

DISTRICT

BASIC RULES

ARTWORK coming when I get
it done?

Print-friendly A5 edition

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CONTENTS

- 01 [ACTION POINTS \(AP\)](#)
- 02 [GAMEPLAY](#)
- 03 [THE D12](#)
- 04 [RADIUS \(R\)](#)
- 05 [AIM \(A\)](#)
- 06 [ENGAGEMENT \(E\)](#)
- 07 [DAMAGE RESISTANCE \(DR\)](#)
- 08 [PROTECTION \(P\)](#)
- 09 [TENACITY \(T\)](#)
- 10 [ACTIONS](#)
- 11 [BULK \(B\)](#)
- 12 [CHARACTER CREATOR](#)
- 13 [WEAPONS](#)
- 14 [ARMOUR](#)

Artwork placeholders are intentionally left blank for later illustration.

01 / ACTION POINTS (AP)

Action Points (AP) are used to perform actions during a Turn.
At the start of each Turn, each player has: 8 ACTION POINTS

These Action Points form a shared pool that may be spent between the Characters in that player's Gang.

ACTIVATING CHARACTERS

The Player chooses which Characters to activate and the order in which they are activated.

A Character may only be activated once per Turn. A Character may normally use a maximum of: 2 A.P. PER TURN

The Player does not have to activate every Character.

SPENDING ACTION POINTS

Actions have an A.P. cost.

When a Character performs an Action, deduct its A.P. cost from the player's remaining Action Points.

The rules for each Action state how many A.P. it costs.

Once the player has no Action Points remaining, no further Actions may be performed that Turn.

DOWNED CHARACTERS

For each Character that is Downed, the player loses:

- 1 A.P. ON THEIR NEXT TURN

These reductions apply to the normal 8 A.P. pool.

TENACITY

A Character may use Tenacity (T) when they need an additional Action Point beyond their normal allowance.

SPEND 1T = + 1 A.P.

The rules for spending and tracking Tenacity are covered under Tenacity (T).

02 / GAMEPLAY

Build your Gang. See Armoury.

BUILD THE GAME WORLD

Games are played on a 2' x 2' playing area.

The battlefield should represent the chosen mission or scenario.

For long-running campaigns, it is recommended that you keep a map of the battlefield in case you return to this location in a future game.

STARTING THE GAME

If the mission or scenario states which player starts the game, follow the mission or scenario rules.

If the mission or scenario does not state which player starts, determine the starting player before

Turn 1.

The player who starts Turn 1 becomes the second player in Turn 2.

The starting player then alternates each Turn for the remainder of the game.

TURN SEQUENCE

Each Turn begins with each player having 8 Action Points (AP).

These Action Points are shared between the Characters in that player's Gang. The player starting the Turn activates one of their Characters.

Once that Character has completed their Phase, the opposing player activates one of their Characters.

Players continue taking turns activating Characters until the Turn ends.

There is no fixed order in which a player's Characters must be activated.

The player chooses which

available Character to activate each time.

A Character may only be activated once per Turn.

PHASES

A Phase is an individual Character's activation.

During their Phase, a Character may spend available Action Points to perform Actions.

A Character may use a maximum of:2 ACTION POINTS PERTURN

The Character may perform any legal Actions available to them and there is no required order in

which those Actions must be performed.

Once the player has finished performing Actions with that Character, their Phase ends and play

passes to the opposing player.

ACTION POINTS

Each player begins the Turn with:8 A P

These Action Points are shared across their Gang.

Each Character may normally use a maximum of 2 AP per Turn.

Action Points may be spent on Actions including:

Combat Actions

- Movement
- Shooting
- Close Combat Universal Actions
- Take Cover
- Sneak
- Point Guard
- Climb
- Interact with the Game World

END OF TURN

The Turn ends when both players have:

- spent all of their available Action Points, or
- activated all of their available Characters.

Resolve any End of Turn effects, such as Injury rolls or Downed Characters, as required by the rules or scenario.

