

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

ROAD WARRIORS

Post Apocalyptic Skirmish for No Limits

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These rules introduce small gangs and their continuing struggle to control their turf and see off rival gangs. Road Warriors uses the No Limits core rules but expands certain areas providing a more detailed skirmish level environment. Campaign rules are included to allow a gang to evolve from game to game

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

New Rules for No Limits

The Bottle Check

Whenever a Gang goes down below 50% of its starting strength, then it is time for the Gang Leader to roll a bottle check. In order to do so, then he must simply roll a normal CO check at the beginning of the turn. If this fails, then his gang scampers off and the game ends. If this succeeds, then the game continues for another turn.

If the Gang Leader is out, then the bottle check is taken by the unit with the lowest CO in the gang.

Pinning

If a ganger was hit, but not injured by the attack, then he must roll a CO check. If he succeeds then nothing further happens. If he fails, then he's Pinned. At the beginning of the units next activation, roll an unmodified CO check. If successful, then the unit is no longer pinned and may function normally. If failed, then the unit suffers -1 RA/CC and has half its AC rounded down. It is still Pinned.

Going Down

Once a unit has been hit and lost its last wound, then you must roll a Toughness check. If this fails, then the model is out and is removed from the game. If this succeeds then the model is put face down and has 3 AC until his next activation where he may attempt to recover by rolling another Toughness check. If he rolls a Natural 1 on this check, then he's still fighting, however, he has a -1 RA and CC modifier.

Do note that the model must still roll a normal CO check, if he's wounded, and may flee the battle instead.

Falling Down

Units who went down or was knocked prone within 1" of a ledge, or units who failed a jump, will fall and take an automatic hit of a DAM 1 per 2" fallen. Thus, at 4" the DAM equals 2 and so forth.

Note that there's no maximum to this.

One figure at a time

You may only activate one ganger at a time. Once all gangers have been activated a new turn begins.

New Critical

Whenever you roll a natural 1 on the die to hit, then you do not automatically ignore armour. Instead, you have hit a weak point in the enemy and therefore you add +1 ST to your attack.

Ammo Check

Whenever you roll a natural 10, then the attack made a complete miss, dud or otherwise had absolutely no effect. Therefore you must roll an ammo check, 1d10 and roll below the weapons Ammo. If failed, then you have run out of ammo and the weapon cannot be used any more during that game. If you fumble, then the weapon is destroyed and removed from the game. Some weapons fumbles on a roll of 9-10.

Reload

Some weapons will have a special ability called "Reload". Whenever a weapon with this ability has fired, then place a small marker next to it. As soon as possible it then needs to spend 4 AC on reloading the weapon before it's able to fire. I.e., the weapon can only be fired every other turn.

Hold

Weapons with a ROF of 2+ will have half their ROF, rounded down, when they're shooting on hold.

Mercy Kill

If a ganger ever gets into base-to-base contact with an enemy figure which is Down, then he's allowed to execute that model by using either a shooting or close combat attack, without having to roll for the attack. The executed model is considered out of action and thus removed from the game.

Wounding Hit

You score a wounding hit each time you wound. This means that if a unit went down, and was wounded once more, then it would still count as a wounding hit, often netting you +5 EXP.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

New Vehicle Rules

Here follows the new vehicle rules for use with Road Warriors.

Vehicle Stats

A vehicle will have the following stats: Acceleration (**ACC**), Brake (**BRK**), Armour (**AR**), Protection (**PR**), Wounds (**W**), Handling (**HA**) and Max Speed (**MS**).

Acceleration and **Brake** indicates how much the vehicle may alter its speed up and down. It's a two-digit number, with the first value being the number of inches that you alter the speed with, and then how many AC's it will cost you to alter the speed.

Armour and **Protection** are how much, well, protection the vehicle offers to its passengers. Armour is used when the vehicle itself is attacked and is similar to Toughness (see later) whilst Protection is used when the driver or anybody onboard is hit as an Armour Save.

Wounds for vehicles work just as for any other unit in the game. However, per each point of wounds lost during the game, you must subtract 1 from its Handling stat. Once the final wound has been removed from the Vehicle, then you must roll on the vehicle critical damage. Do note that vehicles, unlike gangers, do *not* regain wounds automatically in the post game phase.

Handling is a special modifier a ganger receives whenever he attempts to manoeuvre the vehicle. These are not for mundane manoeuvres but reserved for bootlegger turns, brake slams and for regaining control of the vehicle if it should start to spin out of control. The CO of the driver is used for handling checks

Max Speed is the absolute maximum value in inches that a vehicle may move during a turn.

Vehicle on Hold

Vehicles and their crew cannot go on hold at all.

Vehicle Firing

Vehicles do not fire all weapons. Each crew may fire one weapon per activation.

