MAYHEM: WASTELAND WARRIORS

Gang Warfare in the 21st century

2 Hour Wargames

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The six games that we're giving away are all "old school" games from Two Hour Wargames. Each one is a stand-alone game that will give you a glimpse into how the Two Hour Wargames game mechanics work. Especially the unique Reaction System. Each game has been updated and replaced in the lineup by a newer version that can handle more figures and has more detail. But each of these games is good in their own right and will still give you plenty of enjoyment.

"What's the catch?"

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"What about figures? Do we have to use yours?"

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MAYHEM: Wasteland Warriors

Written by Ed Teixeira

MAYHEM: Wasteland Warriors

INTRODUCTION

The setting is the near, dark future. Economic, environmental, and biological catastrophes have conspired to virtually destroy life, as we know it. Droughts, famine, and plague have combined to turn society into isolated groups of independent survivors.

Gone are the large centralized governments and replacing them are small pockets of people huddled together in burnt out cities or hiding in the unfriendly hills. It is now every man for himself and the survivors are hard pressed to carve out an existence.

In the US Southwest, it can be best described as a revival of the Old West of the 1800s, as people have taken the law into their own hands. It is into this world you have been thrusted. You can choose to lead or to follow but mainly you just have to survive. Welcome to the Wasteland…

EQUIPMENT REQUIRED

To play Wasteland Warriors you will need the following items-
- Two or more six-sided dice
- One ruler or measuring tape
- Figures or counters.
- A flat surface at least 3x3 feet with 4x6 feet being best.
- Material to represent hills, woods, and other terrain features.

SCALE AND FIGURES

The easiest way to mount 25mm figures is 1 figure on a 1" square base. Horses should be mounted on 1" wide by as deep as needed. Vehicles may not need to be mounted but if they are then use the smallest basing necessary.

Figures previously mounted for other rule systems will work as long as both sides are mounted consistently.

You should mount your figure carefully so that it is facing one flat side. This defines the figure's Front while the opposite side is the figures Rear.

DEFINING CHARACTERS

Wasteland Warriors is played with individual figures referred to as "characters". Before play can start we must define these characters. There are two types of characters. They are "player characters" and "grunts".

Player Character - This is the head-honcho. The main character around which the whole campaign revolves. Player characters represent you, the player. Either roll on the appropriate "Faction" table or pick your character, whichever you prefer.

"Grunts" – These are the non-player characters that make up your group or entourage. They will come and go as the campaign progresses. These are pre-generated for you and are listed elsewhere in the rules.

There are four characteristics that define each character whether they are player or "grunt". They are:

- Attributes
- Reputation
- Defensive Armor
- Special Training

ATTRIBUTES

There are four basic Attributes that define each character. They are:

WEAPON SKILLS (WS) – The ability to handle weapons and to place damage upon the target.
POWER (POW) – The overall physical strength of the character.
WILLPOWER (WILL) – A combination of desire, training, and experience that combine to determine the characters will to fight.
STAMINA (STAM) – The amount of damage a character can sustain before he or she will run from the battle or when death occurs.
The basic attributes of each character are generated as follows.

Roll 2D6 and add the score together for Weapons Skill, Power, and Willpower.

Multiply Power by Willpower to determine the characters Stamina. As an option you may choose to divide this number by 2 for games that involve a large number of figures.

In addition check the "Reputation" section to see the minimum and maximum attributes for each character. When rolling attributes, if the score is higher than the minimum for that type of character, then the player is allowed keep the score. If the score is less than the minimum then increase the score to the minimum. The reverse holds true for Reputation 3 characters.

REPUTATION

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are four possible Reputations-

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MAYHEM: Wasteland Warriors

"Legends" or Reputation 6 - These warriors are men and women of exceptional quality and literally the stuff of legends. Cool under fire and very rarely encountered. Their minimum attributes are WS 10/ PW 8/ WP 10 and they do not have any maximums.

"Soldiers" or Reputation 5 - These are veterans of numerous successful encounters in the Wasteland. Their minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

"Tough guys" or Reputation 4 - These are reliable men and women of some experience, the bulk of most forces. Their minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

"Meat" or Reputation 3 - These are green or poor quality "citizens" with little motivation or desire for combat. Their MAXIMUM attributes are WS 8/ PW 10/ WP 7/ and they do not have any MINIMUMS.

DEFENSIVE ARMOR VALUE

This is a numeric value assigned to different types of armor worn by characters that help to deflect and absorb damage. The numeric values of body armor is as follows:

0 = No armor at all
2 = Flak jacket.
4 = Tactical armor typically worn by 20th century SWAT teams

SPECIAL TRAINING

On some occasions characters may have had Special Training either in the military or police forces. This is determined in the lists describing the various "Factions" in MAYHEM: Wasteland Warriors. Those with Special Training will add 1 point to their Weapons Skill and Willpower. ANY reputation may have had Special Training.

DAMAGE AND WEAPONS

There are two basic ways to inflict damage. The first one is in hand to hand combat. The second and more prevalent type is damage from projectile weapons such as a pistol or assault rifle. This is the majority of combat in Wasteland Warriors.

All characters are assumed to have a ranged weapon whether pistol, sub machine gun, etc. After each successful encounter players may "salvage" other pieces of equipment. It is possible for a character to have more than one weapon, a primary weapon and a secondary weapon. For ease of play there are no ammunition rules as the Reaction Checks handle them in an abstract way.

Each weapon is defined and in some cases weapons have been lumped into broader categories. These are then allotted a Damage Value equal to 1 to 3 six sided dice (D6) and a separate Power Rating to be used on the Impact Table when a target has been hit. They are –

Pistol – Although everyone seems to carry a pistol this is really an emergency weapon as with the proliferation of rifles and assault weapons in the Wasteland a pistol guy with no support is easily overwhelmed. Pistols have a range of 12" and may engage 2 targets within 2". It does light damage of 1D6 and has an okay Power Rating of 5.

Shotgun – These are all single and double-barreled variety. Awesome in close quarters it has a range of 12" and may engage 2 targets within 2". It does heavy damage of 2D6 and plenty of stopping power with a Power Rating of 8.

Sub-machine Gun – Longer ranged (24") than either the pistol or shotgun this little weapon can engage 3 targets within 2". It does damage of 2D6 and has a Power Rating of 7.

Rifle – It's not just for hunting anymore. Long range of 64" it is limited to engaging only 1 target at a time. However, it packs a 2D6 punch and has an awesome Power Rating of 9.

Assault rifle – Queen of the Wasteland these weapons of mass destruction have a range of 64", can engage 3 targets within 2", will spank you for 3D6 in damage, and has a terrifying 11 for a Power Rating. Handle with care!

Grenade – This "house cleaning" bundle of joy has a 4" range but can engage an unlimited number of targets in a 4" blast radius. It delivers 2D6 damage and has a Power Rating of 11.