Begin a new Turn.

The player who started the previous Turn now goes second, and the other player starts the new Turn.

Each player receives their AP pool: 8 AP -1 AP for each Downed Character.

Move all Fleeing Characters, spending 1 AP from their Gang's pool for each.

Then begin the normal Turn Sequence with the remaining AP.

03 / THE D12

THE D12

District uses Twelve-Sided Dice (D12) to resolve actions.

When a character attempts an action that requires a D12 roll, the result determines whether that

action succeeds or fails according to the rule being used.

Some actions roll a single D12.

Other actions, such as Shooting and Close Combat, may roll several D12s.

NATURAL 1

A natural roll of 1 is always a failure.

A natural 1 cannot be increased or modified into a successful result.

Where an action has an additional effect for rolling a 1, that effect is applied after 1s and 12s have been cancelled.

NATURAL 12

A natural roll of 12 is always a success.

A natural 12 cannot be reduced or modified into a failed result.

Where an action has an additional effect for rolling a 12, that effect is applied after 1s and 12s have been cancelled.

CANCELLING 1S AND 12S

When several D12s are rolled together, natural 1s and 12s cancel each other. Each natural 1 cancels one natural 12.

Each natural 12 cancels one natural 1.

EXAMPLE A character rolls: 1, 6, 8, 12 The 1 and 12 cancel each other. The remaining results are:

6, 8 Neither the additional effect of the 1 nor the additional effect of the 12 is applied. If more 1s or 12s remain after cancellation, their appropriate effects are then resolved.

D12S IN SHOOTING

After natural 1s and 12s have cancelled, any remaining natural 1 means the Weapon has Jammed or run out of ammunition.

The Weapon cannot be fired again during the current turn. It may be fired normally again from the next turn.

Each remaining natural 12 adds +1 Shot for that attack.

D12S IN CLOSE COMBAT

After natural 1s and 12s have cancelled, each remaining natural 1 is a Fumble.

Each Fumble gives the opponent +1 Hit.

Each remaining natural 12 adds +1 Hit.

04 / RADIUS (R)

RADIUS (R)

Radius (R) represents the area around a character that they can reach when they Move.

Radius is not a measurement of the exact distance travelled. A character naturally speeds up, slows down and changes direction while moving. Radius abstracts this movement into the area the character can reach during an action.

A character may move in any direction within their Radius.

MOVE1 AP

For 1 Action Point (AP), a character may move anywhere within their Radius (R). The character does not have to move in a straight line.

The destination must be reachable without the character passing through scenery or another obstruction that prevents movement.

The actual path travelled is not measured.

Instead, the character must be able to reach the destination while remaining within their Radius.

EXAMPLE A character has R 3". There is a wall between the character and their intended destination.

The destination is within 3" and the end of the wall is also within the character's Radius. The character may therefore move around the end of the wall and reach the destination. It does not matter that measuring the exact path around the wall would total more than 3". If you can get around it within the Radius, you can get around it.

SCENERY AND OBSTACLES

Scenery blocks movement where appropriate, but the exact distance travelled around scenery is not measured.

If the character can get around an obstacle while remaining within their Radius, they may move around it.

If an obstacle is half the height of the character or less, it may be ignored for movement.

This represents characters naturally stepping over, climbing across or otherwise negotiating small obstacles as part of normal movement.

DOORS AND OPENINGS

Walls and other solid scenery cannot simply be passed through.

If a character needs to use a doorway, gap or other opening to reach their destination, that opening must itself be within the character's Radius.

The same principle applies when moving around the end of a wall:

Can the character reach the point that allows them to get around the obstruction within their Radius?

If yes, they can get around it. If no, they cannot.

DOUBLE MOVE2 AP

A character may spend 1 AP to Move, then spend another 1 AP to Move again.

Each Move creates a new Radius from the character's new position.

1 Move anywhere within the first Radius.

2 Establish the character's new Radius from that position.

3 Move anywhere within the new Radius.

A Double Move receives no additional bonuses.