Vehicles:

Bike

ACC	BRK	AR	PR	W	HA	MS
4/3	5/3	6	-	4	+1	30

Space: 3

Cost: 65

Open Topped

Normal Car

ACC	BRK	AR	PR	W	HA	MS
4/4	4/4	7	-	5	-	25

Space: 7

Cost: 90

Large Car

ACC	BRK	AR	PR	W	HA	MS
4/5	4/5	7	+1	6	-1	15

Space: 11

Cost: 180

Pick Up Truck

ACC	BRK	AR	PR	W	HA	MS
3/4	5/4	6	-	5	-	20

Space: 9

Cost: 120

Open Topped

Big Rig

ACC	BRK	AR	PR	W	HA	MS
4/5	4/5	8	+1	7	-1	15

Space: 20

Cost: 250

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Vehicle Movement

Vehicles start the game at a speed of 0, although if you have access to the Highway territory you may deploy a vehicle with its current speed at up to it's acc.

All vehicles work by using a special Spill over Speed (SOS), a measure of the vehicles current speed.

At the beginning of each Vehicle's activation, look up it's SOS. This is how many Inches the Vehicle MUST move before any alterations to speed can be made. The vehicle in question then moves directly forward for a certain number of inches, until it is allowed to turn as per the Turning Table below, and does not finish its move until it has moved all of its SOS.

If you accelerate a vehicle, once it has moved, then you may move the vehicle up to it's ACC worth of inches forward as a normal move, performing turns according to the SOS Turn chart by it's new speed. The UC for these are deducted from the drivers AC.

The same goes for braking, however, the vehicle will stay at the same spot, with the same facing. This is primarily used to slow down a vehicle at high speeds. The UC for this is deducted from the drivers AC.

Turning Table

SOS	Turn Allowed Per Each:	HA
1-6	2" Forward Move	+1
7-12	3" Forward Move	+0
13-18	4" Forward Move	-1
19-24	5" Forward Move	-2
25+	6" Forward Move	-3

Moving through Terrain

A vehicle must roll a Handling check per 2" moved through terrain if its SOS exceeds 6. Other than that, vehicles counts rough terrain in the same fashion as all other units, namely half movement to pass through.

Driving a Vehicle

The Driver (or Gunner if such is present) may activate and spend actions at any point during the Vehicle's movement. The only

thing that is not allowed during the SOS move is the alteration of speed.

Hitting Stuff and taking Wounds

If a vehicle hits someone along its path, the unit is automatically hit. Units on foot however have a chance to move out of the way by rolling a CC Check modified by the Roadkill Table below:

SOS	5-6	7-8	9-10	11-12	13-14	15+
CC	-1	-2	-3	-4	-5	-6

If the unit in question, and on foot, makes the check, then move it to the side of the vehicle and continue the vehicles activation.

If unsuccessful then the unit is hit by an attack with Strength equalling to half the Wounds of the Vehicle (rounded down), plus 1 point per 4 points of SOS. The vehicle takes no harm if hitting a person and does not go out of control.

If a vehicle hits another vehicle then they will both take damage, with both of them using the same method as above to calculate their respective damage to each other.

If a vehicle hits a solid object, like a wall, rock or anything like that then it will take damage as if it hit itself.

The damage of this attack, i.e. the number of wounds dealt, is calculated by taking half the vehicles total SOS (rounding down). This is the number of wounds lost by the opponent. In the case of vehicle on vehicle impact, this will have a serious impact on both vehicles, as a faster vehicle will give more damage than it might receive.

The SOS is reduced by ½ if the vehicle hits someone and it automatically goes out of control. It comes to a full stop if it hits another vehicle or a solid object.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Bike Collision

If a bike collides with a solid object or another vehicle, then the driver will fly up to 1d10" directly forward, and will be subject to the same type of damage caused by the actual ram itself. Thus, bike collisions are very deadly.

Swipes

If a vehicle moves next to an opponent, then it may engage in close combat – counting as charging - during its SOS move.

To do so, simply pay the UC for any attack you wish to make with the unit and then act out a normal CC attack.

Once the attack has been completed, then the Vehicle must move on. Each additional targets are at -1 to hit for the driver/gunner/passenger of the vehicle.

Special Manoeuvres

A vehicle is allowed to perform special Manoeuvres during its SOS, however these will deduct any AC from the driver accordingly. They are performed at any point during the vehicles movement and require a handling check at certain penalties.

Bootlegger Reverse: UC 6, HA -3

The vehicle moves forward up to half it's current SOS and if the handling was successful then it may now perform a 180-degree turn and come to a full stop. If failed, it goes out of control.

Tight Turn: UC 2, HA -1

The vehicle is allowed to perform a 90-degree turn to either side instead of its normal turn of 45 degrees. If failed then the vehicle goes out of control.

Full Stop: UC 5, HA -2

The vehicle is allowed to perform emergency braking at the beginning of its activation. If successful then the vehicle deducts double it's BRK. If failed, it moves half SOS and then goes out of control.

Swerve: UC 4, HA -2

The vehicle is allowed to swerve side-to-side in order to make it a difficult target. If failed, then the vehicle goes out of control. If

successful, then the vehicle has *Dodge* for that turn.

Going out of control

Whenever a vehicle goes out of control due to Failing a Handling check, then you must do as follows.

Roll 1d10 as per scatter; this is the direction in which the vehicle will go out of control to, reading the numbers rolled on the dice as inches.

The number rolled is then equal to half if the SOS is below or exactly 12" and to full if travelling above 12".

Next, you roll a facing die, as a normal scatter die, turn the vehicle to face its new facing.