Hand to hand weapons – These include any cutting, slashing, and clubbing weapon carried around to inflict damage in hand to hand combat. The rule of thumb is if you can use it with one hand (knife, sword, club) it does 1D6 damage. If it takes two hands (bat, bayonet, axe) it delivers 2D6. All hand to hand weapons in melee will use the character's Power Rating.

WEAPONS TABLE					
Weapon	Eff	Long	Targets	Dam	Power
Pistol	6	12	2	1D6	5
Shotgun	6	12	2	2D6	8
SMG	12	24	3	2D6	7
Rifle	32	64	1	2D6	9
Assault Rifle	32	64	3	3D6	11
Grenade	4	NA	4" Blast	2D6	11

OUTGUNNED

Whenever a character is shot at with a weapon that has a HIGHER Power Rating than the one he has, the character is said to be "outgunned". Characters that take a "Shot At" Reaction check and pass on the 1st roll will "Duck Down" if outgunned.

LINE OF SIGHT

Although the ranges of many weapons are great remember that to shoot something you must see it. A straight line from the shooter to the target is called a Line of Sight. Line of Sight extends across the whole table and is blocked only by terrain, buildings, and sometimes weather. In nighttime the LOS is reduced to 12". However, firers shooting targets in a well-lit area will count LOS as normal.

ACTIVATION, WILLPOWER, AND VOLUNTARY MOVEMENT

At the start of every turn players "count down" from the highest to lowest Willpower. Whenever a characters Willpower is called he is considered to be "Active".

Those with the same Willpower must roll 1D6 to determine who is Active first with high score going first.

Characters with high Willpower may be designated BEFORE the battle as leaders. When it is their time to "Activate", any friendly characters within 3" of them may also "Activate" but only if they have not been "Activated" earlier in the turn. When "Activating" with a leader they forfeit their "Activation" later on in the turn.

When a non-mounted character is Active he may voluntarily do one of the following actions.

- Move up to full distance and fire if desired.
- Stay in place (allowed to change the way faced).
- Charge into melee at one and a half-normal movement rate and melee.

In addition, characters mounted or in vehicles may do any of the above or any of the actions listed below

- Move up to ½ distance and fire
- Mount up or dismount a horse or enter or exit a vehicle.

INVOLUNTARY MOVEMENT

Characters may be forced to move during battle due to Reaction Checks. The procedure to check Reaction will be described later. However, the possible Reaction forced moves are as follows.

- **STAND** – Will stand his ground and ready for melee. May be allowed to fire.

- **CHARGE** – Movement usually up to one and one-half normal to come into contact with enemy character.
- **DUCK DOWN** – Run to nearest cover AWAY from threat and duck behind cover or move full charge speed away.
- **CARRY ON** – Will continue as desired.
- **RUNAWAY** –Quit. Split. Run to exit board at fastest speed. The character that runs away while in melee is subject to a "free hack in the back" or melee attack from those he is in melee with.
- **MOVE BACK** – When forced to "move back' a character must first be in melee. To move back he moves backward 2" and receives 1 reduction to his Willpower. Characters will "move back" even if they are not Followed Up.
- **FOLLOW UP** - Characters that cause enemies to "move back" must "Follow Up" 2" and remain in contact. However if they are in melee with other characters they may not Follow Up.
- **PURSUE** – During a melee all characters not still in melee with other characters, and cause an enemy to Run Away, will Pursue the defeated enemy. Pursuers will move their full move + 1/2D6". If they remain in contact after moving then they may be allowed to take a "free hack in the back" versus the fleeing enemy. After one full turn of Pursuit roll 2D6 and compare the total to the current Willpower of the Pursuer. If the score is equal or less than the current Willpower the Pursuer will stop pursuit and behave as desired. If the score exceeds the current Willpower then the character will Pursue another turn but this time at half normal speed. This check continues each turn until the character either controls himself via the dice roll or his movement is reduced to 1".

MOVEMENT RATES

Movement rates are as follows.

Those with no armor may move up to 10" per turn.

Those with armor move up to 8" per turn.

Mounted troops can move double the above stated moves while vehicles will triple.

TARGET SELECTION

When a character is Active he may fire at the end of his movement at any target in line of sight.

When a character is forced to take a "Shot At" Reaction Check he may only fire at the target that caused the check.

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FIRING AT A MOUNTED TARGET

Whenever a hit is scored on a mounted target roll 1D6. On a roll of 4 – 6 the rider is hit. On a roll of 1-3 the mount is hit. Hits are resolve as normal. Horses have Stamina of 120 and Willpower of 10.

Roll a "Wound Test" as normal versus the horse's current Willpower.

- If the horse passes reaction on the first roll then carry on as normal.
- If the horse passes on the second roll it stumbles and the rider is thrown to the ground on a roll of 1 or 2
- If the horse fails both rolls then it will fall to the ground and counts as if scoring a "W" result on the Impact table. The rider is also thrown if the horse fails both rolls. Whenever the rider is thrown count as if scoring a "W" result on the Impact table.

If a target is in a vehicle instead of riding a horse and rolls a 1 – 3 as outlined above, then count the result as a Miss on the Combat Result Table.

SCORING A HIT

The only difference between hand to hand combat and ranged weapon fire when it comes to scoring a hit or inflicting damage is the distance or range of the weapons. All melee weapons may only be used when in contact with the enemy. Ranged weapons however may be fired up to their maximum range as listed on the weapons table.

To score a hit, first declare who the attacker is and who the target is. Immediately roll 2D6 and consult the Hit Table. **THERE IS NO NEED TO CHECK ANY MODIFIERS PRIOR TO ROLLING AS THE MODIFIERS ARE ALREADY BUILT INTO THE HIT TABLE.** Total the dice score and read the appropriate line on the table to see if a hit is scored.

	To Hit Table
Score	Results
2	Critical wound!
3	Long range count Miss, all others Flesh wound!
4	Miss!
5	Firer moved fast 12+, second or third target Miss, all others Critical wound!
6	WS 5 or less count Miss, all others Flesh wound!
7	Miss!
8	Target in Cover or third target counts Miss, all others Critical wound!
9	Target moved fast 12+ or long range Miss, all others Flesh wound!
10	Miss!
11	WS 9 or higher counts Critical wound all others Flesh wound!
12	Long range Miss, all others Critical wound!

Hit Table results are as follows.

- Critical wound! The attacker has inflicted heavy damage to the target. Damage is calculated as follows. Take the attackers Weapon Skill; add the score from the Damage Value of the weapon used and minus the Defensive Armor Value of the target. This sum is immediately removed from the target's Stamina. In addition the attacker is allowed to roll 2D6 on the Impact Table which is explained elsewhere.

- Flesh wound! The attacker has inflicted light damage to the target. Damage is calculated as follows. Take the attackers Weapon Skill; add the score from the Damage Value of the weapon used and minus the Defensive Armor Value of the target. This sum is immediately removed from the target's Stamina.

- Miss! The attacker has missed the target.

- Other results apply to certain weapons or situations. For example a roll of 9 would score a Miss to any target moving fast at 12" or more or if he were at long range. Otherwise all others would receive a Flesh wound.