This allows a character to cover ground while retaining the flexibility of normal movement.

RUN2 AP

A Run is different from normal Radius movement.

A character declaring a Run spends 2 AP and moves in a straight line.

MORE THAN 2 x R / NO FURTHER THAN 3 x R

A Run represents a character committing to speed rather than manoeuvring normally within their Radius.

Because the character is Running, they receive the appropriate Run benefits, including being harder to hit.

-1 to dice roll when rolling to hit (To hit is now 9+ on D12)

Normal Radius Moves and Double Moves do not receive these benefits.

FACING AFTER MOVEMENT

A character's movement determines their facing.

After completing a Move, the character faces in the direction they moved. After completing a Run, the character faces in the direction they ran.

This means the character's final position and facing reflect the action they have just performed and allows attacks from behind to function naturally.

FACING AFTER SHOOTING

Shooting follows the same principle.

After a character fires a weapon, they face in the direction they fired. Humans can naturally turn and fire in any direction, just as they can begin moving in any direction.

The character's facing therefore records the direction of their most recent action rather than restricting which direction that action may initially be performed.

MOVEMENT RADIUS AND WEAPON RADIUS

Radius follows the same basic spatial idea for movement and weapons. A character can potentially move in any direction around themselves. A weapon can potentially be fired in any direction around the character. Therefore Radius represents an area of potential effect, rather than simply a straight-line measurement.

DESIGN PRINCIPLE

Traditional measured movement treats a movement value as the precise distance travelled by the model.

Radius instead represents the area a character can realistically reach during that action.

A person moving through an environment does not maintain a mathematically constant speed. They accelerate, slow down, turn corners, negotiate obstacles and accelerate again.

District does not attempt to measure those individual changes. They are abstracted into Radius.

Therefore the player does not need to measure every part of a character's path.

Can the character get there within their Radius?

If they can, they can Move there. If they cannot, they cannot.

05 / AIM (A)

Aim (A) represents a character's ability to hit a target when firing a weapon. Aim determines the number of D12s the character rolls when Shooting.

SHOOTING WITH AIM

When a character fires a weapon:

- 1 Take a number of D12s equal to the character's Aim (A).
- 2 Apply the weapon's Handling (H) modifier to the number of dice.
- 3 Roll the final number of D12s.
- 4 Apply any modifiers for Range or Cover to the dice results.
- 5 Each result of 8 or higher scores 1 Hit.

The character always rolls a minimum of 1 D12.

EXAMPLE A character has A: 3. Their weapon has H: +1. The character therefore rolls 4D12. They roll: 3, 8, 9, 11. The results of 8, 9 and 11 each score a Hit. The character has scored 3 Hits.

HANDLING (H)

A weapon's Handling (H) modifies the number of D12s rolled. Handling does not modify the result shown on the dice.

EXAMPLE A character has A: 3. They fire a weapon with H: -1. They roll 2D12. They do not roll 3D12 and subtract 1 from each result.

Regardless of negative Handling modifiers, a character always rolls at least 1 D12 when making the attack.

RANGE AND COVER

Range and Cover are different from Handling. Handling modifies the number of dice rolled.

Range and Cover modify the results of those dice.

AIM → HANDLING → ROLL → RANGE / COVER → HITS

(see cover rules and example)

This distinction is important because natural 1s and 12s cannot be modified.

SCORING HITS

After all applicable modifiers have been applied, each D12 result of 8+ scores 1 Hit.

Each Hit is then resolved using the weapon's Kinetic (K) and the target's defensive values.

The number of Injuries a weapon can ultimately cause is limited by its Shots (S) value.

FACING AFTER SHOOTING

A character may initially fire in any direction.

After the Shooting action has been completed, the character faces in the direction they fired.

Facing records the direction of the character's most recent action; it does not prevent them from turning to fire at a target.

06 / ENGAGEMENT (E)

Character Engagement (E) is the number of Twelve-Sided Dice (D12) rolled when fighting in Close Combat.