Each Going out of Control roll will reduce the SOS of the vehicle by double its BRK value. If the vehicle still has any SOS left over, then the driver must perform a Handling check, with a penalty equal to its current SOS as per the turning table.

If failed, the vehicle goes out of control once again.

If successful the vehicle has come to a full stop. Once the vehicle has no more SOS or comes to a stop by other means (such as hitting a solid object or another vehicle) then the driver, assuming he's still alive, regains control.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

The Driver becomes Pinned or Wounded

If the driver becomes pinned during the turn, then he can still keep on driving but may not do anything else other than altering the vehicles speed.

If the driver becomes wounded, then the vehicle automatically goes out of control. However, in the case of a gunner being present in the vehicle, then he may attempt to gain control of the vehicle, rolling a CO check modified by the SOS Turning Table Handling Modifier. If this check is failed then the Vehicle Goes out of Control.

If this check succeeds on the other hand; then the vehicle may not alter its speed, nor may it perform any manoeuvres. The gunner is more than busy with just steering the vehicle. In the following turn, roll another CO check. If successful, then the Gunner changes place with the Driver and may now attempt to drive the vehicle as a normal driver.

Vehicle Combat

Vehicles will sometimes have a gunner attached to them to try and give some, and most often the opponent will try to blast them all to kingdom come.

Gunners

Gunners are allowed to take any action during the vehicles movement or after the vehicle have moved. Therefore, units designated as gunners may activate simultaneously with the vehicle and spend ACs at any point during the vehicles activation or may act before or after the vehicle has moved. Normally this will enable him to shoot any mounted weapons or his own personal weapons.

In order for a unit to count as a Gunner, then there must be a mounted weapon for the unit to use. Thus each mounted weapon allows for one Gunner.

Passengers

Passengers are only allowed to fire their weapons, if the vehicle is *open topped*. If the vehicle is not open topped then they are not allowed to fire their weapons. They may only

fire once the vehicle has been activated or before the vehicles activation but not during.

Shooting from Vehicles

Shooting is done as per the normal shooting rules with the following exceptions:

Firing Arcs

Mounted weapons will have various arcs from which they may fire. Consult the No Limits rulebook for a full explanation of Firing Arcs. In Road Warriors, the following Arcs can be used:

Fixed Forward

Directly in front of the vehicle, in a 2" wide corridor, measured out to each side from the centre of the vehicle.

Fire Arc (Front, Left, Right, Rear)

This is a standard 90° Firing Arc to one of the designated sides of the vehicles.

Swivel Mounted (Front, Left, Right, Rear)

This is an 180° Firing arc, to any of the sides of the vehicle.

Turret Mounted

This is the most expensive and also the most versatile form of mounting weapons. The firing arc is 360° all around the vehicle.

Bumpy Rides

In addition to all of the normal RA modifiers when shooting, then there's the thing about vehicles being unstable platforms.

For each 10" then the Gunner subtracts -1 RA when firing a mounted weapon.

Passengers, firing from an open topped vehicle, will subtract -2 RA for each 10"

And finally; drivers firing a mounted weapon suffers an additional -1 RA.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Taking Damage

Whenever a vehicle takes damage, then the opponent must declare if he's trying to hit the crew or the vehicle. If he attempts to hit the crew then he receives a -2 modifier for bike or *open-topped* attacks and a -4 for all other vehicles. Template weapons will hit *both* the vehicle and the crew.

Passengers are included in the crew and the opponent may select exactly which crewmember he wants to shoot.

If a crewmember is hit, then the crewmember adds the PR of the vehicle to his Toughness.

If the vehicle is hit, then deduct any PM from the vehicles armour before rolling on the damage table. The AR value of the vehicle is readily modifiable and therefore even AR 12+ vehicles can be wounded, if using sufficient firepower.

Now use the total AR of the vehicle as you would any other units Toughness rating. This is then the number required to wound the vehicle.

Loosing Wounds

As soon as a vehicle has lost its last wound then you must roll on the following injury table. Once all wounds are lost the vehicle becomes immobilized. An immobilized vehicle may still fire.

1d100	Effect
100-90	<i>Dead:</i> The vehicle explodes in a rather spectacular fashion. Its template size is 3" and the ST of the attack is 10. The vehicle cannot be repaired.
89-85	<i>Multiple Injuries:</i> Roll twice on the table, rerolling results of 100-90, 59-35 and any result lower than 15.
84-80	<i>Chassis Hit:</i> The vehicle lowers its wounds by one. If this brings the stat below zero, then the vehicle is completely wrecked.
79-75	<i>Accelerator</i> The first ACC digit of the vehicle is reduced by one. If this was the Vehicles last point of ACC, then it cannot drive any more.
74-70	<i>Plating</i> The vehicle loses one point of AR. This value cannot go below zero.
69-65	<i>Quirk:</i> The vehicle gains the Confused Trait.
64-60	<i>Blown Suspension:</i> Any person attempting to shoot from the vehicle receives a -1 RA modifier. If this totals a -5 RA, then the vehicle can no longer move.
59-35	<i>Gone out:</i> The unit takes no further harm.
34-30	<i>Faulty Brakes:</i> The first BRK digit of the vehicle is reduced by one. If this reduces the BRK of the vehicle to zero then it cannot run anymore.
29-25	<i>Jammed Steering:</i> The HA of the vehicle goes down by one. If this reduces the HA to -5 then the vehicle is locked and cannot run anymore.
24-20	<i>Come On You Piece Of S...:</i> Roll 1d10 before each battle. On the roll of 10, then the vehicle will not work and cannot partake in the battle.
19-15	<i>Armour Weakened:</i> Reduce the PR of the vehicle by one.
14-10	<i>Clunk:</i> A Random upgrade mounted on the vehicle has been destroyed and is removed from your roster. If none are present treat as 59-35.
9-5	<i>Shaky Engine:</i> If moving at top speed roll 1d10. On the roll of 9-10 then the engine stops and the vehicle goes out of control
4-1	<i>Destroyed weapon:</i> A random weapon, mounted on the vehicle is destroyed and removed from your roster. If none are present, treat as 59-35