After a non-Active character has been attacked in melee and scored a Carry On result from the required reaction test, he may immediately attack the Active character. This applies to hand to hand combat only. Return fire on a target is subject to a Reaction Check.

MELEE

Characters may be attacked by more than one enemy at a time. Up to two enemies may attack a figures front while one enemy may attack the figures rear.

During each round of melee the first attack will always go to the "Activated" character.

IMPACT AND POWER

Those inflicting a Critical wound whether by hand to hand or from ranged weapon fire are allowed to roll 2D6 and consult the Impact Table. A Critical wound is a potentially mortal wound.

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The attacker totals the dice roll and checks this score on the column appropriate for his Power Rating if in hand to hand combat or the Power Rating of the weapon for ranged combat.

If the result is a number then this sum is immediately subtracted from the targets Stamina and all damage is finished.

If the result is a "W" then 10 points is immediately subtracted from the targets Stamina and the target has been knocked to the ground and must spend his next turn regaining his feet. In addition the target must roll 2D6 on the Wound Table to see if he has sustained a mortal wound.

IMPACT TABLE

POWER RATING

#	12	11	10	9	8	7	6	5	4	3	2
12	w	w	w	w	w	w	w	w	w	w	10
11	w	w	w	w	w	w	w	w	w	10	9
10	w	w	w	w	w	w	w	w	10	9	8
9	w	w	w	w	w	w	w	10	9	8	7
8	w	w	w	w	w	w	10	9	8	7	6
7	w	w	w	w	w	10	9	8	7	6	5
6	w	w	w	w	10	9	8	7	6	5	4
5	w	w	w	10	9	8	7	6	5	4	3
4	w	w	10	9	8	7	6	5	4	3	2
3	w	10	9	8	7	6	5	4	3	2	1
2	10	9	8	7	6	5	4	3	2	1	0

WOUND AND WILLPOWER

After a target has received a Critical wound and a result of "W" on the Impact Table he must roll 2D6 and total his score. He then checks this score on the column appropriate for his Willpower Rating. If the result is a –1 then he immediately reduces his Willpower by 1 point and damage is finished. If the result is a "K" then the character is dead. Dead, dead.

WILLPOWER RATING

Die Roll	2	3	4	5	6	7	8	9	10	11	12
12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
11	k	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
10	k	k	-1	-1	-1	-1	-1	-1	-1	-1	-1
9	k	k	k	-1	-1	-1	-1	-1	-1	-1	-1
8	k	k	k	k	-1	-1	-1	-1	-1	-1	-1
7	k	k	k	k	k	-1	-1	-1	-1	-1	-1
6	k	k	k	k	k	k	-1	-1	-1	-1	-1
5	k	k	k	k	k	k	k	-1	-1	-1	-1
4	k	k	k	k	k	k	k	k	-1	-1	-1
3	k	k	k	k	k	k	k	k	k	-1	-1
2	k	k	k	k	k	k	k	k	k	k	-1

DEATH AND STAMINA

When a character's Stamina reaches "0" he or she will immediately Run Away. The combination of damage and stress has resulted in the character losing its will to continue. When this occurs the characters Willpower is also reduced to "0". However, even if the character has a Stamina of zero he may still receive damage. This damage is kept track of by negative numbering. When the total Stamina damage reaches double the characters original Stamina that character is dead. Dead, dead.

HOW TO CHECK REACTION

The "Reaction Check" represents the effect of various stressful situations on a character's ability to perform tasks.   Taking a "Reaction Check" involves taking the character's current Willpower and applying the appropriate modifiers below:

REACTION CHECK MODIFIERS		
Leader	+2	
Leader within 3" and sight		+1
Each friend, up to 3, within 3" and sight	+1	
Uphill of all enemy.		+1
In cover.		+1
Attacking someone from behind	+2	
Attacked from behind.	-2	

Next roll 2D6 and compare the total to the modified Willpower of the checking character.

- If the score is equal or less than the modified Willpower the character is said to have "passed" his roll.

- If it is higher then roll 2D6 again. If the score is equal or less than the modified Willpower the character is said to have "passed".

If the character "passes" on its 1st roll refer to the appropriate reaction Check under the "Passed 1st roll" section. Immediately carry out the result. Do the

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same if the character has "Passed the 2nd roll" or "Failed both rolls".

WHEN TO TAKE A REACTION CHECK

Reaction Checks are taken for the following reasons.

"AWARENESS" CHECK

Anytime a target moves into LOS from a concealed position a non-active character must take an "Awareness" Check. Immediately roll 2D6 and compare to the chart below.
Modify the current Willpower by the following. No other modifiers apply for this test.
–2 if target is in cover.
+2 If target moves fast, 12 or more inches.
+1 If checker is not moving.

Pass 1st roll - Aware of target and may fire immediately or carry on as desired.

Pass 2nd roll - Checker and target must roll 1D6 and add to their Willpower. High total fires first, ties fire simultaneously.

Pass no rolls - Checker unaware of target.

"SHOT AT" CHECK

If you are fired on by anybody, you must take a "Shot At" Reaction Check.

Pass 1st roll - Outgunned Duck down, others immediately return fire, then finish movement.

Pass 2nd roll - Duck down.

Pass no rolls - Runaway.

"CHARGING" CHECK

If you are attempting to move into melee with an enemy, you must take a "Charging" Reaction Check. This applies to ANY move that will result in melee combat.

Pass 1st roll - Charge into Hand-to-hand combat.

Pass 2nd roll - Halt in place and fire instead.

Pass no rolls - Duck down.

"BEING CHARGED" CHECK

Characters attempting to contact the enemy and have passed a "Charging" Reaction Check must stop ½ the distance away and the target must take a "Being Charged" Reaction Check.

Pass 1st roll - Stand for combat and fire if can.

Pass 2nd roll - Stand for combat but cannot fire.

Pass no rolls - Runaway.

"RECEIVED WOUND" CHECK

Whenever a character receives a wound he will immediately take a "Received Wound" Test. If has been fired upon and received the wound he need not take the Shot At test.

Pass 1st roll - Continue fighting.

Pass 2nd roll - Move back 2", -1 to Willpower, and keep fighting if in melee. If fired upon –1 Willpower and Duck Back.

Pass 0 dice - Runaway.

"LEADER LOST" CHECK

Whenever a character loses its leader to death or Run Away and the leader is within 12" and visible it must make an immediate Leader Lost Check

Pass 1st roll - Carry on.

Pass 2nd roll - Duck down.

Fail both rolls - Runaway.

RECOVER DAMAGE

All negative Stamina loss is recovered at the rate of one Stamina point per point of current Willpower per month until zero is reached. Upon reaching zero the remainder of the Stamina is recovered the following month.

**This is the end of the rules.
What follows is the campaign section.**

CAMPAIGN GAME

The following rules will allow players to tie together all of the encounters that they have while playing Wasteland Warriors. The campaign starts in

January Year 23 and runs until the players decide to quit or take a break.

FACTIONS – IT'S A WAY OF LIFE…AND DEATH.