CLOSE COMBAT

- 1 Both Characters roll a number of D12s equal to their Engagement (E).
- 2 Add any modifiers for SKILLS or ABILITIES.
- 3 If using a Close Combat Weapon, apply the Weapon's Handling (H) modifier.
- 4 A Character cannot be reduced below 1 Engagement Die.
- 5 If attacked from behind, the Defender does not roll unless they pass a Tenacity Test.
- 6 All Dice Results higher than the opponent's Damage Resistance (DR) are considered Hits.
- 7 Compare the number of Hits: The Character with the most Hits wins the combat. If both Characters score the same number of Hits, both Characters hit.
- 8 After natural 1s and 12s have cancelled, each remaining natural 1 is a Fumble and gives the opponent +1 Hit.
- 9 Each remaining natural 12 adds +1 Hit.
- 10 The number of Hits that may be resolved against the opponent is limited by the Weapon's available Strikes (S).

ENGAGEMENT AND HANDLING

Engagement determines the base number of dice rolled in Close Combat. Handling modifies that number before the roll is made.

$\text{ENGAGEMENT} \pm \text{HANDLING} = \text{NUMBER OF D12s ROLLED}$

A Character can never be reduced below 1 Engagement Die.

ATTACKS FROM BEHIND

If a Character is attacked from behind, the Defender must make a Tenacity Test.

- Pass: the Defender rolls their Engagement dice normally.
- Fail: the Defender does not roll Engagement dice.

The Attacker resolves their Close Combat attack normally.

SCORING HITS

Each Engagement Die that rolls higher than the opponent's Damage Resistance (DR) scores 1 Hit.

The number of Hits is then compared.

- Most Hits wins.
- Equal Hits means both Characters hit.

Hits determine who wins the Close Combat and how many potential Strikes they have available.

FUMBLES

After natural 1s and 12s have cancelled, each remaining natural 1 rolled in Close Combat is a

Fumble.

Each Fumble gives the opponent +1 Hit.

STRIKES (S)

Strikes (S) determines the maximum number of Hits that can be resolved against an opponent with that Weapon.

Natural 12s add Hits; they do not increase the Weapon's Strikes.

The Weapon's Strikes (S) remains the maximum number of Hits that may proceed to the Injury roll.

SCORING HITS

Each Engagement Die that rolls higher than the opponent's Damage Resistance (DR) scores 1 Hit.

The number of Hits is then compared.

- Most Hits wins.
- Equal Hits means both Characters hit.

Hits determine who wins the Close Combat and how many potential Strikes they have available.

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After natural 1s and 12s have cancelled, each remaining natural 1 rolled in Close Combat is a Fumble.

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STRIKES (S)

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Natural 12s add Hits; they do not increase the Weapon's Strikes.

The Weapon's Strikes (S) remains the maximum number of Hits that may proceed to the Injury roll.

07 / DAMAGE RESISTANCE (DR)

Damage Resistance (DR) represents how much punishment a Character can withstand before being Downed.

When an attack scores Hits, roll the Weapon's Attack Die (DX) up to the number of Hits scored, limited by the Weapon's available Shots or Strikes (S).

SHOTS AND STRIKES

The Weapon's normal limit is its Shots / Strikes (S) value.

Each uncanceled natural 12 rolled when Shooting adds +1 Shot for that attack.

In Close Combat, natural 12s add Hits, but do not increase the Weapon's Strikes (S).

EXAMPLE A Shooting Weapon has S: 2 and scores 4 Hits. With no uncanceled natural 12s, only 2 Attack Dice may be rolled. With one uncanceled natural 12, the Weapon gains +1 Shot, allowing 3 Attack Dice to be rolled. In Close Combat, Strikes (S) remains the Weapon's cap.

SHOOTING INJURIES

For each permitted Shot:

ROLL DX + KINETIC (K)

Each result higher than the target's Damage Resistance (DR) + Protection (P) causes 1 Injury.