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Spaces

Each vehicle will have a number of spaces equal to their size. Space is used to determine the available space for crew on the vehicle as well as any equipment fittings.

For example; a truck with a Swivel mounted Machine Gun will use 3 spaces on mounting this weapon. This will leave it with 4 spaces for crew, or perhaps some other type of weapon mounts.

Space is a rough estimation of the weight as well as the actual size of the mount. You may overload a vehicle, reducing its ACC and HA by 1 per 1 space you decide to cram into the vehicle, up to a maximum of 3 extra spaces.

Vehicle Weapons

A vehicle might, at some point during a campaign, be fitted with many sorts of weapons. In order to do so, simply follow the following rules.

All of the ways of mounting a weapon will have additional costs, not only in terms of caps, but also in the spaces available on the vehicle. For ease of reference here are the costs as well as the loss of space:

Type	Cost	Space
Fixed Forward	-	+0
90 degree arc	+50	+1
Swivel	+100	+2
Turret	+200	+3

A Bike may not have any other type of mounting than the Fixed Forward option.

Assigned Crew

Each driver, gunner and passenger takes one space to fit on a vehicle.

Vehicles in Campaigns

Like any of your other units, then vehicles can also partake in a campaign and gain upgrades, injuries and be repaired. And like your other units, a vehicle also needs to be fed during the post game phase.

Repairs and Scrapping

Like your normal units, then vehicular units regain any or all of their lost wounds during the Post Game phase. And like Units, then they do tend to become permanently damaged during the campaigns. When this happens you have the following options at your disposal:

Do-It-Yourself

Once per Post Game Phase then you may assign a unit with the Grease Monkey skill to attempt to repair a vehicle by rolling a CO check. This check is modified as follows:

- - 1 CO per each additional "wound" the vehicle has.
- - 1 CO if the damage is stacked (i.e. two results of "Jammed Steering" would grant you a -1 CO).

If the check was successful, then one injury has been removed. If failed, then nothing further happens. If fumbled however, then roll on the injury table, ignoring results from 100 – 85.

Going to Bartertown

Instead of the DIY method listed above, you can then, once per Post Game Phase, assign a unit to drag the Car to any Bartertown and ask for the local Grease Monkey to do the job for you.

It works in exactly the same way as the DIY method, with the same modifiers but with a significant difference: a higher price tag!

The local Grease Monkey starts out with a CO of 5, and a cost of 30 caps. Per each +1 CO, add +10 to the price-tag of the repair roll.

Then follow the procedure as listed above. If you roll a critical success, however, the Grease Monkey will fix two injuries for the price of one!

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Scrapping a Vehicle

If you choose to sell a vehicle at any point, or have been forced to by a roll on the damage table, then it's scrap value is equal to half it's starting value. You may salvage all equipment and weapons, which you have attached to the vehicle prior to selling it, adding them to your equipment pool.

Income and Vehicles

A Vehicle will set you back a number of caps equal to its original number of spaces. This accounts for fuel, fine-tuning, reloading and all the extra details that go into preserving a fine tuned machine.

Targeting Computers on Vehicles

Although no vehicle can start out with this equipment at the beginning of a campaign, then they can be purchased by visiting either the Civilised or the Vault trading posts; although it's more likely that you'll be able to get your hands on one at the Vault rather than out in the wastes.

A Targeting Computer may be added to a single mounted weapon onboard a vehicle, regardless of the weapons type or mounting. Once mounted, the Targeting Computer substitutes any gunner present. There is a manual override in case you want a gunner to fire the weapon on its own accord. In this case, then the rules for firing the weapon are worked out normally.

A Targeting Computer is rated as follows:

- Basic; RA: 2
- Advanced; RA: 3
- Complex; RA: 4

Whenever a vehicle is activated, then the Targeting Computer is allowed to fire its weapon at a target within the weapons reach, using the above Ranged Attack value for the attack.

It is important to note that you may fire all weapons, hooked up with a Targeting Computer, during the vehicles activation. This means that the driver – or maybe even a gunner – is free to do whatever they want to do; like shooting their own weapon, driving or trying to recover from pinning.

Do note that the Targeting Computer will keep on working and will keep on firing even if the vehicle is immobilized and abandoned during the game.