Life in the area of the old US Southwest known currently as the "Badlands" is cruel and deadly. Death can come as a result of a wrong word uttered at the wrong time or maybe just having something someone else wants. Few and far between are the "loners" in the Badlands. Almost everyone belongs to one group or another. It is these "Factions" as they are called that can save you from a violent and swift death.

CHOOSING A FACTION

After a player has generated the attributes for his character as outlined elsewhere in the rules he must choose a Faction. Roll 2D6 and consult the table below. Or choose what you like. This decision will determine the possible encounters that the player will have.

FACTION TABLE	
	Roll 2D6 once on table below.
Total	Result
2	Your choice
3	The "Firm"
4	Tribal or Fraternal
5	Feudal States
6	Outcasts
7	Your choice.
8	Outcasts
9	Feudal States
10	Tribal or Fraternal
11	The "Firm"
12	Your choice

OUTCASTS

Outcasts are a dying breed. Shunning groups for unknown reasons these characters are few in number but usually hardy. Preferring a nomadic life these people recognize no authority. Sometimes they will cooperate with Tribal groups but often have a fervent dislike for everyone else.

When recruiting Outcast NPCs roll 2D6 the appropriate number of times and consult the table below.

- 2 = Reputation 4, no armor, and armed with rifle.
- 3 = Reputation 4, no armor, and armed with shotgun.

- 4 = Reputation 4, no armor, and armed with pistol.
- 5 = Reputation 4, flak jacket, and armed with rifle.
- 6 = Reputation 5, no armor, and armed with shotgun.
- 7 = Reputation 4, no armor, special training, and armed with assault rifle.
- 8 = Reputation 5, no armor, and armed with pistol.
- 9 = Reputation 3, no armor, and armed with rifle.
- 10 = Reputation 5, no armor, special training, and armed with assault rifle.
- 11 = Reputation 5, no armor, and armed with pistol.
- 12 = Reputation 6, no armor, and armed with assault rifle.

Outcasts may also have one vehicle available per every four characters in the group and only on a 2D6 roll of 8 – 12.

TRIBAL

Similar in some respects to Outcasts these people have a common heritage, affiliation, or family bond uniting them into small to medium sized groups. Mostly nomadic, Tribes are usually found in RV's and other caravans moving from campground to campground. Although they will trade with most they are quick to distrust outsiders and close ranks in a crisis.

When recruiting Tribal NPCs roll 2D6 the appropriate number of times and consult the table below.

- 2 = Reputation 6, no armor, and armed with rifle.
- 3 = Reputation 3, no armor, and armed with SMG.
- 4 = Reputation 4, no armor, and armed with pistol.
- 5 = Reputation 4, no armor, special training, and armed
- with rifle.
- 6 = Reputation 4, flak jacket, and armed with SMG.
- 7 = Reputation 4, no armor, and armed with assault rifle.
- 8 = Reputation 5, no armor, and armed with shotgun.
- 9 = Reputation 3, no armor, and armed with pistol.
- 10 = Reputation 3, no armor, and armed with rifle.

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- 11 = Reputation 5, no armor, and armed with pistol
- 12 = Reputation 3, no armor, and armed with pistol

Tribals may also have one vehicle available per every three characters in the group and only on a 2D6 roll of 7.

FEUDAL

Living in permanent settlements these people owe allegiance for their lands to their "Boss" by whatever name he goes by. This "pyramid" style of government has the ones on the lowest levels paying taxes or service to the next level above them. Feudals view themselves as the closest thing to the old style countries and consider themselves superior to all others. This, however, doesn't stop them in trading and working with people of other factions.

When recruiting Feudal NPCs roll 2D6 the appropriate number of times and consult the table below.

2 = Reputation 4, no armor, and armed with assault rifle.

3 = Reputation 4, flak jacket, and armed with rifle.

4 = Reputation 3, no armor, and armed with shotgun.

5 = Reputation 5, no armor, and armed with pistol.

6 = Reputation 4, no armor, and armed with assault rifle.

7 = Reputation 4, flak jacket, and armed with shotgun.

8 = Reputation 5, no armor, and armed with pistol.

9 = Reputation 3, no armor, and armed with pistol.

10 = Reputation 3, no armor, and armed with rifle.

11 = Reputation 5, no armor, and armed with pistol.

12 = Reputation 3, no armor, and armed with pistol.

Feudals may also have one vehicle available per every six characters in the group and only on a 2D6 roll of 8 – 12.

THE "FIRM"

Do they exist is the question? Yes, but few people have ever met them and if they have no one is telling. Is it one man or a group, no one knows for sure? All that is known is that the "Firm" wields immense power in the upper circles of government in the Republic of California. Power best demonstrated by the "Black Ops" commandos. Clad in black these deadly and silent killers bring death and terror wherever they go. If the "Black Ops" are looking for you then you must be someone important…and not long for this world.

When recruiting "Black Ops" only one team as outlined below is allowed. Any additional forces needed will be recruited from the Feudal faction. A "Black Ops" team consists of

- 1 Reputation 6 Leader, tactical armor, special training, armed with SMG, 2 grenades, and sword of rank.
- 3 Reputation 5, tactical armor, special training, armed with assault rifle, and 2 grenades.

"Black Ops" will always have one vehicle available per team and it can carry up to six characters.

LOCALES

Wasteland Warriors takes place in three locales. Although the Badlands are centered on the territory that was Arizona and New Mexico this area is greatly affected by its neighbors, Old Nevada and the Republic of California.

Whenever it is necessary to determine whom the enemy is during an encounter just go to the appropriate locale and roll 2D6. The score will tell you which NPC faction table to roll on for the enemy.

Players choose in which locale they begin the game. If a player desires to change locales it is simply done by noting this in their "journal or diary". It will then take 1 month to travel to the new locale. They still are subject to encounters while they are transferring to a different locale.

The Badlands – From the high country in the east to the Colorado River that forms the "west coast" of Arizona, this area is composed mostly of nomadic factions. This barren and dry land separates the Republic of California from the Kingdom of Texas. Fiercely independent and sparsely populated this area is home to numerous outlaws and misfits.

2 = "The Firm"
3 = Outcast
4 = Feudal
5 = Tribal
6 = Tribal
7 = Feudal
8 = Tribal
9 = Tribal

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10 = Tribal
11 = Outcast
12 = "The Firm"

Old Nevada – Nothing but desert, desert and more desert. Old Nevada is a loose confederation of factions that revolves around the city still known as Las Vegas. Independent but coveted by the Republic of California, Las Vegas is the hub of a large network of merchants and hustlers that can get you anything from anywhere…at a price. Many who live in Old Nevada are considered belonging to a Feudal faction by nature.

2 = "The Firm"
3 = Outcast
4 = Feudal
5 = Feudal
6 = Tribal
7 = Tribal
8 = Feudal
9 = Feudal
10 = "The Firm"
11 = Outcast
12 = "The Firm"

Republic of California – California is the largest populated area in all of the former United States. Having said that it is also known as the Black Hole for it's insatiable appetite for resources, money, and everything else that makes life worth living. Always looking for more, this Republic has made numerous raids into both the Badlands and Old Nevada. California is home to all types of factions as well as the shadowy group known only as the "Firm".