$DX + K > DR + P = 1 \text{ INJURY}$

CLOSE COMBAT INJURIES

For each permitted Strike:

ROLL DX + KINETIC (K)

Each result higher than the target's Damage Resistance (DR) causes 1 Injury.

$DX + K > DR = 1 \text{ INJURY}$

Protection (P) does not apply to Strikes.

INJURIES

Injuries are accumulated throughout the game.

If a Character's total Injuries become higher than their Damage Resistance (DR), that Character is Downed.

EXAMPLE A Character has DR 4. They may accumulate 4 Injuries and remain standing. When they receive their 5th Injury, their Injuries are now higher than their DR and the Character is Downed.

08 / PROTECTION (P)

Character Protection (P) represents the armour, padding and other protection a Character is wearing or has gained.

Protection helps defend a Character from Injuries caused by Shooting. When resolving a Shooting attack, Protection is added to the Character's Damage Resistance (DR).

DR + P

Protection does not increase the number of Injuries a Character can suffer before being Downed.

A Character is still Downed when their accumulated Injuries are higher than their normal Damage Resistance (DR).

PROTECTION AND SHOOTING

When resolving a Hit from Shooting:

$$DX + K > DR + P = 1 \text{ INJURY}$$

Protection therefore makes it more difficult for a Shooting attack to cause an Injury.

PROTECTION AND CLOSE COMBAT

Protection does not add to Damage Resistance when resolving Strikes in Close Combat.

Close Combat uses the Character's normal Damage Resistance (DR).

$$DX + K > DR = 1 \text{ INJURY}$$

WEIGHT OF PROTECTION

Protection also represents the additional weight and restriction caused by armour and padding.

For every 2 points of Protection, the Character suffers -1 Radius (R).

For every 3 points of Protection, the Character suffers -1 Engagement (E). These penalties are cumulative.

Protection	Radius	Engagement
P 0-1		
P 2	-1 R	
P 3	-1 R	-1 E
P 4-5	-2 R	-1 E
P 6	-3 R	-2 E

09 / TENACITY (T)

Tenacity (T) represents a Character's ability to push themselves and keep going under pressure.

The Character's starting Tenacity is recorded in the stat bar.

The Character Sheet has a 12-box Tenacity tracker. Before play, mark the boxes up to the Character's starting T rating.

The tracker records the Character's current Tenacity during the game.

TENACITY TEST

When a Character is required to make a Tenacity Test, roll 1D12. Roll equal to or higher than the Character's current Tenacity to pass.

The Character's current Tenacity is shown by the highest marked box on the Tenacity tracker.

FAILING A TENACITY TEST

If a Character fails a Tenacity Test and has Tenacity available, they are forced to spend 1 Tenacity.

Mark the next box on the Tenacity tracker.

The Character succeeds in the action, but their current Tenacity has increased by 1, making future Tenacity Tests harder.

At T12, a Character can no longer spend Tenacity. They may still make Tenacity Tests, but only a natural 12 will pass.

If a Character fails a Tenacity Test and cannot spend Tenacity, they Flee.

FLEEING

The Character will perform no other Actions and must spend 1 AP moving away from the enemy.

When Fleeing:

The Character must move as far away from the enemy as their Radius allows with each Move.

If the Character can reach Cover, they may move to that Cover instead.

Once in Cover and more than 8" away from all enemy Characters, they may attempt to recover Tenacity using Calm Down.

If the Character reaches a board edge, they flee the battle and are removed from play.

WHEN TO TEST TENACITY

A Character makes a Tenacity Test when required by the rules, including:

- Being attacked from behind.
- Suppression or Pinning.
- Jumping between elevated positions where the potential fall is greater than 1 level.
- Dodging an Auto-Hit Weapon, such as Plasma, Flamethrowers or Grenades.

The rule requiring the Tenacity Test determines what happens if the Character cannot spend Tenacity and the test fails.