Any level of Targeting Computer takes up 1 Space on any given vehicle.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Setting up a Campaign Game

In order to set up a campaign game of Road Warriors, you will need to find around three or four other likeminded individuals to play the campaign. There are a multitude of modifications as to how you actually run the campaign – many of which are outlined later on in this document. But throughout these rules, it is assumed that you follow the standard Fast and Dirty campaign method.

The Fast and Dirty Campaign Method

In this mode, then each player creates a gang of their own device and plays a series of games, stopping when either one gang consists of primarily Legendary units, or after a set number of battles.

It is suggested that the campaign plays out in such a way that each gang must meet each other at least once before they can fight an old rival again. Thus, Gang A has to fight Gang C before it can fight Gang B once more. Of course, this depends highly on the frequency of your gaming group but it is the fairest method of campaigning.

Each Campaign turn, for each gang, is split up into three different parts.

The Pre Game Phase

In this phase, players meet and greet and roll for their gangs scenario; set up terrain and deploy their forces – allowing for both sides to get a general overview of the forces in question.

The Game Phase

This is the actual gaming phase, and during this phase players must note the EXP of each of their units during the game but otherwise simply just focus on having fun and playing the actual game.

The Post Game Phase

And finally, during this phase, the gangs work out their EXP income, the injuries and all the other things that needs to be done following a game. Once this phase is completed, with witnesses, then the gang is ready to fight one more. Thus ends the Campaign turn.

Purchasing a Gang

Each gang starts out with 1000 bottle-caps (caps for short) for which a player may purchase a gang as well as their starting equipment. The following rules apply for gang creation:

- Minimum 3 Fighters (at least 3 figures in a gang)
- One Leader, no more, no less
- Up to three Special Weapons may be fielded by units.
- As many Gangers as you want to
- No more than half a gang can be made up of Newbs.
- Any number of vehicles as well as any number of vehicle special weapons.

Gang Leader: 110 caps

AC	RA	CC	ST	T	W	CO	AR
8	4	4	3	3	1	6	-

Special Rule: Leader; any friendly model within 6" may substitute their CO for that of the leader's.

Weapons: Close Combat, Pistol, Rifle, Grenades.

Ganger: 50 caps

AC	RA	CC	ST	T	W	CO	AR
8	3	3	3	3	1	5	-

Weapons: Close Combat, Pistol, Rifle, Grenades, (Special)

Newb: 20 caps

AC	RA	CC	ST	T	W	CO	AR
8	2	2	3	3	1	4	-

Weapons: Close Combat, Pistol, Grenades

Once you have purchased your units, then it's time to arm them with weapons from the allowed lists according to your *gang trait* if any.

In any case only 1 Ganger starts out with the Special Weapon trait. Other gangers must learn the skill during the campaign.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Gang Creation Price List

In the following there is a list of stuff that each gang, depending on their gang trait, may purchase from the start. Do note that much of this equipment isn't easily available to gangs once the campaign starts, so if you want rare items it is suggested that you buy them while you can.

A Ganger can carry up to the following:

Up to two Close Combat Weapons
Up to two Pistols
Up to one Rifle or Special Weapon
Up to one Grenade

Starting Equipment

Close Combat

Sword (10), Large Sword (15), Punch Dagger (20), Spear (20)

Pistols

SMG (25), Mini-SMG (20), Pistol (12), Zip-Gun (5), Crossbow (9)

Rifles

Hunting Rifle (30), Sawed-Off Shotgun (20), Shotgun (25), Blunderbuss (20), Musket (15), Tranquilizer (35)

Special

Spear Gun (25), Machine Gun (120), Grenade Launcher (70)

Grenades

Frag (40), Smoke (15)

Vehicles

Bike (65), Normal Car (90), Large Car (180), Pickup (120)

- Upgrades

Armour Plates (80), Seat Belts (30), Spear Gun (25), Machine Gun (120), Any Mounting,

Stuff

Pellets (20), Slugs (20), Masks (40), Tool Kit (50), Medic Pack (40), Padded Armour (30), Shield (15)

Gang Experience and Rating

After each scenario, each ganger will have learned a couple of new tricks which will allow him to improve his aim or similar. This also means that your gang slowly progresses to become a force to reckon with. In the following the effects of experience and the Gang Rating are explained.

Unit and Gang Threat Rating

As shown below, each unit in your gang will have a certain Threat rating depending on their relative worth as warriors. This rating is there to help you judge just how well off your gang is. Also, the purpose of the table is to show when a unit gains an upgrade.

EXP	Rank	Threat
0-4	Newb	5
5-10	-	10
11-15	-	15
16-25	-	20
26-35	Ganger	25
36-45	-	35
46-55	-	45
56-65	-	55
66-85	-	65
86-100	-	75
101-130	Leader	90
131-160	-	105
161-190	-	120
191-220	-	135
221-250	-	150
251-280	-	165
281-310	-	180
311-340	-	195
341-370	-	205
371-400	Legendary	220

Newbies start out with *0 EXP*. As soon as they earn 26 EXP then they become gangers, but retain their stats.

Gangers start out with *26+1d3 EXP*.

