opponent, and chooses to escape rather than applying the result.

OUTNUMBERED CHARACTERS

Many players have asked about this. There are no special rules or modifiers for characters outnumbered in combat. When a character moves (or remains) in contact with one or more opponents, he decides which one he attacks, they may each attack him in return when their character card is turned.

The outnumbered character is at a considerable disadvantage; if any of his opponents succeed in knocking him down or damaging him in any way, then he is left at the mercy of the others. The rules feel balanced to us as they stand; we feel that any additional modifiers would be over the top - but feel free to introduce whatever mechanic you find suits your own preferences!



NERVE

You will find that there is a tendency for games between stubborn opponents to only end when the last wounded survivor from the losing side is hunted down and shot or beaten unconscious by his enemies, many of whom will be hobbling around with wounds of their own by this point. Really, the streetfight should have ended long before; when it became apparent that one side is so severely disadvantaged and could not fulfil its objectives. However, the little lead men only have as much intelligence as either their players or the rule system provide them with, and if you find that your game drags on beyond the point of common sense or lively entertainment, then you will find the following rule useful:

There are three circumstances when a character must throw to see if his courage fails him and **he loses his nerve**:

1. When he is BUSTED UP. This happens when:

- A Plug suffers any wound *or graze*.
- A Ganger suffers any two wounds.
- A Killer character suffers any three wounds.
- A Street Legend suffers any three wounds, at least one of which is serious.

He must throw again each time he suffers an additional wound.

2. When half of his friends go down; either killed, seriously wounded, knocked out, surrendered, lost their nerve or left the table.

3. Whenever the gamesmaster thinks it appropriate.

Testing Nerve

To test nerve, the character immediately rolls a number of Nerve dice:

Plug	3
Ganger	4
Killer	5
Street Legend	6

Subtract one dice for each flesh wound, and two dice for each serious wound.

Add one dice if he and his friends have caused more of the enemy to go down than they have lost themselves.

He must throw **at least one 6**, otherwise he has **lost his nerve**, and starting on his next turn, must hide, run or surrender, as appropriate.

HATRED & FEAR

Characters can hate or fear each other in a number of circumstances:

The gamesmaster can create a scenario where relationships of hate and fear already exist, or rule that events during a gunfight cause one character to hate or fear another.

Some skills cause hatred and fear.

Additionally, if you want emotions to run high in your streetfights, you can introduce the following extra rule:

Whenever a character is grazed or wounded by an opponent, throw a dice: a one means he now **fears** his tormentor, a six means he now **hates** him.

When a character HATES an opponent:

- He adds one dice when fighting or shooting at him.
- He must fire at a hated enemy within his arc of fire if he can. If a hated character who is neutral, or on his own side, comes within his arc of fire, he must throw a dice, on a 1 for 2 he must fire at him!

When a character FEARS an opponent:

- He subtracts one dice when fighting or shooting at him.

It is possible for situations to arise where a character both hates and fears the same opponent. In which case, he does not resolve this turmoil of conflicting emotions until he has either fired at or is fired upon or comes within twelve inches of his nemesis. Throw a dice to see if he hates or fears him for the rest of the gunfight – 1,2 or 3 he fears him, 4 or more he hates him. Under such unusual circumstances, this becomes **extreme** hatred or fear, and involves adding or subtracting **two** dice when fighting or shooting.

MORE ACTION CARDS

In the basic rules, the fate deck contains only four action cards, one each Plug, Ganger, Killer and Street Legend. In the basic game we were keen to keep things straightforward and quick, but didn't want the rules to be so simplistic as to be mind-numbingly dull, so we made sure to include rules that allowed (perhaps even forced) tactical planning. These are:

*The movement rules that permit only straight line movement and turning only at the start of the turn.
The duck back rule.
The aiming rule.
And the action cards.*

Of course, you can just ignore any of these rules if you want an even simpler game.

However, a number of people have commented on the fact that the number of action cards doesn't increase with the number of characters in use. Our rationale was that if there are only a small number of characters, then any group of players should be able to cope with the action cards coming round frequently, but with big games with lots of casual players, you don't want the rhythm of play constantly interrupted, and also the scarcity of the action cards makes it much more exciting for the casual participant to draw one.

With more sophisticated and experienced players, there's no reason not to include as many sets of action cards as you like, perhaps one set per ten characters as a starting point. Our inclination would be to include full sets irrespective of the number of characters of each type in the game. This would mean that if there was only one Street Legend in a big game, he would have the sole use of all the Legend action cards, this seems fair enough: with no challenger of anything like his calibre, he should be able to dominate the confrontation.

Its up to you whether you restrict the number of action cards that can be played sequentially. You can limit it to one for a more "realistic" game, or allow any number for a romanticised Hollywood action movie sort of approach!

*As in the normal rules, When more than one action card is played in the same turn, then **irrespective of the order in which they were declared**, the superior card goes first, but if there are a number of each type of action card, you will have to mark each card with a number to indicate their superiority over each other.*

Having said all of the above, these rules were really intended for games where each player controlled about four or five characters at most, and in big participation games we had imagined that only one character would be used per participant, though obviously some of you are using many more successfully.

