

GangStars is a skirmish game of petty crime in the hood. It's about street gangs battling it out on the turf, cops trying to fight this and the Mafia seeing to it that their claims are not infringed.

GangStars is a light-hearted game and NOT the attempt to portray street warfare as accurately as possible. It's just a game for like-minded souls who enjoy some hours of heroic deeds and funny situations after endless happy hours of painting models and terrain-building AND above all without worldly wise man's scholarly questioning some rule mechanisms or outcomes because of his permanent on-line link to Wikipedia on weapon performance or his claim to just have lived in South Central.

GangStars is a game where you don't need to buy tons of miniatures. A small gang of 4 to 6 homies plus their trusted and loved dog is enough to get started and have a lot of interesting memorable games. As you don't need that many miniatures take your time to paint them as well as you can. Some thirty years ago I read a sentence in an old AIRFIX rule-book (Ancient Wargaming) which I still believe to be true "If you don't want to paint them the best you can, why should they fight for you?!"

Be imaginative concerning terrain-building with pieces that you can use for different terrain situations and that are both functional and realistically life-like.

GangStars is not a game of my own invention! After 30 years of tabletop-gaming I've read numerous sets of rules liking some parts of this game system and different parts from another. What you find here is a collection and a symbiosis of different aspects from a lot of rules sets. Without the inventive minds of those great people who wrote them **GangStars** wouldn't have come into existence. Of great influence were "*Shockforce/Warengine*", "*Chain Reaction*", "*Combat Zone*", "*Chaos in Cairo*" plus others too numerous to be mentioned here. Thanks for great games, guys!

A last and seriously meant word - **GangStars** is **NOT** a game about shooting dogs. I know that in reality most of the gangs have them only to make them fight each other and leave a poor mistreated creature behind. **THAT'S DEFINITELY A CRIME and has NO PLACE IN THIS GAME!** Here the doggies are a menace you have to cope with. They **NEVER DIE** and people shooting at them get serious repercussions from the rules – so you better run when they come after you!

Lastly and sentimentally I dedicate this game to Bob, our black Labrador, who after all the years still thinks he is a cuddly whelp!

THINGS YOU NEED

These rules
Character's stats cards
Numbered chits
Dice = normal six-sided dice called D6
Miniatures
Terrain (90 cm x 90 cm or 120 cm x 120 cm minimum)
Tape-measure

Blank character cards and a sheet of numbered chits and counters at the end of the rules.

RATIOS

1 Figure = 1 man, 1 dog or 1 vehicle
Timescale: from seconds to minutes
Groundscale: meaningless, if to scale to the miniatures used ranges are either ridiculously short or not practical (long ranges) if to terrain scale used. As long as the relation movement terrain looks halfway right it's ok.

1. DICE-ROLLS

There are 2 different types of dice-rolls to be made during the game:

Target -rolls: Here you test against your own abilities e.g. to achieve hits with long range weapons or to get an action done not governed by the fighting rules. The player's modified roll of a D6 must be equal or lower than the number given.

Opposed Rolls: Here you test against the abilities of your opponent e.g. to achieve a hit in a melee (with hand-weapons or bare handed). You compare the acting player's stats (melee or agility) + a modified roll of a D6 to the opponent's stats (melee or agility) + a modified roll of a D6. The higher result wins. Depending on the difference between the 2 results there might be different outcomes. Roll again to resolve ties.

2. GANGS

Before you start a game you should agree on a certain number of basic points from which to assemble your force. 50 basic points is a good basis to start your first games with. This will give you a handful of miniatures to command and you can concentrate on learning the rules and how to employ your forces.

Once you have grasped what **GangStars** is about you can start varying this. But it is not recommended to use more than 100 BPs per player as it then starts to get unwieldy.

Each gang must have a single leader (or an officer in command when you play the police). There must be at least one hit-man in the gang the rest can be made up of a mixture of hit-men and rookies.
A police force may not contain more than two rookies.

When you have selected what types of miniatures you want you should flesh out these characters. The Goon Type Table gives you certain values for three aspects.

Basic points are distributed among the character's stats of the appropriate miniature. You can NOT transfer BPs from one miniature to another.

Equipment points are pooled. This means you add up all EPs you get for your miniatures and then distribute them among the different troop types to equip each miniature individually with arms. It is quite wise to base this on the actual models you use. Basically it means you get more EPs for rookies than you need but not enough to give a car to the head honcho. You never can exceed your gang's total of all EPs.

Trait points are used to give these miniatures special abilities or traits which influence rules and their behaviour during the game. These can have a positive as well as a negative influence on actions of the appropriate miniature. You never can exceed the available points when buying abilities or character traits.

GOON TYPE TABLE			
Type of miniature	Basic Points	Equipment Points	Trait points
Rookie	6	8	3
Hit-man	12	16	4
Head Honcho	16	24	5
Doggie	10	n.a.	4

3. BASIC POINT (BP) DISTRIBUTION

Each type of miniature gets a certain number of basic points. These are distributed among the character stats.

You pay **1 BP per level** of the stat. Exceptions are **Luck** and **Wounds** which cost **2 BPs per Level. A stat can never be higher than 5** – we don't want gods to roam the earth.

The only stat that has to have at **minimum 1 BP** allotted to is **movement**. We don't want to have an immobile miniature (the infamous legless sniper killer homie) around. Whether you create a highly mobile basher with no brains or the slow but excellent shooter with brains is up to you.

Have a look at the miniature and let your imagination run wild – give it a real character – **give it life!**

3.1 CHARACTER STATS

Agility influences the outcome of weaponless combat / martial arts and other actions which require a certain bodily prowess like jumping from one roof to another or stunts like that..

Strength is pure physical power and influences how many wounds are caused by hits.

Melee influences the outcome of close combat when you use hand-weapons or improvised weapons.

Shooting influences the outcome of long range combat with shooting or throwing weapons.

Movement: The distance moved for 1 AP is 4 inches / 10 cm. This is called a move-segment. In game terms 1 inch is equal to 2.5 cm. The movement stat tells you how often a miniature can move the above distance in a turn. You cannot take more move-segments than the number given here.

Brains influences the miniature's reactions to situations happening around them and the distance over which a commander can influence his troops.

Wounds: Every character begins the game able to suffer 2 heavy wounds before destruction. Two light wounds count as 1 heavy wound. More starting wounds can be bought by spending 2 BPs per wound.

Luck: Tells you how many times you can re-roll dice-throws during play. Everybody starts with 0 luck. Luck can be bought by spending 2 BPs per level of luck. You may only spend Luck to re-roll your own dice throw, you cannot force your opponent to re-roll.

4. EQUIPMENT POINTS

As stated before these are pooled from all members of the gang and used to equip the different miniatures. Points that aren't used are lost for this game.

However if you start a campaign unused EPs are noted. They represent wealth put aside to be used during the campaign to replace or buy new arms and equipment or to recruit new fighters.

5. WEAPONS

Every weapon in use in this game is defined by certain values that are noted down on the character sheet in the appropriate spaces.

Effective Range (ER) If your target is within this range you don't get a negative modifier for firing at maximum range.

Maximum Range (MR) If your target is within this range but at a greater distance than effective range then you get a positive modifier to your hit dice.

Penetration Power (PP) This gives you the number of dice you throw to find out what damage is done.