2 = "The Firm"
3 = Outcast
4 = Tribal
5 = Feudal
6 = Tribal
7 = Tribal
8 = Feudal
9 = Feudal
10 = "The Firm"
11 = "The Firm"
12 = "The Firm"

ENCOUNTERS AND PASSAGE OF TIME

Wasteland Warriors is played in monthly turns starting in January Year 23. At the start of each turn each player rolls 2D6. If a character rolls a 7 then there is an encounter. Any other roll results in no encounter. If a character is not at full Stamina from a prior encounter he may opt to decline an encounter.

To determine what type of encounter occurs roll 2D6 for each encounter listed below and modify the score by the appropriate locale modifier. The high score is the encounter that will happen.

ENCOUNTER TABLE			
	The Badlands	Old Nevada	Republic of California
Convoy	-1	0	+2
Firefight	+2	+1	-1
Garrison	0	+1	+2
Pursuit	-1	0	+1
Raid	+2	+1	+2
Recover	-1	+1	+2
Sweep	+2	0	-1

ENCOUNTERS

Encounters are the scenarios for Wasteland Warriors. They form the basis for the campaign. All encounters follow a similar pattern, which is:
1 – What the Encounter is.
2 – Who is involved in the Encounter.
3 – Where the Encounter will occur and what the terrain is like.
4 – How victory is determined.

WHERE ENCOUNTERS TAKE PLACE

Convoy, Firefight, and Pursuit take place "on the road".

Garrison, Raid, Recover, and Sweep take place in "settlements".

TERRAIN GENERATION

All Encounters begin with determining the terrain of the board. To do so roll 1D6, modify by a –2 if the Encounter is in the Badlands or a –1 if the Encounter is in Old Nevada. Encounters in the Republic of California do not modify the die roll. After the die score is arrived at consult the table below.

1 or 2 = <u>Wide-open spaces- desert</u>. Flat countryside with "no effect" scrub. One or two impassable rock formations. Possibly a dry riverbed that enters and exits from adjacent table edges. Will obscure line of sight. Small watering hole may be present. May have a definite road between table edges.

3 or 4 = <u>Undulating terrain</u>. Countryside that reduces movement. Gullies, washes, and small ridges. Moving through a gully or wash will be at normal speed; cutting across them will be at ½ speed. No more than 1/3 of the table is flat. Possibly a river running from one edge to the opposite side.

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One or two fords crossing river. May have a definite road between table edges.

5 or 6 = <u>High country</u>. Rocky impassable terrain with a definite concrete road between table edges. Small watering hole may be present with woods in abundance.

TERRAIN FEATURES AND SCENERY

This section describes the terrain featured in the descriptions under Terrain generation.

Each terrain piece should be represented by a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be clearly marked. It is easy to use a piece of felt for this purpose. Upon this can be laid out trees, rocks, scrub, etc. with the edge of the felt outlining the terrain boundaries.

The types of terrain are as follows:

<u>"No effect" scrubs</u> – Low lying bushes that provide cover but does not hinder movement. Most of the vegetation in the Southwest.

<u>Impassable rock formations</u> - Base of a mesa or other sheer cliff side. Movement not allowed.

<u>Dry riverbed</u> – Three or four inches across. Runs from one table edge to the adjacent one. Those in the riverbed count concealed from those out.

<u>Undulating terrain</u> – Gullies, washes, and small ridges. Moving through a gully or wash will be at normal speed; cutting across them will be at ½ speed.

<u>Rough terrain or wooded area</u> – Movement reduced to half speed through area. Also visibility reduced to 6" inside.

<u>Small watering hole</u> – Small depression in the ground that will provide cover.

<u>Definite road</u> – Mostly a two lane black top (highways) or one land dirt road.

SETTLEMENTS

Some encounters take place in settlements. These range from small one-shack hideouts to larger towns. Players may use the following guidelines to generate settlements. After a player generates a settlement he should keep the information in a binder for future use.

DETERMINING SETTLEMENT SIZE

To determine the size of a settlement a player should roll 1D6. Modify the die roll by a +2 if the locale is California, -1 if the Badlands, and no modifier for Old Nevada.

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1 = Small hideout or ranch of 1 structure.

2 = Small nomad settlement or cluster of 1D6 structures.

3 = Small nomad settlement or cluster of 1D6 structures.

4 = Small settlement or village of 2D6 structures.

5 = Good sized nomad settlement or campground of 3D6 structures.

6 = Good sized settlement or town of 3D6 structures.

DETERMINE WHAT STRUCTURES ARE IN THE SETTLEMENT

The following guidelines will help determine what types of structures will be found in each settlement.

Small Settlement	Dice Score
Bar & Entertainment*	7 or 8
Food & Stores*	2, 6 or 9
Government	3 or 11
Hardware	4 or 10
Mechanical	5 or 12

* Mandatory structure.

Small Sized settlements will have 2x the number of residences versus other structures.

Good Sized Settlement	Dice Score
Schoolhouse	2
Government*	3
Warehouse	4
Mechanical*	5
Food & Stores*	6
Bar & Entertainment*	7
Hardware*	8
Water*	9
Medical	10
Power	11
Armory	12

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* Mandatory structure.

Good Sized settlements will have 4 x the number of residences versus other structures.

DETERMINING THE SETTLEMENT LAYOUT

Set up terrain as outlined before. Once terrain is set up place structures in a square or rectangular pattern with the "*" structures in the center and other structures surrounding them. Be sure to leave "streets" no less than 12" apart. In any settlement that is classified as nomad, the residence may be Outcasts (small size or only) or Tribal and all of the residential structures are considered to be vehicles, especially RVs!

DETERMINING SETTLEMENT NAME

The following names are provided for a reference point and may be used as desired.

SETTLEMENT NAMES	
Apache Wells AZ	Small
Bakersfield CA	Small
Blythe CA	Small
Burbank CA	Small
Flagstaff AZ	Small
Indio CA	Small
Lake Havasu AZ	Small
Las Vegas NV	Good Size
Needles CA	Small
Phoenix AZ	Good Size
Prescott AZ	Small
Riverside CA	Good Size
San Cristobal New Mexico	Small
San Diego CA	Good Size
Santa Fe	Good Size
Socorro NM	Small
Tuba City AZ	Small
Tubac Arizona	Small
Tucson Arizona	Small
Wickenburg AZ	Small
Winslow AZ	Small
Yuma AZ	Small
Zuni Pueblo NM	Small

TYPES OF ENCOUNTERS

There are a variety of encounters in Wasteland Warriors. They are:

CONVOY

In this encounter one side will attempt to escort 1D6 vehicles from one edge of the table to the opposite far edge. The other side will attempt to stop the convoy from exiting.

The non-player side consists of 2D6 characters recruited from any desired list subject to locale. The player side may recruit as many "grunts" from his list as desired.