Leaders start out with *101+1d6 EXP*.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Gaining Experience

Whenever a unit climbs the ladder on the Threat rating, the ganger must upgrade by rolling on the following table:

2d10	Effect
2-3	The unit gains +1 AC
4-5	The unit gains +1 W
6-8	The unit rolls on skill table
9-10	The unit receives +1 RA
11-12	The unit receives +1 CO
13-14	The unit receives +1 CC
14-16	The unit rolls on skill table
17-18	The unit gains +1 T
19-20	The unit gains +1 ST

A unit may not increase its profile beyond the following maximum:

Maximum Statistics							
AC	RA	CC	ST	T	W	CO	AR
12	7	7	7	7	3	8	-

Therefore, if you roll an upgrade, which you cannot use, simply re-roll until you gain an upgrade that you can use.

If you roll a "rolls on skill table", then you must roll 1d10 for each type of unit that may receive a skill. If you roll equal to or below the number given below then you may pick any skill table to roll on. If you roll above then you must roll for which skill table the unit gains access to as well as roll for the skill itself.

Newbs – 3 or less

Gangers – 6 or less

Leaders – 9 or less

Note that a roll of 9-10 to find the skill table to roll on allows you to choose which skill set you want; either Weird or Vehicle.

Threat Rating

The Gangs Threat Rating is equal to the following:

$$\begin{aligned} & \text{All Units Cost, Including Weapons and} \\ & \text{Equipment} \\ & + \\ & \text{Each Units Threat Rating} \\ & + \\ & \text{Each Vehicles Cost, Including Weapons and} \\ & \text{Equipment} \\ & = \\ & \text{The Gangs Threat Rating} \end{aligned}$$

Per each 50 points of Gang Rating difference, then the gang with the lower Gang Rating gains +1 EXP when winning. If there's a difference of 100 then they will gain +2 EXP for winning and +1 EXP for losing. This will increase per 50 points there after.

Mercenaries and Threat Rating

Mercenaries add their Upkeep cost to the Threat Rating, not their Recruitment Cost.

Starting Territories

Each gang will start with 4 Territories from which they will earn their pay. Each gang therefore, in front of another player in the campaign, then rolls for their 4 territories on the Territories chart which can be found in the Post Game Phase section.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

1-2 Agility Skills

1 Dodge –

Any unit that attacks a unit with this skill will have a -1 CC and RA modifier on top of all other Modifiers. This skill has no effect against template weapons.

2 Jump Up –

Unit does not use any Actions on getting up should it have fallen or have been knocked down during the turn.

3 Leap –

Unit may jump by spending 6 actions on doing so. The distance travelled is D10+5" in a direction specified by the player. The full distance must be moved, and any intervening obstacles, no higher than 2" may be crossed. If the unit enters base-to-base contact with any unit, treat it as a charge with that unit.

4 Cat Fall –

If the unit be unfortunate enough to fall down, then it will only take half damage (rounded down) from falling.

5 Quick Move –

Unit may move 1½" per each action spent on moving.

6 Infiltrate –

Unit may be set up after all other units have been set up. It must then be deployed anywhere on the board, outside of LOS to enemy units and no closer than 20" on enemy units.

7 Agile –

Unit may move across any obstacle no taller than 1½", without using any additional actions on doing so.

8 Dexterity –

Reduce cost of Close Combat UC by 1.

9 Sure Footed –

Ignores Rough Terrain penalties when unit moves through it.

10 Pistolero –

May use pistols in close combat, using his CC skill

3-4 Combat Skills

1 Parry –

The unit may attempt to parry any close combat attacks made against it. To do so, then the unit must roll below the opponents die roll. Failure means that the unit was hit, and success means that the unit avoids being hit.

2 Blood Lust –

The unit may make an additional follow up move of 2", meaning that it is allowed two follow up moves per activation.

3 Mighty Blow –

When this unit rolls 1-3, when attempting to hit an opponent in close combat, then the roll counts as a critical success, adding +1 ST to the attack.

4 Determined –

A unit with this skill may re-roll a missed to hit die roll when in close combat. The second result stands. Cannot be used in conjunction with ROA 2+ weapons, nor is it allowed to re-roll a fumble.

5 Find Weakness –

The unit, when making close combat attacks, always counts as having +1 PM.

6 Frenzy –

The unit, when making close combat attacks, always counts as having +1 ROA.

7 Ferocious –

The unit, when charging into combat, adds an additional +1 ST and +1 CC.

8 Killer Rep –

The unit gains the Fear (1) trait.

9 True Grit –

The unit is allowed to Re-roll a failed pinning check per turn. The second result stands.

10 Tough –

The unit has +1 T, which may go above the normal maximum, when rolling for Going Down.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

5-6 Shooting Skills

1 Two Gun Fighter –

The unit may use two equipped pistols as a single attack when shooting.

2 Hip Shooter –

The unit gains +2 when running and shooting.

3 Marksman –

The unit is allowed a single re-roll if it failed to hit when making a ranged attack. The second result stands.

4 Bulls Eye –

When this unit removes the last wound of an opponent, that opponent then has -1 T to when rolling for going down.

5 Stability –

Unit with this skill can never be knocked prone.

6 Firing Drill –

If the unit doesn't move, and has the actions for it, then it may fire any ROF 1 Pistol or Rifle Weapon twice during its activation. This may be combined with the Two Gun Fighter Skill.