RECOVERING TENACITY - CALM DOWN

A Character may attempt to recover Tenacity while in Cover and considered safe. A Character is considered safe when there are no enemy Characters within 8".

Calm Down must be the Character's only action performed that turn.

1 Spend 1 AP to Calm Down.

2 Roll 1D12.

3 Roll equal to or higher than the Character's current Tenacity to succeed.

4 On a success, erase 1 marked Tenacity box.

5 On a natural 12, erase 2 marked Tenacity boxes instead.

Tenacity can never be reduced below the Character's starting T rating shown in the stat bar.

EMERGENCY ACTION POINT

A Character may voluntarily spend 1 Tenacity when they need an additional Action Point.

The Character must make a Tenacity Test.

Pass: Spend 1 Tenacity and gain +1 AP.

Fail: Spend 1 Tenacity. The additional AP is not gained and the Action cannot be performed.

10 / ACTIONS

Universal Actions and rules may be used by Characters where the requirements of the Action are met.

FACING

- At the end of a Move Action, the Character may choose the direction they are facing.
- When making a Ranged Attack, the Character ends the Action facing the direction of their last shot fired.
- A Character is considered to be attacked from behind if the attacker is within the rear half of the Character's base, behind the centre line.
- Attacks made from behind the centre line cannot be Dodged or Retaliated against.

LINE OF SIGHT (LOS)

When firing, a Character must be able to draw an unobstructed line to the target they wish to fire upon.

If there is Cover between the Character and their target, see the Cover rules. If the target is

Taking Cover or Sneaking, see the Sneak rules.

Flames and smoke clouds block Line of Sight and cannot be fired through.

A Character may fire into a smoke cloud or flames, but can only hit on a result of 12 on a D12.

TAKE COVER

A Character may spend 1(AP) to Take Cover. Whilst in Cover:

- The Character must be touching the Cover.
- The Character cannot be targeted unless the attacker has 100% Line of Sight to the entire model.
- To remain in Cover, the Character may move no further than $1/2(R)$ during their Movement.
- A Character in Cover cannot Double Move.
- A Character in Cover cannot make Shooting Attacks.
- A Character in Cover cannot use Point Guard.
- If the Character is no longer touching the Cover, they are no longer considered to be in Cover.

SNEAK

A Character must first Take Cover before they can Sneak.

Whilst Sneaking, the Character follows all of the rules for Take Cover.

A Sneaking Character may move up to $1/2$ Radius (R) along the Cover without being seen.

If the Character is no longer touching the Cover, they are no longer considered to be Sneaking.

POINT GUARD

One Character per Team may spend 1(AP) each turn to enter Point Guard.

A Character on Point Guard maintains watch over their forward arc (the front half of their base, measured from the centre line).

If an enemy Character moves within this area, the Character immediately makes a single Shooting Attack against the moving target. If the Character is fired upon while on Point Guard, they immediately turn to face the direction of the attack.

Point Guard continues from the Character's new facing. Each Point Guard attack is made as a single shot.

The first attack suffers -1 to the Dice Roll to Hit.

Each additional Point Guard attack made during the same turn suffers a cumulative -1 penalty (-2, -3, -4, and so on).

A Character may enter Point Guard while Taking Cover or Sneaking, but the moment they fire they are no longer considered hidden.

A Character remains on Point Guard until they are activated and receive new orders, or another Character from the Team enters Point Guard.

Only one Character per Team may be on Point Guard at any time.

PINNING

If a Character is hit by 2 or more Shots from different Characters during the same Turn, they become Pinned.

When a Pinned Character is activated, they must make a Tenacity Test to act normally.

If the Tenacity Test is passed, the Character may act normally.

If the Tenacity Test is failed, the Character must Crawl towards Cover.

CRAWLING

Crawling costs 1(AP).

A Crawling Character may move up to 1/2 Radius (R).

If the Character is not shot at again, they may act normally on the following Turn.