The ambushers place terrain and the moving party decides which direction to move from. The ambushers are allowed to attack first from any suitable cover. They need not be placed on the board at the start but instead should be noted on paper.

The ambushers will receive full encounter points if the entire enemy party is killed or captured, half points if any escape, and zero points if at least ½ of the moving party leaves by the exit point. The ambushed receive encounter points in a similar fashion.

If any of the moving party escape off of the board via the exit point then the next encounter is automatically a Pursuit with the ambushers being chased.

FIREFIGHT

In this encounter two opposing groups will meet each other in an unexpected Firefight.

The non-player side consists of 2D6 characters recruited from any desired list subject to locale. The player side player may recruit as many "grunts" from his list as desired.

One side deploys terrain and the other decides which edge he will enter from. The other force enters on the opposite edge.

A side receives full encounter points only if it succeeds in driving off the other force. If the side loses 50% or more of its force while driving the enemy away then only ½ encounter points are rewarded.

GARRISON

In this encounter one group is the defensive force protecting a settlement from attack while the other side is the attacker.

The non-player side consists of 2D6 characters recruited from any desired list subject to locale. The player side player may recruit as many "grunts" from his list as desired.

The Garrison side deploys the settlement and its adjoining terrain. He is then allowed to deploy his forces using concealment if desired. All concealed forces must be noted on paper.

The other force then enters the table from whichever direction he desires.

The Garrison receives full encounter points if the attackers are driven off. The attacker receives full encounter points if he successfully drives off the

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Garrison. Either side will receive ½ encounter points if their losses equal 50% or more of their force.

PURSUIT

This encounter covers all situations where one group is tracking and attempting to catch another. Pursuers can be recruited from any list, however, if the pursued are all mounted, the Pursuers must also be so. Pursuit encounters are sometimes automatic due to the result of a previous scenario. Sides are divided into Runners and Chasers.

The player may choose to be either side unless specified by prior encounter. The non-player side receives 2D6 characters. The player side may recruit as many characters from his list as desired. Terrain is generated as usual. The Pursuit encounter is handled as followed:

1 – The Chasers start at a distance of 50" behind the Runners.

2 – The Runner enters the board from any direction he desires. His objective is to exit the opposite edge of the board.

3 – Roll 1D6 and add 2 to the roll for the Runners. Add this score to the lowest current Willpower of the Runners. Move the Runners this far in inches onto the table. Add this total to the 50" distance between Runner and Chaser.

4 – Roll 1D6 for the Chaser. Add this score to the lowest current Willpower of the Chasers. Subtract this from the distance separating the Runner and Chaser. If the Chaser score exceeded the Runner score then reduce the number added to the Runner's next score by one. Continue doing this each time the Chaser score exceeds the Runner score. Eventually the Runner will go from +2, to +1, to 0, to –1, to –2 etc.

5 – Place the Chasers on the board whenever the distance between parties allows. If the Runner exits the board on the opposite side that he entered, then note the distance between the parties and have the Runners re-enter the board at the edge to his right. He repeats the above process over and over until the encounter ends.

6 – The encounter will end when a) the distance between Runner and chaser equals 100 inches or more, or b) the distance has been reduced to 32" or c) the Runners decide to make a stand somewhere on the board.

The Runners will receive full encounter points if he escapes. The Chasers receive full encounter points if they capture or kill all the Runners.

RAID - LOOT

In this encounter one party enters from one table edge and attempts to raid a settlement defended by the other party. Players may be either side.

The non-player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The battle will take place in a settlement. Roll terrain as outlined elsewhere in the rules. At least one terrain piece must be a dwelling. The defender sets up terrain. The defender is allowed to deploy his characters as desired with those being inside or concealed not placed on the board but instead noted on paper. After the terrain and defenders are placed the attacker chooses which direction he will come from.

The defender cannot gain anything less than full encounter points. Either side will receive full encounter points if the entire enemy party is driven away, killed, or captured. The raiders will gain half points if they enter at least half of all the dwellings and those figures exit the board as they are assumed to have looted the interior. Any other result for the raiders will yield zero points.

Any survivors of the raid will take part in a Pursuit encounter immediately following.

RECOVER

In this encounter one party enters from one table edge and attempts to raid a settlement defended by the other party. Players may be either side.

The non-player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The battle will take place in a settlement. Roll terrain as outlined elsewhere in the rules. At least one terrain piece must be a dwelling. The defender sets up terrain. The defender is allowed to deploy his characters as desired with those being inside or concealed not placed on the board but instead noted on paper. After the terrain and defenders are placed the attacker chooses which direction he will come from.

In addition, the defender must designate one dwelling as containing 1/2D6 hostages from the other sides group. The hostages may not be moved by the defender or on their own until contacted by the raiders.

The defenders will receive full encounter points if they succeed in retaining the hostages while driving off the raiders. The raiders receive full

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encounter points if they enter the dwelling where the hostages are and escort them off the board. Partial encounter points are not available in this encounter.

Any survivors of the raid will take part in a Pursuit encounter immediately following.

SWEEP

In this encounter one group is the defensive force (Garrison) protecting a settlement from attack while the other side is the attacker.

This encounter is handled as if a Garrison encounter except the attackers have a definite objective. Unlike a Raid, the objective of the attackers is to destroy the enemy force.

The attackers will receive full encounter points for successfully killing or capturing the enemy. They will receive only a percentage of points equal to the percentage of enemy they have eliminated if at the end of the encounter some of the enemy has escaped. In addition they may earn double points if they succeed in eliminating all of the enemy forces. Garrison groups will encounter full encounter points only if they succeed in driving away the enemy forces and will only receive half points if garrison they have casualties of 50% or higher.

SALVAGE AND SCAVENGING

If after an encounter one side controls the battlefield they are allowed to scavenge and salvage any of the weapons, armor, etc. left behind by the loser. This may either be exchanged for their own weapons or stockpiled in a designated location and could become the basis for an encounter.

WINNING THE CAMPAIGN

Wasteland Warriors is designed to tie together all of the encounters played into a continuous campaign. Encounter points are designed to determine how well you have done.

Encounter points are given out as follows.
1 – Regardless of the outcome of the encounter, every time a character kills an armed enemy he receives 40 points. Every time he causes an enemy to Runaway he receives 20 points.
2 – Every time a player completes an encounter successfully he receives up to 400 points modified by the victory conditions. These points are further divided by the total of player characters and "grunts" used by the player, NOT by the number left alive! Example – Sammy uses his player character and three "grunts" in the encounter. During the encounter he kills one enemy and causes one to runaway. The total points won would be 100 points for the

successful encounter plus 60 points for the kill and rout.

The higher point total wins the campaign.

It should be pointed out that the player usually has the option to recruit as many characters as he desires. This will allow for the player to outnumber the enemy if so desired. However, it should be noted that each character recruited will reduce the encounter points for the player. When two or more players are playing they are competing against each other and each will garner points. It is important to recruit the right amount of characters to gain the maximum amount of encounter points.