TARGET (TC or TR) This is the number of miniatures you can attack with this weapon if they are in base to base contact (**close combat TC**) or within an area of the main target miniature (in **shooting TR**)

Equipment points (EP) These are the points you have to invest from the equipment points pooled from all characters in the gang to buy this weapon.

There is no special value for reloading. You could artificially complicate this by having the gamers note down the shots made until a weapon is shot dry and then have him reload it.

Here we handle it in a simpler way (like they do in most action films).

When dicing for hits with a ranged weapon each time you throw a 1 your weapon has run out of ammunition. You have to spend up to half of the APs (rounded up) available to that miniature in some subsequent turn before the weapon can again be used for ranged attacks.

The shot you tested for is resolved nevertheless. Weapons with area effect resolve all possible hits caused by the shot. Weapons with burst fire stop shooting after effect of this shot is resolved.

If you throw a 6 when dicing for hits with a ranged weapon then that weapon jams and you must spend all your APs on some subsequent turn to fix it. Then dice again at the end of the activation in the subsequent turn. If a 6 comes up you still haven't got it fixed and spend again the next turn repairing it. If you don't throw a 6 the weapon is fixed and can be used normally in the next turn. The rule mechanisms for area effect and burst fire weapons are the same as explained above.

Weapons marked with * don't have a target rating but in that column you find the radius of the area

WEAPON TYPE	ER	MR	PP	TC	TR	EP
pistol	20 cm	30 cm	1D6	(1)	1	4
heavy pistol	30 cm	40 cm	1D6+2	(1)	1	5
Shotgun*	20 cm	30 cm	2D6	(2)	A1	8
Pumpgun *	20 cm	40 cm	2D6	(1)	A1	10
smg/uzi	20 cm	35 cm	1D6+2	(1)	B3	8
assault rifle	30 cm	60 cm	2D6	(2)	B2	12
Scope, night-sight, Laser pointer	No change of distance or penetration power but gives a modifier to hit					6
molotov cocktail *	--	20 cm	1D6	--	A2	2
Grenade*	--	20 cm	2D6	--	A3	8
Improvis. weapon	base	10 cm	1D6-2	1	1	1
knife	base	15cm	1D6	1	1	1
baseball bat, etc.	base	--	1D6+3	2	--	2
asiatic special	base	--	1D6+3	3	--	5

over which they affect all characters, friendly and enemy, being there.

Some ranged weapons have the TC set in brackets. This applies when the weapon is not used to shoot but for clubbing if jammed or shot dry.

Base under effective range means this weapon is most effective in close combat, so base to base contact. Some can be thrown with reduced effect at a short distance

5.1 WEAPONS WITH AREA EFFECT

Certain weapons have a target value, a letter and a number. These are either automatic weapons capable of burst fire or weapons with area effect like shotguns, pump-guns, molotov cocktails or grenades.

Burst effect (B2 or B3) Each shot (either snapshot or aimed) you pay APs for is in reality a burst of fire. The number given there is the number of additional targets you can shoot at if their base is within 2,5 cm of the original targets base, edge to edge. Go through the hit and damage procedure for each of the models. Pay attention to the range these miniatures are in as some might be in effective range, others might count maximum range or at maximum range might even be out of range and therefore not valid as targets to shoot at.

Area effect (A1, A2 or A3) The number given here is the radius in inches (2,5cm per inch)

around the original target. Any models (characters and manmade structures) within this area are hit and you go through the hit and damage procedure for each one of these. An area that is hit by a molotov cocktail, counts as blocking terrain for the remainder of the game. It has no effect on the line of sight unless being a manmade structure on fire.

When you throw a grenade or a molotov throw a D6. On a 1 to 4 it explodes immediately. However if you throw a 5 or 6 the explosion is delayed and will happen automatically at the start of the next turn before any characters are activated. Any model within the radius of explosion at the start of the next turn is a target. This might mean as well that it is possible for a character to pick it up before this happens and throw it again at a different target. But this is a dangerous stunt. If you try to throw a malfunctioning grenade or Molotov again at a different target throw a D6. Is the result even it explodes after being thrown without any further testing for malfunctioning. On an odd result it explodes right in your hand – oops. Bad luck!

6. TRAIT POINTS (optional)

Below you find a list of character traits your miniature can have. Each type has a value given for his trait points. Some traits have a positive number and some have a negative number. You simply add or subtract them to get the total of TPs used. When you choose some you may stay below your TP value but you never may exceed it. Note down the effects of the chosen traits on your character card.

dodgy +1

In close combat the opponent gets a – 1 modifier to his die roll.

jumpy +1

This character is so erratic in his movement that any miniature shooting at him gets a +1D6 modifier to the die roll.

big mouth +2

The master of slandering likes to talk to his enemies. Choose one miniature from the opposing side. For 1 AP your character calls him names and tells him things about his sister or mother that are not nice. The targeted opponent is so infuriated that he is not able to make an aimed shot when he is activated and gets a +1 modifier for shooting and a -1 modifier in close combat for that activation.

biker + 2

Biker gang members must take this trait. You love your chopper, even sleep on it. You get a modifier

of – 2 any test concerning the driving of a bike and ignore the + 2 modifier when driving under extreme situation.

greasy +2

In close combat with him the opponent gets a – 2 modifier to his die roll.

monster +2

This character is so ugly (either physically or mentally) that no one really wants to be near him. Any member of the opposing gang that is within 15 cm of this model and has a clear line of sight must shoot at him but at a + 1 modifier to the shooting dice (Ever shot with your eyes closed? They really don't want to have to look at him). Any character fighting close combat with this character gets a – 2 modifier to the die-roll (you don't want to honestly touch this, even with a baseball-bat). Opponents in line of sight count terrified, homies count shaken. This effect is permanent and counts for all characters in the game. Exceptions to this are the leader, ma man of the monster's own gang and characters with the trait "cool man". Doggies don't care for this. Maybe they know that at the bottom of his heart the monster is a real nice guy – there must be at least one being that loves him.

tiny +2

This model is so tiny that any character shooting at him gets a +1 modifier to his shooting dice, except when throwing area weapons. In close combat this character gets a -1 modifier to his dice-roll. The character must expend +1 AP per level of height when climbing.

driver +3

This character can work any vehicle. He never has to test whether he can open a car and short-circuit it. He never tests for turning at maximum speed or going off road.

frenzy +3

This character is so far up the wall he will rush up to and physically attack the nearest enemy model within 10 cm with a + 2 modifier to his die roll in close combat. Opponents count shaken.

hawk eye + 3

This character is so aware of everything that he gets a -1 modifier to his shooting dice. It will detect any lurker or sneaker within 25cm and in line of sight even if it is behind the character with hawk eye.

mean mutha +3

This character is physically so strong that he gets a – 2 modifier to his die roll in close combat and to any rolls that require physical strength to be solved. Opponents count shaken.

third eye +4

This character is aware of even the tiniest thing

happening around. He can't be surprised. He can shoot all around (360 degrees) but this can't be an aimed shot and gets a +1 modifier on the hit dice when shooting at a target behind his front facing.

dog boy +5

He never counts shaken or terrified for other gangs dogs. If within range of his brains value in move segments with the dog of the opponents he tests his brains against the brains of the dog. If he is successful the dog will change sides.

hardass +5

This character is a real hulk. He doesn't count the modifier for light wounds, although incapacitating effects still take place. If fighting the master of pain in close combat the m.a.p. does not get the 2D6. Pain is not a word in the vocabulary of the hardass and he can really take damage. When suffering a heavy wound result treat this as a light wound. That means you have to get twice as many wound results as he has in wounds to do him unless you get achieve a fatal wound which means sudden death.