7 Level Headed –

When on hold, then the unit has as many AC's as when he went on hold.

8 Thumper –

The unit receives No Indirect Fire penalty when firing weapons indirectly.

9 Dead Eye –

When the unit makes a ranged attack with a ROA 1 weapon, then it automatically gains +1 PM for its attack.

10 Steady Hands –

The unit may aim a Special Weapon, even those with a ROA of 2+.

7-8 Leadership Skills

1 Boom Voice –

The Leader range is increased to 12"

2 Haggle –

Increase or Decrease a Trade Table Result by up to +/- 10% once per Post Game Phase.

3 Steadfast –

The unit roll 2d10 and pick better when rolling on the Panic table.

4 Iron Will –

The unit may Reroll the Bottle Check

5 Team Work –

Ganging up bonus becomes cumulative for this unit.

6 Linked Activation –

May activate any inactivated friendly ganger within Leader Range. These two units then act simultaneously. If you do not have the Leader Skill, then you may only activate a ganger within 3".

7 Leader –

The unit, if the leader is down, assumes command of the gang. Note that this will unlock other leadership skills.

8 Proud –

The unit may ignore a failed CO check once per game.

9 Heroic Rush –

The unit may, once per game, gain +1d3 AC for one turn.

10 High Morale –

The unit rolls 2d10 for all CO checks that it has to make and chooses the better of the rolls.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

9-10 Weird Skills

1 Medic –

A unit, with this skill allows for a single re-roll to any ganger – including itself – when rolling for Serious Injuries. The second roll stands.

2 Armourer –

The unit is allowed to roll a CO check during the Pre-Game Phase. If successful then the gang has +1 Ammo for that game only.

3 Fixer –

The unit may re-roll once on any Variable Price during the Post Game Phase.

4 Specialist –

The unit may now use special weapons.

5 Weapon Smith –

The unit may re-roll a failed Ammo check once per game. The second result stands. It cannot re-roll for other units than itself.

6 Lucky –

The unit gains a single re-roll for any die roll once per match.

7 Drug Dealer –

The unit has access to drugs and can sell these for 1d6 caps once per Post Game Phase. This also allows for purchase of cheaper drugs, decreasing the price by 1d3 caps per unit with this skill.

8 Scout –

Each unit with this ability in the gang allows for a +1 or -1 when rolling for scenarios in the Pre Game Phase, up to a maximum of 3 scouts. If a fourth scout skill is gained by the gang, re-roll that result.

9 Looter –

The unit may attempt to loot fallen enemies. He can only attempt one loot per Post Game Phase. In order to loot, simply roll a CO check with a -2 modifier. If successful then he has looted 1d3 items from the injured.

10 Scavenger –

The unit can scavenge 1d10 worth of caps during the post game phase, if it wasn't injured or down at the end of the game.

9-10 Vehicle Skills

1 Gunning –

The model may add 1d6 to the vehicles ACC once per game for a single turn. The unit may not go over the vehicles MS by using this skill.

2 Stocky Driver –

The unit adds +2 to his Handling check when involved in a Goes out of Control.

3 One Hand Driver –

The model may Accelerate and shoot as per the "Running and Shooting" rules from No Limits.

4 Wrecker –

The model, when hitting another vehicle or a solid object, takes 1 point less damage from the hit.

5 Racing Driver –

The unit ignores the HA modifier for performing the Tight Turn manoeuvre.

6 Grease Monkey –

The unit is allowed to repair a vehicle suffering for permanent injuries during the Post-Game Phase.

7 Gunner –

The model receives a +1 modifier for shooting a weapon mounted on a vehicle.

8 Dodger –

The model does not receive the normal -2 HA modifier for attempting to Swerve a vehicle.

9 Pack Mule –

Each unit with this skill, who's assigned to a vehicle, increases the Space on the vehicle to which the unit is assigned, by 1.

10 Rigger –

The ganger is used to driving vehicles that are overloaded and count the overload one better than it is. Thus being overloaded by 3 only adds -1 HA and ACC to the vehicle with this unit assigned to it.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

The Pre Game Phase

The Pre Game Phase, unlike the other phases, is rather short. During this phase, one of the players – usually the one with the lowest Threat Rating rolls on the Scenario Table below to see what type of scenario the two gangs are going to play.

Scenarios

The player with the lower gang rating must roll on the following table to determine the scenario. It is during this step that any Scenario Die Roll Modifiers may be used.

2d10	Scenario
2	Higher Gang Rating Decides
3	Lower Gang Rating Decides
4-5	Road War / Turf War
6-8	Turf War
9-10	Scavengers
11-12	Sabotage
13-14	I'm Calling You Out
15-17	Gang Fight
18	Show Down
19	Lower Gang Rating Decides
20	Higher Gang Rating Decides

Read each scenarios description in full, then set up terrain as specified by the scenario. Often, this will include a couple of buildings, special markers or just some odd types of terrain.

Both players should then take any number of terrain pieces and set it up in a mutually agreeable fashion. Once set up, then it's time for step two.

Pre Game Prep

It's time to do the following – if the situation applies – for each gang before going on to the actual Game Phase:

- Roll for Old Battle Wound
- Roll for *Come on you pieces of s...*
- Remove any units that cannot fight this Campaign Turn from the Deployment.