DESIGNER NOTES

If you're a gamer like me sometimes you get tired of playing the major periods like Ancients, Napoleonics, or World War II and want a change of pace. A simple game of something different that doesn't take a large investment in time or money but is still fun to play. (You remember fun, right?) I wanted good, cheap, entertainment in a hobby that at times can be very costly. That's why I wrote the Old West shoot-out game, Six Gun Sound. And from Six Gun Sound came the inspiration for the Mayhem rules system.

I wanted a set of fast play tactical battles linked together in a quick and easy campaign system. That and a man to man skirmish game. I designed the Mayhem system for one-figure one-man scale skirmishes. You won't see large-scale actions on the tabletop and few vehicles if any. Instead each player controls 3 to 6 figures, a small band of warriors. Mayhem is as much a role-playing game (gasp!) as it is a tactical wargame. I wanted to capture the flavor of small, quick, deadly encounters that only man to man battle can provide.

In all of the Mayhem sets combat is short and deadly. There are no "supermen" as anyone has the potential to eliminate anyone with one blow or shot. That's what makes Mayhem so challenging and fun.

Also the game mechanics of Mayhem allow you to personalize each and every character. I can put together a Sharpe's Rifles team or Magnificent Seven. I can give my characters enough "flavor" to make them unique and in some ways that allows me to "care" for them for lack of a better word. They are MY guys!

I noticed with other rules that most of them have all the terrain generated for you, that the order of battle is fixed, and scenarios are laid out. After each scenario has been played the rules usually will get put away and never used again. You know the stuff that collects in the back of your closet? By giving you the tools to generate your own scenarios with

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clearly defined encounters, Mayhem can be played for years to come. Better yet it allows you to leave the campaign for awhile and come back to it at a later date.

If you have used the Reaction System with the 2D6 Reaction Checks used by 2-Hour Wargames then I'm sure you will see some similarities. I decided to switch to a slightly different system for Mayhem because of the different game mechanics. But the system still allows for realistic responses to situations as they come up. The complaint most often heard about the Reaction Test used in Six Gun Sound and this one that I use in Mayhem is that players do not understand why they follow a reaction instead of doing what they want. ("But I don't want to fire back at that guy.") That is because the tests are set up for the typical human reaction to what is going on. The split second, no time to think <u>reaction</u> that everyone has every day of his or her life. Ever notice how quick you pull your finger away from a hot pan. Later you take a planed action and use a towel to pick it up. The same holds true in the Reaction Tests. After a player has exited a reaction test and becomes ACTIVE he can do what he wants…until someone forces him to react.

Another unique mechanic is the Hit Table used in Mayhem. The typical game requires the players to start with a basic number then modify it up or down by a list of factors until a success number is reached. The player then must roll higher or lower to succeed, score a hit, etc. Breaking from tradition the Mayhem Hit Table is totally different. All you have to do is roll the dice and read the result that applies. Fast and easy.

Mayhem is unique in its mechanics but still holds true to realistic results. You bought these rules to have fun and I believe you won't be disappointed. Now, pull out some figures and get started!

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CHARACTER SHEETS

Each character has a sheet that is used to keep track of their progress. Follow the sheet in the back of the book as we explain how it is filled out.
NAME – This is the name of the character. Use it to differentiate between figures.
FACTION – This is the Faction that the character belongs to.
HISTORY – Use this space for any misc. info about the character.
WS – Place the Weapon Skill of the Character in this box.

POW – Power. Place the Power rating of the character in this box. The Power rating will not go up or down.
WILL – Place the characters Willpower in this box.
STAM – Place the characters Stamina value in this box.
DAV – Place the armor number that is subtracted when the character is hit.
WEAPON – Place the number of damage dice and Impact Rating of the weapon in this box.

NAME	WS
FACTION	POW
HISTORY	WILL
	STAM
	DAV
	WEAPON

NAME	WS
FACTION	POW
HISTORY	WILL
	STAM
	DAV
	WEAPON

NAME	WS
FACTION	POW
HISTORY	WILL
	STAM
	DAV
	WEAPON

NAME	WS
FACTION	POW
HISTORY	WILL
	STAM
	DAV
	WEAPON

NAME	WS
FACTION	POW
HISTORY	WILL
	STAM
	DAV
	WEAPON

MAYHEM: Wasteland Warriors

SAMPLE BATTLE

This is an open battle encounter in the "Badlands" in year 23. Karl is returning from a run and has come across a two man party heading down river. As Karl has the higher Willpower he moves first.

Karl – Outcast
  Weapon Skill (WS) 10
  Power (PW) 9
  Willpower (WP) 10
  Stamina (PW x WP) 90
  Weapon Assault Rifle
  Armor – None DAV of 0
  Movement 10"

Logan - Tribal
  Weapon Skill (WS) 9
  Power (PW) 10
  Willpower (WP) 9
  Stamina (PW x WP) 90
  Weapon Shotgun
  Armor – None DAV 0
  Movement 10"

Dugan – Tribal
  Weapon Skill (WS) 6
  Power (PW) 8
  Willpower (WP) 7
  Stamina (PW x WP) 56
  Weapon SMG
  Armor – None DAV 0
  Movement 10"

TURN 1

Karl has the higher Willpower so as the players count down he goes first. Stepping out behind the two men he moves to within 20 inches.

As Karl is behind the two and not in their LOS they are not allowed to take an AWARENESS Check. Karl decides to take advantage of the situation and declares he will fire at both targets as they are within 2" of each other.

Karl rolls a 5 which causes a Critical wound on the first target (Logan) but a miss on the second target (Dugan).

Karl inflicts 10 points damage for his Weapon Skill + 14 points from a 3D6 roll for the weapon – 0 for Logan's defensive armor…none. The total of 24 is applied to Logan's Stamina which reduces him to a Stamina of 66.

Because Karl scored a Critical wound he then rolls on the IMPACT TABLE and scores a "W" result. The AK has a POWER RATING of 11 and is very deadly. This causes an additional 10 points of damage and Logan's Stamina is reduced to 56 points.

Because of the "W" result on the IMPACT TABLE, Logan rolls on the WOUND TABLE versus his WILLPOWER. Logan rolls a 3 which gives a result of "K". Logan is dead.

Dugan now must take a SHOT AT reaction test versus his WILLPOWER. He rolls a 6 on 2D6 which means he passes the 1st roll. Because he is outgunned, the AK has a higher POWER RATING than the SMG that Dugan

carries he must "Duck Down" and immediately scrambles for cover.

As the players resume their WILLPOWER COUNTDOWN they reach Dugan's Willpower (7) and he becomes Active. Dugan decides to pop up into view and fire at Karl. As he has emerged into Karl' LOS, Karl must now take an AWARENESS test.

Karl's Willpower is a 10 and he counts a –2 as Dugan is still behind cover. He rolls 2D6 and scores a 9 to fail his first roll. His next roll is a 6 and he now checks the PASSED 2ND ROLL column on the AWARENESS Test and scores a "Checker and target must roll versus each other."