Master of pain +5

When dicing for damage done with a close combat weapon or by martial arts this sado throws 1 D6 +2 and adds the thrown pips to the damage value of the weapon. This does not apply in a fight with a hardass. Opponents in base to base contact (unless hardass) count terrified.

sniper +5

This character is a real hit-man. He gets a -2 modifier to his die-roll when shooting. No modifier for shooting at maximum range.

weapon spec +5

Note down two different types of weapons (can be any mix of either ranged or close combat types) in which this character is specialised. He gets a -2 modifier when shooting or a +1 modifier in close combat and a +2 modifier for his damage roll.

the Bruce +6

This character is a second Bruce Lee. He can emasculate a fly by the simple wink of his eyebrow. His opponents in close combat gets a -2 modifier to their die roll whilst the Bruce himself gets a +2 modifier to his die roll and a +2 modifier on damage done.

ma man +7

The second in line - gets a brains value 1 less than the head honcho without paying APs for it. He has the same effects as the leader but his command range is 10cm shorter and his brains value to be used for tests, if applicable, is 1 less than the leader's.

ripper +8

This character is an absolute expert in fighting with a close combat weapon. The player chooses one and notes it down on the character sheet. Every time he uses this ability in close combat he gets a -3 modifier in close combat and 1D6 +4 for his damage dice.

lurker +9

In cover or in a building this master of the shadows can (but need not if he wants to stay unseen) suddenly appear directly beside the enemy if that miniature is in base to base contact with the cover the lurker is hiding behind or in the same room when the enemy enters it. Opponent counts terrified the next two turns after the lurker appears. He needn't be deployed at the beginning of the game and can be placed hidden (mark the spot where he's hiding on a map) within the command range of the leader of the gang. Once he moves in the open he must be deployed as a miniature on the table. If he does enter a building or move behind cover he is removed from the table unless there is an enemy miniature with a clear line of sight to him on the table.

cool man +10

He ignores all tests and always acts as the player wants.

Exceptions to this are the traits "vengeful", "tagger" and "gang pride". If the character takes one of these as well the rules for that special trait supersede the coolness and the effects of the other trait are resolved in the normal way. The other exception is that even a cool man has his limits and if he is targeted by an opponent with the trait "big mouth" he must react to this.

scout +10

This character has an intimate knowledge of the terrain the encounter takes place in. He is deployed as the last miniature anywhere on the table at the beginning of the game after all enemy miniatures (apart from lurkers) have taken their places. He may not be deployed within 10 cm of an enemy model. Ignores terrain and spends only 1 AP per move segment.

sissy -2

This character is afraid of dogs even Yorkshires. When he sees a dog he counts shaken. If the enemy's dog is within 15 cm of this model he is automatically terrified and tests for dogs being near.

stoned -2

This character is so far out that he thinks he's lightning fast but in reality really slow. His move-segment is halved (5 cm) and each action requires 1 additional AP to be done. Always counts shaken.

trigger-happy -2

This character shoots at any enemy that comes

within sight even at maximum range. He can't make an aimed shot.

eight miles high - 3

This model is so far out that it gets a + 1 modifier on all target rolls and a -1 modifier on all opposed rolls. All actions require an additional AP. But he doesn't suffer the modifier for being on drugs in reaction tests.

stupid -3

No brains this guy never adds the brains rating of the leader of his gang or ma man (even if within their command range) when doing a brains test. If driving a car he must take a turning test with a +2 modifier to his brains value each time the car moves in other than a straight line.

tagger - 3

This character is a real Leonardo. If within 10 cm of a wall he must run to it and must test against his brains. If he doesn't pass this test he spends 1 turn spraying doing nothing else. In the turn after this he tests again with a -1 modifier for each turn spent spraying. If he passes the test he acts normally until the next building comes into range and he must test again with a cumulative - 1 modifier to his die roll for each building he sprayed in this game (no endless supply of spraying cans unless you're inside Walmart).

vengeful - 3

This character is out for a real vendetta. If he is involved in a hand to hand fighting he will not end the fight and will attempt to continue until his opponent is stone cold or he himself is done in. No one lays a hand on me, brother. Opponent counts as terrified from the second turn of close combat onwards, all others in sight count as shaken for the duration of the fight.

fame boy - 4

This character is so out to get the real man from the other side that he will run for the highest ranking enemy miniature that comes within 25 cm after the game starts.. He will try to shoot him or if not successful with this, will attack him in melee. If he successfully survives this he will go for the next ranking enemy to come within 25 cm or be within 25 cm distance.

gang pride - 4

The gangs is above all. This character is so proud of his gang that he will attack or shoot at any opposing gang member that comes to his sight or base to base contact. He will also try to destroy any object with signs of other gangs on it. When he does so, he can't attack any other character or move. He will stay put for one turn to e.g. destroy any graffiti.

speedy - 4

This character is so much on speed and itchy that

he shoots at the nearest miniature moving within effective range of his shooting weapon. This can even be his homies. If he shoots at his homies he might recognize his firends and shoots the ground instead on a roll of 5 or 6. The action is lost. He can't use an aimed shot. He never counts exhausted as a modifier to his die roll. Once having fired at or recognized a homie, he no longer is forced to continue to fire at that target.

all thumbs - 5

When testing for the use of a weapon or a vehicle or doing an action that requires some handling abilities he gets a - 2 modifier to his die rolls. He has to reload on 1, 2 or 3. If he throws a 6 whilst using any weapon it is broken, jammed or whatever and is out of the game.

huge - 5

This character is so huge that any character shooting at this model gets a -1 modifier on his shooting dice, except when throwing area weapons. The movement distance this model can use is reduced to 5 cm a segment. He can't move through narrow spaces (something you have to define before the game)

7. ACTION POINTS

INTENDED ACTION	AP
move a segment	1
going prone	1
stop a vehicle /driver: start a vehicle	1
All others starting a vehicle	2
move through difficult terrain / cross obstacle / enter or leave house / vehicle	2
drive a vehicle one move-segment/accelerate or decelerate of up to half a move-segment	2
stand up or climb / per level of height	2
shoot	1
aimed shot	2
charge into close combat / fight in close combat	2
performing a simple task (e.g. pick up item, prepare a grenade, etc.)	1
performing a complex task (e.g. prying open a lock, switch weapons, prepare a Molotov, etc.)	2
Exhausted or wounded or carrying load	APs doubled

Action points determine what miniatures can do during a turn. To find out how many actions points a miniature has you simply add up the levels of Agility, Strength, Move and Brains. The number you get are the action points that characters can spend on all kinds of things during a given turn. You don't have to use them all but you never can exceed the points. If you don't have enough action

points left to do a certain action you simply can't do it. Action points that you don't use can NOT be saved for the next turn. They're gone.

How much you have to spend on a certain action is listed in the table below.

You can perform actions in any sequence you like as long as you have enough action points left to do them!

8. TURN SEQUENCE

Many rules systems have different approaches to the structure of game turns. Some have alternative or simultaneous acting based on a sequence of movement, shooting, melee and morale/reaction tests.

In GangStars there is no formal turn structure like moving, shooting, fighting close combat as the actions of the characters is based on their action points. As long as you have action points available for the task you want your character to do you can do anything you like in any sequence like e.g. fire a shot, move, move, fire a shot, open a door and enter a building. What you do is up to you.