INTERACTING WITH THE GAME WORLD

If a mission or scenario requires a Character to crack a safe, break into a computer, open or close a door, set a bomb, or interact with an objective, this is considered Interacting with the Game World.

Unless otherwise stated, Interacting with the Game World costs 1 AP. The Character must also pass a Tenacity Test to successfully complete the Action.

The Tenacity Test may be modified by the mission or scenario to represent the difficulty and stress of performing the Action on the battlefield.

Any additional rules or requirements will be detailed in the mission or scenario.

LAST MAN STANDING

When a Team has only one Character remaining, that Character enters Last Man Standing and is considered to be fighting for survival.

The Character is now in a Fight or Flight state, acting on instinct rather than reason. They no longer have time to think about fear or self-preservation beyond surviving the next few moments.

Tenacity can no longer be spent or used while in Last Man Standing.

The Character may now use up to 4(AP) during their activation instead of the normal limit of 2(AP).

Firing a weapon does not end the Character's phase, allowing them to continue spending any remaining Action Points until all 4(AP) have been used or the player chooses to end their phase.

11 / BULK (B)

Bulk (B) represents the physical size and mass of a Character. A normal human is Bulk 3.

Characters with Bulk 1 or 2 are harder to hit. An attacker suffers -1 to Hit when Shooting at them.

Characters with Bulk 3 or 4 receive no modifier.

Characters with Bulk 5 are easier to hit. An attacker gains +1 to Hit when Shooting at them.

FALLING

If a Character falls, determine the number of Levels they have fallen. The Character's Bulk (B) becomes the Kinetic (K) value of the attack. The number of Levels fallen determines the Injury Dice used.

Levels Fallen	Injury Dice
1	D4
2	D6
3	D8
4+	D10

Resolve the attack using the standard Injury rules.

12 / CHARACTER CREATOR

BASIC HUMAN

The Basic Rules use the following method to create the five Human Founders of a Gang.

FOUNDERS

Every Gang begins with 5 Founders.

Generate all 5 Founders when creating the Gang. At least 1 Founder must take part in every game.

If all 5 Founders fall and can no longer lead the Gang:

THE GANG DISBANDS

BASIC HUMAN CHARACTER

Stat	Basic Human
Radius (R)	4 - D12: 1 = -1 / 12 = +1
Aim (A)	2 - D12: 1 = -1 / 12 = +1
Engagement (E)	2 - D12: 1 = -1 / 12 = +1
Kinetic (K)	Bulk / 2, rounding up
Damage Resistance (DR)	1 + D3
Protection (P)	See Armour
Tenacity (T)	6 - D12: 1 = +1 / 12 = -1
Bulk (B)	1 + D3

CHARACTER SHEETS

Once a Founder has been generated, transfer the Character's completed stats to a Character Sheet.

13 / WEAPONS

BASIC WEAPONS

The Basic Armoury contains the standard ballistic weapons available for use in the Basic Rules, together with the Flamethrower Auto-Hit Weapon.

WEAPON PROFILE

Weapon profiles use:

- Attack Die - the Injury Die rolled when resolving a Hit.
- R - the Weapon's Range type.
- H - Handling.
- K - Kinetic.
- S - Shots.

SPLIT STATS

Some Weapons have a split Stat shown as X/X.

The first value is used when the Weapon is firing within its optimal Range. The second value is used at all other Ranges.

For example, a Weapon with H +1/-1 uses H +1 at its optimal Range and H -1 at all other Ranges.

BASIC BALLISTIC WEAPONS

Weapon	Attack Die	R	H	K	S
Pistol	D4	S	0	2/1	1
Rifle	D6	M	0	1	3
Shotgun	D6	S	+1/-1	2/1	1
Heavy Rifle: Rapid	D6	S	-1/-2	2	6
Long Rifle: Scoped	D8	L	0	2	1

CLOSE COMBAT WEAPONS

Close Combat Weapons are represented by generic weapon types. All Close Combat Weapons add their Kinetic (K) to the Character's Kinetic.