Karl rolls a 3 on 1D6 and added to his 10 Willpower totals 13. Dugan rolls a 5 and added to his Willpower of 7 totals 12. Karl fires first.

Karl rolls an 8 and scores a miss as Dugan is still in cover. Dugan takes a SHOT AT reaction test and passes to carry on. Dugan returns fire and rolls a 12. As he is firing at long range he also misses. Karl takes a SHOT AT reaction test and scores a "Duck Down." Karl scrambles for cover.

TURN 2

Counting down Karl is allowed to go first. He decides to run across the open ground toward a rock formation, firing as he goes. As soon as he enters Dugan's LOS, Dugan takes a AWARENESS test and passes on the first roll. He decides to fire immediately and rolls an 11 and scores a Flesh wound. His Weapons Skill is a 6 and the weapon damage of 2d6 yields a 9 for a total of 15 versus Karl's STAMINA. This reduces his STAMINA to 75 from 90.

Karl immediately takes a RECEIVE WOUND test and passes on the second roll. The result forces him to –1 from his Willpower and Duck Down back from where he came.

Continuing the WILLPOWER COUNTDOWN it becomes Dugan's turn to be ACTIVE. He decides to move closer to Karl and closes to within 12 inches but in the open.

TURN 3

Karl moves first due to the higher WILLPOWER and pops up to fire at Dugan. Immediately Dugan rolls an AWARENESS check and passing the first roll fires at Karl. Dugan scores another 12 and this time due to closing the range he scores a Critical wound. Weapon Skill 6 plus 10 for the weapon damage and a 0 DAV for Karl reduces Karl's STAMINA to 59.

In addition Dugan is allowed a roll on the IMPACT TABLE and with the 7 POWER RATING of the SMG scores a W result further reducing Karl's STAMINA to 49 and knocking him down.

Karl now rolls a 3 on the WOUND TABLE and cross-indexing it to his WILLPOWER of 9 yields a K result. Karl is dead.

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REACTION CHECK MODIFIERS

Leader	+2
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemy.	+1
In cover.	+1
Attacking someone from behind	+2
Attacked from behind.	-2

"AWARENESS" CHECK

Anytime a target moves into LOS from a concealed position a non-active character must take an "Awareness" Check. Immediately roll 2D6 and compare to the chart below.

Modify the current Willpower by the following. No other modifiers apply for this test.
–2 if target is in cover.
+2 If target moves fast, 12 or more inches.
+1 If checker is not moving.

Pass 1st roll - Aware of target and may fire immediately or carry on as desired.

Pass 2nd roll - Checker and target must roll 1D6 and add to their Willpower. High total fires first, ties fire simultaneously.

Pass no rolls - Checker unaware of target.

"SHOT AT" CHECK

If you are fired on by anybody, you must take a "Shot At" Reaction Check.

Pass 1st roll - Outgunned Duck down, others immediately return fire, then finish movement.

Pass 2nd roll - Duck down.

Pass no rolls - Runaway.

"CHARGING" CHECK

If you are attempting to move into melee with an enemy, you must take a "Charging" Reaction Check. This applies to ANY move that will result in melee combat.

Pass 1st roll - Charge into Hand-to-hand combat.

Pass 2nd roll - Halt in place and fire instead.

Pass no rolls - Duck down.

"BEING CHARGED" CHECK

Characters attempting to contact the enemy and have passed a "Charging" Reaction Check must stop ½ the distance away and the target must take a "Being Charged" Reaction Check.

Pass 1st roll - Stand for combat and fire if can.

Pass 2nd roll - Stand for combat but cannot fire.

Pass no rolls - Runaway.

"RECEIVED WOUND" CHECK

Whenever a character receives a wound he will immediately take a "Received Wound" Test. If has been fired upon and received the wound he need not take the Shot At test.

Pass 1st roll - Continue fighting.

Pass 2nd roll - Move back 2", -1 to Willpower, and keep fighting if in melee. If fired upon –1 Willpower and Duck Back.

Pass 0 dice - Runaway.

"LEADER LOST" CHECK

Whenever a character loses its leader to death or Run Away and the leader is within 12" and visible it must make an immediate Leader Lost Check

Pass 1st roll - Carry on.

Pass 2nd roll - Duck down.

Fail both rolls - Runaway.

To Hit Table	
Score	Results
2	Critical wound!
3	Long range count Miss, all others Flesh wound!
4	Miss!
5	Firer moved fast 12+, second or third target Miss, all others Critical wound!
6	WS 5 or less count Miss, all others Flesh wound!
7	Miss!
8	Target in Cover or third target counts Miss, all others Critical wound!
9	Target moved fast 12+ or long range Miss, all others Flesh wound!
10	Miss!
11	WS 9 or higher counts Critical wound all others Flesh wound!
12	Long range Miss, all others Critical wound!

IMPACT TABLE

POWER RATING

#	12	11	10	9	8	7	6	5	4	3	2
12	w	w	w	w	w	w	w	w	w	w	10
11	w	w	w	w	w	w	w	w	w	10	9
10	w	w	w	w	w	w	w	w	10	9	8
9	w	w	w	w	w	w	w	10	9	8	7
8	w	w	w	w	w	w	10	9	8	7	6
7	w	w	w	w	w	10	9	8	7	6	5
6	w	w	w	w	10	9	8	7	6	5	4
5	w	w	w	10	9	8	7	6	5	4	3
4	w	w	10	9	8	7	6	5	4	3	2
3	w	10	9	8	7	6	5	4	3	2	1
2	10	9	8	7	6	5	4	3	2	1	0

WEAPONS TABLE					
Weapon	Eff	Long	Targets	Dam	Power
Pistol	6	12	2	1D6	5
Shotgun	6	12	2	2D6	8
SMG	12	24	3	2D6	7
Rifle	32	64	1	2D6	9
Assault Rifle	32	64	3	3D6	11
Grenade	4	NA	4" Blast	2D6	11

WOUND TABLE

WILLPOWER RATING

Die Roll	2	3	4	5	6	7	8	9	10	11	12
12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
11	k	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
10	k	k	-1	-1	-1	-1	-1	-1	-1	-1	-1
9	k	k	k	-1	-1	-1	-1	-1	-1	-1	-1
8	k	k	k	k	-1	-1	-1	-1	-1	-1	-1
7	k	k	k	k	k	-1	-1	-1	-1	-1	-1
6	k	k	k	k	k	k	-1	-1	-1	-1	-1
5	k	k	k	k	k	k	k	-1	-1	-1	-1
4	k	k	k	k	k	k	k	k	-1	-1	-1
3	k	k	k	k	k	k	k	k	k	-1	-1
2	k	k	k	k	k	k	k	k	k	k	-1

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DRIVING DOWN THE HIGHWAY IN AN ACID RAIN...

It's after what should have been the "End of the World" and you're the leader of a small band of survivors. They ain't much but they're all you got. Closest thing to a family in this God forsaken place. Can you lead them through the fast and deadly combat of the Wasteland?

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