Once all chits have been drawn to activate the characters in the game (irrespective of whether these characters have been performed after activation or not) the turn ends and you start a new one with shacking the container into which you have placed the drawn chits.

There is no end of turn phase in which counters for different states of morale or physique (shaken, terrified, exhausted, etc) are removed as these are counted until the appropriate character is activated anew in the subsequent turn.

8.1 ACTIVATION

Some rules systems base the activation of miniatures on the amount of available action points resulting in the toughest and strongest characters acting first. And some base the sequence of activation on luck by drawing cards or chits.

In **GangStars** it is simply based on luck who acts first with one exception explained later. After you have put together your gang you simply take the same number of coloured numerical chits (several sets are included in the counter set to print out). Be sure that each number is taken twice. Now place one of the numbered chits on each character card you have. The other identical set is placed in a container like a cup or bowl. During each turn the chits are drawn from this

container one by one. The character whose number is drawn is activated and can do any actions as long as there are action points available. The drawn chit is placed into a different container.

The only exception to this kind of activation happens when the chit of the head honcho or ma man is drawn.

By spending ALL their action points they can activate any or all characters belonging to their gang that are within their command distance and in line of sight. In this way other characters can be activated early their chits are drawn. They act as the gamer wants them to. Turn the chit on the appropriate character card face down so you know that they already acted in this turn when their chits are drawn from the container.

Once one container is emptied simply shake the one into which you placed the drawn chits during the last turn and start a new turn by drawing chits from this one.

8.2 COMMAND DISTANCE

The brains value of your gang leader or ma man (if you have taken that trait for one of your other characters) decides on the distance within which members of the gang benefit of the personality of the head honcho or his right hand homie. Each point of brains taken gives a distance of 10 cm.

If your head honcho has a brains value of e.g. 4 it means the command distance has a radius of 40 cm.

As explained above this is the distance within which other friendly characters in line of sight to the leading character could be activated if this character spends all his action points when he is activated.

The other benefit is again tied to the line of sight to the leader. Here a character can substitute the leader's brains value for his own if he has to take a morale test.

Simply imagine the head honcho shouting orders or advice to characters in both situations described.

9. MOVEMENT

As explained above there is no movement phase in a game turn but the characters can move as long as there are action points available. For each action point spent the character can either move or drive a certain move-segment. Theoretically this could mean a character could cross the table in one turn. Practically this doesn't

work as Superman or Flash are not to be known members of a gang. And even if a character is up to the tips of his hair on speed this doesn't work!

Each character can take two move-segments per turn without penalty. But if he takes the third or even more he counts exhausted which means any action he wants to do after the third move-segment is taken costs double action points. The action points to take the third move-segment are doubled as well! On top of this there are adverse modifiers in shooting and close combat when you are exhausted.

It can happen that a character tries a desperate run across a very long distance to shoot the enemy head honcho with a tiny bit of breath left. But he needs quite a bit of luck to make this come true – but you never know whose lucky day is today...

If you don't have left enough APs left to enter difficult terrain or cross an obstacle you simply stop at the point where your last move-segment ended.

10. TERRAIN

There are four different types of terrain in **GangStars**: open, difficult and blocking terrain and obstacles which influence the number of action points you must spend to cross or act in these environments.

Open terrain

Streets, sidewalks, the lawns in the park, simply every open space that doesn't feature any structures that hinder movement require 1 AP per move-segment. Even a car-park with parked cars is open terrain. The inside of buildings is not open terrain.

Difficult terrain

Scrub, woods, rocky areas, areas of sand, swamp, water, slopes of hills, the inside of buildings and roofs all is difficult terrain to move in and cost 2 APs per move-segment.

Blocking terrain

Rocks, deep water, anything you can't move over or into is blocking terrain and inaccessible.

Obstacles

Mostly man-made features like walls, barricades, parked cars, etc. that require a certain effort to cross or climb over. You have to spend 2 APs to cross one of these measuring the next move-segment from the base of this crossed obstacle in case you move on.

11. MOVEMENT OF VEHICLES

Basically there are two types of vehicles used in **GangStars**: cars/trucks and motorbikes. The vehicles themselves have no action points and can't move on their own (unless parked at a slope without the wheels turned to the curb and the hand-brake tightened...). You simply use the APs of the character that's driving the vehicle.

For simplicities sake the distance moved per move-segment is just as for people – 10cm. But it is handled in a different way. Vehicles never get "exhausted" unless you run out of gas. And they move on unless you slow down and stop or are stopped by an obstacle or a bullet.

To move a car you must spend at least two thirds of the drivers APs unless you intend to stop the car early and jump out or off the vehicle. You can use them to hold your speed which means you cruise at 10cm per AP spent. You can spend APs to slow down by half a segment and stop the car by spending 1 AP. Vice versa you can start a vehicle (drivers spend 1 AP, all others 2 APs), accelerate half a segments distance for 2 APs and spend the next APs in this turn or the next for the cruising speed of 10cm per 2 APs spent.

You can as well slam on the brake which spends all APs of the driver but the car stops movement – depending on the result of a test for driving under extreme conditions. You might skid your Corvette right into the pool next door.

Normally the vehicle goes straight on but you may need to follow curves.

If you change direction up to 45 degrees that's fine, no test necessary (unless someone on drugs or with other mental or physical flaws is driving).

If you want to turn the moving vehicle more than 45 degrees up to 90 degrees you either can slow down which is o.k. or drive on at the normal speed. In this case you take the test for driving in extreme conditions. This might work if you haven't moved too far. The longer the distance you have already moved the vehicle in this turn before trying to change direction the greater the chance that something silly happens and you might end up in the living-room of your neighbour.

You must pay 2 APs additionally to the AP you pay for the move segment in which you turn more than 45 degrees. When you want to turn you state that you want to make this turn before actually moving this move segment. You test for driving in extreme conditions. If you pass the test you simply move the vehicle the full distance using a tape measure (which you can bend round the curve you want to drive – we don't use a turn circle in **GangStars**) and

place the vehicle there. If you have any APs left you can continue to move the vehicle or do as you like.

If you don't pass the test you move the vehicle as described in the appropriate column of the test. Apply any effects as described in the test.

If the driver is incapacitated (wounded or killed) the vehicle simply goes straight on at 10 cm per 2 AP using up ALL the APs of its former driver.

Characters in the way of a stray vehicle just jump aside and are not hit. If they are not activated until that moment they lose their activation for that turn recovering from the jumping aside.

If the vehicle hits an obstacle (not a character) during this movement it stops dead, causing 2 heavy damage to the object hit and explodes. All characters within a radius of 10 cm test for being hit with a PP of 5. From then on the burning vehicle counts as blocking terrain for the remainder of the game.

If the vehicle doesn't hit anything it will continue it's way until it either hits some object or leaves the table.

You can't run down a character with a vehicle. (You really wouldn't like the hood of your brand new silver BMW being smeared with the cells of some creeps of the next block's gang, wouldn't ya?) But you can try to chase them as their reaction to your vehicle bolting up to them is the same as described for stray vehicles above.

1 1.1 DRIVING OFF ROAD

Characters with the trait "driver" never test for this. Any other character driving a vehicle taking two or more move-segments in a turn must test. This test is taken at the end of the second move-segment after the miniature is moved to that position. If you pass the test and move on you take another test after all movement has been done.