Weapon	Attack Die	R	H	K	S
Hands	D4	CC	0	0	1
Blunt	D6	CC	-1	+3	2
Blade	D8	CC	0	+2	3

RANGE MODIFIERS

Weapon Range	Short <=8"	Medium >8-16"	Long >16"
Short (S)	Normal	-1	-2
Medium (M)	-1	Normal	-1
Long (L)	-2	-1	Normal

WEAPON SPECIAL RULES

BLUNT - KNOCK OUT

Knock Out: After the fight, roll 1D12. On a 12, the losing Character is Knocked Out for the next Turn.

SHOTGUN - KNOCK BACK

Knock Back: Knock the target back D4 directly away from the shooter.

HEAVY RIFLES

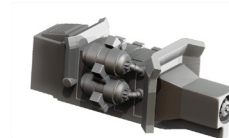
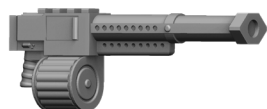
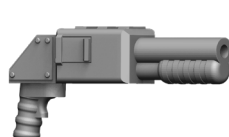
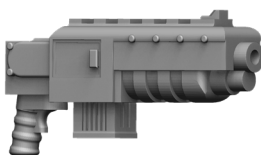
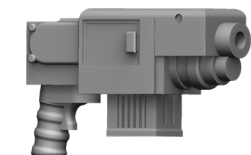
Both Heavy / Long Rifles must be Supported and cost 2(AP) to fire.

HEAVY RIFLE: RAPID

Suppression: Area Denial. No one can enter the zone. Anyone in it is automatically Pinned.

LONG RIFLE: SCOPED

Any shot at Range L gains +1 to Hit.



AUTO-HIT WEAPONS

Auto-Hit Weapons do not make a normal roll to Hit.

All Auto-Hit Weapons in the Basic Rules have a maximum range of 8". When fired, the attack is always measured as if it were travelling the full 8", even if a target or obstruction would stop the attack before that point. The attack stops at the first target or obstruction in its path. Roll 4D12 when the Weapon is fired.

- 1 natural 1: reduce the attack distance by 2".
 - 2 natural 1s: reduce the attack distance by 4".
 - 3 natural 1s: reduce the attack distance by 6".
 - 4 natural 1s: centre the Weapon's area of effect on the firing Character.
- Range reduction is always measured back from the full 8" firing distance.

FLAMETHROWER

The Flamethrower uses a D8 Attack Die and a 3" diameter area of effect. The Flamethrower is a Rare

Main Weapon and costs 2(AP) to fire.

Fire the Flamethrower directly away from the firing Character. The attack travels towards its maximum 8" range unless the first target or obstruction in its path stops it.

Resolve its firing distance using the Auto-Hit Weapon rules.

FLAMETHROWER - DENIAL ZONE

After the Flamethrower attack is resolved, the affected 3" area remains a Denial Zone.

At the start of each following Turn, roll 1D12 for the Denial Zone. On a 1, the Denial Zone ends.

For each Turn the Denial Zone continues to burn, apply a cumulative -1 to this roll.

WEAPON TYPES

Weapons are divided into Main Weapons and Side Arms.

MAIN WEAPONS

- Pistol
- Rifle
- Shotgun
- Heavy Rifle: Rapid
- Long Rifle: Scoped
- Flamethrower

SIDE ARMS

- Pistol
- Hands
- Blunt
- Blade

All Close Combat Weapons are Side Arms.

RARE WEAPONS

Flamethrowers and Heavy / Long Rifles are RARE.

A Gang may field only one Rare Weapon in a game.

Rare Weapons are always Main Weapons.

All Rare Weapons cost 2(AP) to fire.

14 / ARMOUR

ARMOURYARMOUR

ARMOUR

Armour has to be purchased.

No Character starts with Armour.

BUILD YOUR WORLD

Play the game, see how it goes, and then when you start to build your world, find the Armour, make

a deal and see what it costs your people.