12. SHOOTING

Most combat will be over quite a distance using ranged weapons unless the characters have a chance to enter close combat (shooting is easier and more fun and you don't like to ruin your expensive shirt with your bleeding nose, dontcha?). You must have a clear line of sight to shoot at a target and it must be within maximum range of your weapon.

NO PRE-MEASURING IS ALLOWED.

You simply state at any point during your acting

that you shoot at a certain target. Then you measure the distance (base to base edge) and if within range go through the procedure described below.

1 2.1 LINE OF SIGHT

Each miniature has a field of vision of 180 degrees to it's front. This is defined by the shoulders of the actual miniature you use. Draw an imaginary line through the shoulders. Everything that is in direction of the chest is visible. Everything that's in the back can't be seen. Even if you as the all-seeing gamer know the enemy is right at your back your character is totally oblivious of this (there are exceptions to this rule)

The line of sight is unlimited in range unless it crosses an obstacle which can be a piece of terrain or a miniature, the miniature is inside a wood or a building, weather conditions are bad or it is night. Line of sight in woods is reduced to 10cm. In bad weather (fog, heavy rain or snow-falls) and at night the line of sight is 20cm. If the target is in a well lit area where it can be seen from all over the table it can be shot at within normal ranges unless some kind of obstacle intervenes.

Within buildings the situation and thus the line of sight depends on the rooms and doors or windows in there.

Basically you can see everything as long as nothing stands between.

1 2.2 SHOOTING OVER FRIENDS

As stated under line of sight it is possible to shoot over intervening friends but not opponents!

If the line of sight from the weapon of the shooting miniature to the center of the base of a target crosses the base of a friendly miniature you still can shoot but at the risk of hitting this miniature. If you want to avoid this risk you can't shoot at that target. If you decide to shoot nevertheless you throw a D6. On a result of 5 or 6 you hit your man not the enemy and go through the normal procedure to test for a hit and possible damage

1 2.3 SHOOTING AT STRUCTURES

Sometimes you don't shoot at the mean mutha on the other side of the road but at the damn door between you and the stash. You throw your hit dice but only to see if you have to reload or the weapon jammed. The actual roll to hit is of no interest as you certainly will hit a wall as big as a barn door even on drugs.

Each structure has a certain strength value and 2 "lives" which means you must inflict damage equal to two wounds. Once the second "life" is gone the structure collapses or a hole big enough for a normal built person to go through opens up.

TYPE OF STRUCTURE	STRUCTURAL STRENGTH
wood	2
metal or brick / car or bike	4
Concrete /truck	6

You throw one D6 and add the penetration power of your weapon. From this you deduct the structural strength. If the result you get is equal to or lower than the structural strength then your shot bounced off without a trace. If the result is 1 to 3 higher than the structural value you have achieved light damage. Two light damage results equal one heavy damage result. Two heavy damage results make the structure collapse.

D6 + PENETRATION POWER – STRUCTURAL STRENGTH	DAMAGE DONE
1 - 3	Light damage
4+	heavy damage
2 heavy damage results or a combination of light and heavy damage equal to or higher than this make a structure collapse or a hole 2,5 cm wide and 3 cm tall.	

1 2.4 SHOOTING AT VEHICLES

Sometimes the buggers visit your hood to do a little shooting at your homies. Get out your pump-gun and hit the scum.

If you snap shoot at them you hit the vehicle on an even score and the people on an odd score of a D6. To find out which one you actually hit you number the miniatures in the car or on the motorbike starting with the miniature nearest to the shooter.

Now throw a D6. If the score is equal to a number you allotted to a miniature this one is hit and you go through the normal hit and damage procedure. Otherwise the vehicle is hit and you test again for damage.

With an aimed shot you have the choice of either shooting at the car (get them stuck in the middle of your ranting mob) or at the people riding in it. There can't be more than 6 people in a car or 2 people on a bike.

If you throw a higher number than people are in the car or on the bike you hit the vehicle instead. If you hit the driver he tests for being hit and implements any forced movement of the car or vehicle at once.

In order to avoid double testing (testing for being hit and testing for being wounded) always go through the procedure of testing if the character is hit AND then test if a wound was achieved. The test for being wounded automatically cancels a test for being hit.

There is as well a difference in the effects of hits or wounds between drivers of vehicles and passengers in or on the vehicle.

If you hit the vehicle you dice for damage done. Cars or bikes have a structural strength of 4, trucks have a structural strength of 6.

As with other structures you throw a D6 and add the penetration power of your weapon to it. Then you deduct the structural strength. An equal or negative result does only superficial damage. The vehicle still functions normally

D6 + PENETRATION POWER – STRUCTURAL STRENGTH	DAMAGE DONE	EFFECT ON VEHICLE
1 - 3	light damage	nothing
4+	heavy damage	Move-segment halved (5 cm)
2 heavy damage results or a combination of light and heavy damage equal to or higher than this result in a total destruction of the vehicle. Test for random vehicle movement and move the model correspondingly. When the movement ends the vehicle stops there and burns and explodes. Passengers still in or on the vehicle receive an automatic heavy wound. On a 5 or 6 they get out or off the burning vehicle otherwise they are eliminated.		

It may seem that people riding a motorbike are harder to hit than those in a car. This is intended as we all have seen Easy Rider and didn't like the end. The bikers will crouch on their bike to present a target as small as possible and not sit upright thinking they are the 7th Cavalry at Little Big Horn. So they are not an easy target. But why don't you shoot at the bike? You won't be able to sell it for anything else than scrap metal in the end, regardless whether you successfully hit the guy riding the bike or the bike itself. The result is the same.

1 3. HITTING A TARGET

To find out if you have hit a target within line of sight and range you throw a D6 and add or subtract any modifier applicable from the table below.

If the result is equal to or lower than your shooting value on the character card you have achieved a hit. Some traits have modifiers as well for shooting. These should be noted down on the character

card. If the result is higher you missed.

On a throw of 1 you have to reload the weapon and on a throw of 6 it is jammed.

SITUATION OF SHOOTER OR TARGET	MODIFIER
Shooter moved more than 2 segments in this turn	+ 1
target in cover or prone	+ 1
target moving more than 2 move-segments	+ 1
target charged at the end of the last activation	+ 2
shooter wounded	+ 1
firing at target at maximum range	+ 1
shooter exhausted	+ 2
shooter in base to base contact with opponent	+ 3
Shooting at doggies	+ 4
target in the open or structure	- 2
Scope or nightsight or laser-pointer (not cumulative, one -2 modifier only)	- 2

in coverCover means a substantial barrier to bullets, arrows and things thrown. The bush you are hiding behind is no cover but is only an obstruction to the line of sight. Bullets or arrows go straight through it. A character counts as being in cover when less than half of the actual miniature can be seen if you follow the line of sight from the base of the shooting miniature to the targeted miniature. Cover itself does not hinder a clear line of sight.

To be able to shoot when in cover the miniature itself must be physically able to “look over” an obstacle (a car or wall which is not as tall as a human) or “around it” (e.g. the corner of a building or a structure that is taller than the miniature). In the latter case the base of the miniature must be seen from the targets base. If the miniature is totally hiding behind a wall the model of which is actually taller than the character’s miniature itself or is behind a house-corner and the base of the miniature can’t be seen then the character can’t shoot or can’t be shot at.

13.1 WOUNDS

Once you have achieved a hit you throw a D6 and add the result to the penetration power of the weapon. The target miniature throws a D6 as well and adds its strength value. Both sides add or subtract any modifiers due to traits or armour which gives a +3 modifier to the target. Now compare the results:

If the results are equal or that of the target is higher than yours you only have nicked it. It’s no

wound. But the target tests for being hit with the resulting reaction e.g. like running for cover being taken at once. This does not count against any move or action the hit character intends to do if he hasn’t been activated up to the moment of being hit.

If your result is 1 to 3 points higher than that of the target you have achieved a light wound. The target tests for being hit implementing any reaction from this test. The target counts as shaken until the end of the next activation.

If your result is 4 points or more higher than that of the target you have seriously wounded your opponent. Throw again a D6. If you get a 6 or higher this means a head shot and instant death of the opponent. Otherwise the target is thrown to the ground and counts shaken. When it is activated next it takes a test for being wounded. The reason not to take the test immediately is the stunning (hey, a pun) effect of the hit.

Mark off the spaces for wounds on the character card correspondingly. A light wound is a circle, a heavy wound is an X within a circle.

14. CLOSE COMBAT

Sometimes the situation arises where you want to have a go at it with bare fists, anything you can grab or brought with you. But this is a risky affair as most of the guys have a gun and that can hit you before you reach them.

When you make the decision to get into it you tell your opponent which character you want to attack with close combat before you actually take the 2 APs to move the miniature 10 cm The charged character now tests for being charged as it is quite unusual for this to happen once the shooting starts. See below for the possible reactions.

If you don’t make it into base to base contact you carry on charging for 2 APs per 10cm or fraction thereof moved. You must use all APs for the movement. In this case your character counts as exhausted for modifiers in close combat for one turn.

Even worse than that - if you haven’t reached your opponent and don’t have enough APs left to get him. He gets a free shot at you even tough he isn’t activated.

If you’ve made it into combat it’s a simple procedure depending on whether you use a weapon or fight bare-handed: If you use a weapon you use your melee stat. If you use your bare hands and your body as a weapon then you take your agility stat. This rule applies to both attacker and defender. You throw a D6, add to this your

appropriate stat value and any applicable modifiers for close combat. If the result is higher than that of your opponent you have achieved a hit. Dice for damage now in the normal way. You take your strength value, add the PP of the weapon if you used one and any modifiers for damage from traits you have taken for that character. Compare the result with the Damage Table for any effects achieved.

SITUATION OF FIGHTER	MODIFIER
being wounded (light wound / heavy wound)	- 1 / - 2
being shaken	- 1
Previously forced back during this combat	- 1
being exhausted	- 2
being terrified	- 2
being prone	- 2
being fanatic	+ 1
Attacker hit-man or dog	+ 1
Attacker charged this activation, first blow only	+ 2
being in cover or favourable terrain	+ 2
Attacker behind opponent, first blow only unless there is more than one attacker	+ 2
Attacker Head Honcho	+ 2

But life is tough. In shooting your action remains unanswered. Here it is different. Your opponent hits back going through the same procedure even though he is not activated. I know this is a clear break of the activation system but I assume no one stands there and has himself beaten up without any kind of reaction. You can imagine this as both fighters being attacker and defender at once. So it can happen that both opponents knock out each other in the same action.

Close combat continues with exchanging blows unless a test enforces a different reaction.. If one of the fighters inflicts a higher wound than getting one the opponent is forced back 5 cm. The winner follows up.

The miniature forced back must test for continuing the fight. If he passes the test the fight continues otherwise he turns and runs away from the opponent for 1D6 move segments. You can freely choose the direction but you may NOT move nearer to your opponent's table edge. In this case the winner gets a free unopposed blow into the back of the running character and then tests against your brains value for following up. If you pass the test you can decide freely whether you follow up 1D6 move segments in the direction the opponent is running or stay where you are. If you don't pass the test you must follow up 1D6 move segments.

If damage inflicted is equal they stay put. They

continue fighting until the attacker runs out of APs and his turn ends or one of the fighters goes down unconscious or dead.

15. LUCK

Sometimes you need it to survive. The value you have noted down under Luck on your character card tells you how often you can choose to re-roll a dice throw for one of your own characters. Luck can not be used to force the opponent to re-roll a dice throw.

The result of the second throw is binding for you and you have to accept this result. When you have used up your luck you can't change die rolls anymore.

16. REACTION TESTS

Characters are not only acting but reacting to situations around them as well. So it might happen that your character doesn't act the way you want him to.

In the chapters above you may be instructed to test for certain situations.

You test by throwing a D6 and subtracting your brains value. If you are within the command distance of your head honcho or ma man you may use the highest brains value of them but not both to subtract from your dice throw instead. Then you add or subtract the modifiers which are applicable.

If your result (might be a negative number) is equal to or lower than your brains vale you have passed the test and act as desired.

If you don't pass the test you must implement any reaction required by the appropriate table at once not waiting until your character is activated the next time.

These reactions do not cost APs.

FIRST SHOT AT - TEST The first time in the game that a shot is fired at this character. Taken only once a game.

Difference	Reaction
pass	Continue acting as planned
1 - 3	Do not advance nearer to opponent during next activation
4+	Go prone if no cover is within 20 cm otherwise run to nearest cover within 20cm. In this case character counts exhausted now and next activation.

SURPRISED An opposing character that you could not see before pops up within 15cm or you are shot at or attacked physically by a previously unseen enemy.

Difference	Reaction
pass	Free snapshot or close combat attack (do not count charging and do not subtract any APs for this). Then continue acting as planned.
1, 2	If in base to base contact you can fight back counting surprised. If shot at return 1 shot counting surprised and then run for nearest cover within 20cm and count exhausted for all tests now and on your subsequent activation. Go prone if no cover within 20 cm.
3+	Run away 20 cm directly from source of surprise. Count shaken and exhausted for all tests now and during next activation.

BEING HIT Every time the character is hit by a shot which did NOT cause a wound.

Difference	Reaction
pass	Continue acting as planned
1 - 3	Continue acting but count shaken as well for all tests.
4+	Move away 1 move-segment counting shaken as well for all test now and during your next activation.

BEING HIT DRIVING A VEHICLE The character driving the vehicle or a passenger is hit by a shot which did not cause a wound.

Difference	Reaction	
	Driver	Passengers
pass	Continue acting as planned	
1 - 3	Continue acting but count shaken for all tests.	Continue acting but count shaken for all tests.
4+	Move 1 full move-segment away from the shooter. Throw 1D6: 1-3 45 degrees away from the shooter, 4-6 straight on away from the shooter. Count shaken as well for all test now and the turn after your next activation.	Count exhausted and terrified the subsequent activation.

BEING WOUNDED Every time a character receives a wound no matter if light or heavy.

Difference	Reaction
pass	Continue acting as planned
1, 2	Do not advance nearer to opponent. Move to the nearest cover within 20cm. Count exhausted and terrified during next activation.
3+	Move away 3 move-segments counting terrified and exhausted as well for all test now and the turn after your next activation.

BEING WOUNDED DRIVING A VEHICLE

The character driving a vehicle or a passenger receives a wound no matter if light or heavy.

Difference	Reaction	
	Driver	Passenger
pass	Continue acting as planned	
1, 2	Continue acting but count shaken for all tests.	Continue acting but count shaken for all tests.
3	Losing control. Throw 1 D6. Move forward 1 full move-segment. 1,2 to the left, 3,4 straight on, 5,6 to the right seen from the direction of your last move-segment. Count shaken as well for all test now and the turn after your next activation.	Count exhausted and terrified the subsequent activation.
4+	Crash. The vehicle turns over and all passengers test for damage as if hit by pump-gun at effective range.	

HOMIE KILLED IN SIGHT Every time a friend is killed in sight. In sight means within the front arc of the miniature and it has a clear line of sight to the victim.

Difference	Reaction
pass	Continue acting as planned
1 - 3	Do not advance nearer to opponent during next activation, count shaken.
4+	Run away 3 move-segments directly away from the nearest opponent. Take cover if possible without moving nearer to the nearest opponent. Count terrified and exhausted during next activation. Test again at the beginning of the following activation.

DOGS NEAR Any time opposing dogs are within 20cm and within a clear line of sight.

Difference	Reaction
pass	Continue acting as planned
1 , 2	Do not advance nearer than 25cm to the opponent's dog. Count shaken.
3+	Run away to farthest cover from the dog within 25 cm. Count terrified and exhausted next activation. Test again if opponent's dog comes within 20 cm.

DRIVING IN EXTREME CONDITIONS Every time you change direction by more than 45 degrees and take two move-segments or more before turning or if you take two or more move-segments driving off road.

Difference	Reaction
pass	Continue acting as planned
1 - 3	Lose control. Throw 1 D6. Move forward for the rest of your APs. 1,2 to the left, 3,4 straight on, 5,6 to the right seen from the direction of your last move-segment.
4+	Crash. The vehicle turns over and all passengers test for damage as if hit by pump-gun at effective range.

DOG WOUNDED WITHIN SIGHT If it a dog receives a wound from an attack by a human opponent all friendly gangers within line of sight of this must take this test.

Difference	Reaction
pass	Continue acting as planned
1 - 3	Get an instant free shot at the nearest opposing ganger within 20 cm or attack in melee if within 10 cm, Count fanatic for two activations
4+	Advance to shooter or attacker who wounded the dog spending at least 50% of your AP on movement. If he survives any shooting by you, you must then try to get into close combat with him. If in close combat continue until either opponent is out the game. Count exhausted next activation and fanatic for the rest of the game.

MODIFIER FOR REACTION TESTS

being shot at or being charged	+ 1
shaken	+ 1
surprised	+ 1
terrified	+ 2
wounded (no matter if light or heavy wound)	+ 2
friends in sight	- 1
See enemy running away	- 1
in cover or advantageous terrain	- 2
Forced back opponent in close combat	- 2
Any modifiers from personal traits noted on character card	+ or -
own brains value or brains value of head honcho or ma man, whichever is higher, if within command distance	- BV

ADDITIONALLY TAKEN ONLY WHEN DRIVING IN EXTREME CONDITIONS

Each move-segment moved (cumulative)	+ 1
Each action done other than driving (cumulative)	+ 1
Driving through woods, water or on steep hill	+1
Driving on snow or ice	+2

17. DOGGIES IN FIGHT

As stated at the beginning of the rules doggies never die – they might be wounded and run away. But they return healed next game as the GangStars I have in mind for these rules love their smelly little furry buddies as much as they hate the other gangs.

18. DOGGIE STATS

Doggies are different from humans but I think that's not a revelation to you, unless you have one yourself...

They have stats as well and being characters of their own they have certain traits as well which can make each of them to a singular being.

Agility here the ability to dodge any close combat attacks or shooting – dogs have good ears, they hear the bullets coming).

Strength depending on the dog's race it is used to calculate the damage done by a bite.

Melee rather a kind of aggression rating than the actual ability to fight.

Move A dog must have at least a rating of 2 and a maximum of 5.

Brains a rating for the ability to react to commands, do tricks and such things.

A dog needs no shooting ability. Once unleashed, it is the bullet itself. So watch out for them....

A dog has no wounds and as such it can't be killed. If a dog receives a hit either in close combat or by shooting the damage is tested for as normal. If the dog receives a wound it takes a test for being wounded and reacts accordingly. It either runs away at full speed to the nearest cover and then straight to the nearest table edge or it runs at full speed to it's master.

A dog needs no luck – it is a lucky character anyway. You feed it, cuddle with it, let it sleep in your bed and allow it to rip your most favourite pair of shoes – you would have killed any other being for less than that - **SO WHY DO THEY NEED LUCK?** There's no being on earth that's luckier than a dog.

19. DOGGIE TRAITS

Just as humans no two dogs are alike. They each have their own personality and react differently.

Noisy +2

Will detect opponent human within 20 cm and run to him. Opponent counts shaken as long as the dog is around. Will only attack if attacked itself. Otherwise it will hop around and bark at the human. All effects of the human trait lurker are cancelled by this dog. If there is no opponent within sight or 20cm the dog will nevertheless bark so he and its master can't be deployed hidden or have the trait lurker.

Waggy tail +2

Similar to noisy in effect but without the barking.

Bolter +3

This dog gets another free 4 APs to spend on moving only. If it attacks and has moved at least 3 move-segments the opponent is thrown to the ground and counts being prone as modifier for close combat.

Huge +3

A real hulk. If shot at shooter gets a -1 modifier. In close combat the dog gets a -2 modifier and an attacker gets a +2 modifier. If the dog achieves a hit the opponent will automatically be thrown to the ground.

Jaws +4

A real land shark. The bite of this dog is a real horror for any human. He's really into it and might sever your arm with a snap. He gets a +1 modifier in close combat and if achieving a hit a +3 modifier on damage done.

Mad dog +5

A real nightmare. It will attack everything moving and breathing (no vehicles, doesn't like to get stoned on exhaust fumes). Has to be on a leash (base to base contact) otherwise it will attack nearest character within 15 cm. To get into action the master has to point out a target and unleash him (gamers states dog is unleashed). If the first target is out of the game and the dog is not hit or has to test for other reasons it will go on to attack the nearest character within 15 cm.

Tiny -1

Too small to jump obstacles. It has to go around them. If shot at Shooter gets a +2 modifier and if in close combat attacker gets a +1 modifier.

Flower power dog -2

Every time the dog is within 10 cm of a patch of vegetation (lawn, bushes, etc.) throw a D6. On a 5 and 6 the dog will disappear for 1 turn sniffing at flowers and eating grass.. After that it returns to the master straight away. If there is a new patch of vegetation within reach, dice again. Don't dice for places it has already sniffed at.

Loverboy -2

Make love not war is the motto of this cuddly peaceful being. Having already had all the legs of his own gang they are safe from him. But if there are opponents within 20 cm he will try to date them. Opponent counts shaken as long as the dog is around. Will only attack if attacked itself. Otherwise it will embrace the chosen leg for one turn. Victim gets a +2 modifier for shooting and a -2 modifier for close combat. After finishing the fiesta it will return to its master.

Food-bag -3

Every time the dog is within 15 cm of a possible food source (shop, pizzeria, etc.) throw a D6. On a 5 and 6 the dog will disappear for 2 turns. After that it returns to the master straight away. If there is a new food source within reach, dice again. Don't dice for places it has already ravaged.

Snappy -3

This nervous critter knows no friend or foe apart from his master. He will go for any humans within 10cm and attack unless he is on a leash. Own gang members count shaken if within 10cm of this dog. All others if within 20cm.

20. DOGGIE TYPES

No treatise on dog breeds just an arbitrary pooling into different categories based roughly on behaviour.

Lap dog Very small cuddly and very often really ugly little thingies like Chihuahuas (would be

a challenge to do one), Yorkshires, Frogs dressed as Pekinese and the like. Preferred traits are tiny, noisy, loverboy. More of a nuisance they are not really a danger to you unless you kick or shoot at them, which might be quite unhealthy...

Ma best friend Not really a fighter, a runner or otherwise specialized apart from simply being the one you always can talk to, who will never disappoint you and lick your face in your darkest moments...or to devour your pizza in an unobserved moment when you are starved. Dogs like Labradors (prince Bob), Berner Senner, all things huge and cuddly... Preferred traits are food bag, flower power dog, waggy tail.

The good shepherd All sorts of hunting, watch, guard or herding dogs, like Australian sheperd, Alsatian or similar. Mostly they are trained hunters or have a good aggression rating as watch or guard dog. Preferred traits are huge, bolter, jaws or snappy.

The gang dog All sorts of things you should really be careful about, be certain that a tall climb-able tree is near. These are the dogs very often labelled as killers, which they aren't necessarily, unless you train them to be one, like the rats on steroids called pitbulls, Amstaffs, bulldogs, mastinos, quite a list to name. Preferred traits are jaws, snappy , bolter, mad dog or huge.

The stats given below state minimum and maximum ratings for the different stats depending on the category of dog you choose.

	Lap dog	Ma best friend	The good shepherd	The gang dog
Agility	- 2	2 - 4	3 - 5	2 - 5
Strength	- 2	- 3	- 4	- 5
Melee	2 - 4	2 - 4	2 - 4	3 - 5
Move	2 - 4	2+	3+	2+
Brains	- 2	2 - 5	2 - 5	- 2

As said these stats are arbitrary and not a real assessment of the abilities of different dog races. This is a game not animal psychology.

21. DOGGIE ACTION POINTS

They are calculated the normal way. Then you add 2. The total is the amount of AP available.

No Lassie or Scoobydoo here, so be serious. There are some things even a dog can't do. Doggies don't drive even if drunk!

They can pick up things. Have you ever seen him snatch away your tacky little pamphlets and bring them to your wife... faster than lightning.

INTENDED ACTION	AP
move a segment	1
going prone	0
stop a vehicle /driver: start a vehicle	n.a. we have no Lassie here
move through difficult terrain / enter or leave house / vehicle	1
cross obstacle	2
per level of height	2
charge into close combat	1
performing a simple task (e.g. pick up item, etc.)	2
Exhausted or wounded or carrying load	n.a. they run you to the ground ...

22. DOGGIE ACTIVATION

They get a chit as well and are activated as all characters in the game. Human rights, ...eh, all rules on activation count for dogs as well.

For all tests they don't need a line of sight. They have keen hearing and an excellent nose. They can smell a poodle dame in heat two blocks away or a pizza on the other side of San Francisco Bay...

23. DOGGIE MOVEMENT

If you take a dog in your gang one of the characters has to be named as being the master. Unless given the order to move somewhere, attack or due to a result for testing being near to other dogs it has to be within 10cm of its master's base. There needn't be a clear line of sight as dogs are quite aware of their masters.

And they will attack automatically anyone within sight and reach who attacks their master.

Outside the command distance of its master it will return to him straight away unless reacting to opponents.

Doggies ignore the effects of difficult terrain. They have 4 legs, two more than us. Need I say more? The only thing they have to cope with is height. So any movement which involves height, like running upstairs, jumping a fence require the same AP as the humans.

24. DOGGIE FIGHTING

The same procedure as with humans. If dog fights dog the fight will go on only for one turn until one of them gets a wound. This dog will react as described below. The other dog tests for opponent running.

25. DOGGIE REACTION TESTS

Dogs are brave to the death but have their own will. So there are only three situations in which they have to test for a reaction (unless stated by a trait).

WOUNDED

Difference	Reaction
Pass the test	Do as master wishes.
1 - 5	Return to the master straight away on nearest route.
6+	Run home (leave the table on the shortest route) and lick the wounds.

DOG NEAR

You wanna play or this is my turf. That are the two thoughts a doggy might get when it sees/hears/smells another one from the furry fraction within 20 cm. Understandable that he wants to know what's on as the humans are real freaks and from time to time you have to resort to your own race.

Difference	Reaction
Pass the test	Do as master wishes.
1 - 3	Runs to the other dog on the nearest way. If attacked by ranged weapons it will return to its master. Otherwise it will go into base to base contact with the other dog which has to test as well. If the other doesn't attack the dogs will play around for 2 turns and then return to the master. Re-test in the following turn to see if a fight breaks out between the dogs. (your ass is too smelly)
4+	immediately attack the other dog.

OPPONENT RUNNING

Dogs are quite playful. Everything that moves is of interest. So if they have an eye on someone or have caused a human or dog to run after a fight they love to play "I'll get you" and chase this being.

Difference	Reaction
Pass the test	Do as master wishes.
1 , 2	Follow up for 1 turn at full speed. Attack if the victim of the chase attacks physically or with ranged weapons. Otherwise return to master after one turn.
3+	Follow up at full speed and attack as long as in base to base contact until victim is out of play or off the table or the dog receives a wound himself.

Name:											
Stats			Modifiers				Type:				
Agility											
Strength											
Melee											
Shooting											
Move											
Brains											
Wounds		Luck									
Trait											
Trait											
Trait											
Trait											
Weapon			ER	MR	PP	TC	TR				
Activation chit			SHAKEN			TERRIFIED					

Name:											
Stats			Modifiers				Type:				
Agility											
Strength											
Melee											
Shooting											
Move											
Brains											
Wounds		Luck									
Trait											
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Weapon			ER	MR	PP	TC	TR				
Activation chit			SHAKEN			TERRIFIED					

Name:											
Stats			Modifiers				Type:				
Agility											
Strength											
Melee											
Shooting											
Move											
Brains											
Wounds		Luck									
Trait											
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Trait											
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Weapon			ER	MR	PP	TC	TR				
Activation chit			SHAKEN			TERRIFIED					

Name:											
Stats			Modifiers				Type:				
Agility											
Strength											
Melee											
Shooting											
Move											
Brains											
Wounds		Luck									
Trait											
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Trait											
Trait											
Weapon			ER	MR	PP	TC	TR				
Activation chit			SHAKEN			TERRIFIED					

Name:										
Stats			Modifiers				Type:			
Agility										
Strength										
Melee										
Shooting										
Move										
Brains										
Wounds				Luck						
Trait										
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Weapon			ER	MR	PP	TC	TR			
Activation chit			SHAKEN			TERRIFIED				

Name:							Dog type			
Stats			Modifiers							
Agility										
Strength										
Move										
Brains										
Activation Chit										
Trait										
Trait										
Trait										
Trait										

Name:										
Stats			Modifiers				Type:			
Agility										
Strength										
Melee										
Shooting										
Move										
Brains										
Wounds				Luck						
Trait										
Trait										
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Trait										
Weapon			ER	MR	PP	TC	TR			
Activation chit			SHAKEN			TERRIFIED				

Name:							Dog type			
Stats			Modifiers							
Agility										
Strength										
Move										
Brains										
Activation Chit										
Trait										
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