Time for the Game Phase!

Once the Game Phase is over, proceed to the Post Game Phase.

Quick Overview of the Post Game Phase

1. Work out EXP for each unit in both gangs.
 - a. Add any Underdog EXP bonus if applicable.
2. Roll a Final Toughness Check for all units that were down at the end of the turn.
 - a. Success: Means the unit is winded and may *work* for the Gang.
 - b. Failure: Means that the unit has suffered permanent injuries.
3. Roll on the Injury Chart for any unit that failed their Toughness Check.
 - a. Use any Medic Skill to re-roll one result per Medic
 - b. Add any modifiers from the Medical Kit.
 - c. Apply result from the Permanent Injury
4. Work the Territories
 - a. Certain Units may not work territories
 - b. Total the amount of Caps earned.
5. Pay Upkeep for Gang
 - a. Each unit costs 5 caps for upkeep.
 - b. Each Vehicle costs their spaces in caps for upkeep.
 - c. Mercenaries have their own upkeep to pay.
6. Go to Bartertown
 - a. Free Units may visit the Barter Town
 - i. Sell any equipment.
 - ii. Roll for Rare Items
 - iii. Purchase any items.
 - iv. Swap Items
7. Recruit new units and Mercenaries
 - a. Purchase any vehicles
 - b. Repair any Vehicles
8. Recalculate Gangs Threat Rating
9. All done! Gang is now ready for a new campaign turn!

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

1 – Work out Experience for Units

Each Scenario will have its own criteria for when a unit will earn experience during the scenario. It is up to you, the player, to note this down on your gang sheet or a spare piece of paper. Do note that experience, not written down at this point, is simply lost.

For ease of reference, here's the Experience Progression Table once more:

EXP	Rank	Threat
0-4	Newb	5
5-10	-	10
11-15	-	15
16-25	-	20
26-35	Ganger	25
36-45	-	35
46-55	-	45
56-65	-	55
66-85	-	65
86-100	-	75
101-130	Leader	90
131-160	-	105
161-190	-	120
191-220	-	135
221-250	-	150
251-280	-	165
281-310	-	180
311-340	-	195
341-370	-	205
371-400	Legendary	220

Being the underdog

Look at the difference, if any, between the two gangs who have just fought each other – before any adjustments are made for loss of life and so on.

Per each full 50 points of Threat rating difference, then the gang with the Lower Threat Rating gains +1 EXP for winning. Once you get up to a difference of 100, then the bonus becomes a +2 for winning and +1 for losing, and progresses with a +1 for each per 50 points thereafter.

2 & 3 – Down, Out and Injured

If a model went down during the game, you must now roll a toughness check. If successful then he has gained no injury and was simply winded during the fight and is fit to fight another day – and most importantly – fit enough to *work* for the gang.

If failed, then he must roll on the following table.

Unit that went out during the game *must* roll on this table.

Units that fled do not roll on this table.

Kidnapping the opponents Units

A player may declare, during this phase, that he will send out any number of units to *Kidnap* any of the opposing units who were down at the end of the game. Doing so will count for their Post Game Phase action.

In order to kidnap someone, each unit sent out to kidnap will roll 1d10 if from the winning gang or 1d6 if from the losing gang. On a result of 6 or more, then a randomly determined unit has been kidnapped. For further information on working out kidnappings, see the Bartertown section.

Units that were injured, fled or down at the end of the game may not attempt to kidnap the opponent.

Retiring a Unit

Units may not be retired from a gang unless:

- The Unit rolled an injury which removed it from the gang (i.e. Toughness reduced to 0)
- The Unit has accumulated 6+ Injuries.

In either case; if the unit is forced to retire then it takes along all of its equipment when it leaves the gang – a man has to be able to fend himself in the Wasteland after all. If a ganger is removed from the roster, then he must be removed in this sequence – so no last minute shuffling of items before removing him!

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Injury Table

1d100	Effect
100-90	<i>Dead:</i> The Ganger dies, and is removed from the gang roster.
89-85	<i>Multiple Injuries:</i> Roll twice on the table, rerolling results of 100-90, 59-35 and any result lower than 15.
84-80	<i>Chest Wound:</i> The unit has -1 T, if T is reduced to zero, remove the model from the gang roster.
79-75	<i>Leg Wound:</i> The unit has -1 AC. If AC is reduced to 4 or less, remove the model from the Gang.
74-70	<i>Arm Wound:</i> The unit has -1 ST. If ST is reduced to 0, remove the model from the Gang
69-65	<i>Head Wound:</i> The model gains the Confused Trait.
64-60	<i>Blinded in One Eye:</i> The unit has -1 RA. If RA is reduced to 0, remove the model from the Gang.
59-35	<i>Full Recovery:</i> The unit takes no further harm.
34-30	<i>Shell Shock:</i> The unit has the Hesitate trait.
29-25	<i>Hand Injury:</i> The unit has -1 CC. If CC is reduced to 0, remove the model from the Gang.
24-20	<i>Old Battle Wound:</i> Roll 1d10 before each game. On a roll of 9-10, the ganger may not partake in the upcoming game.
19-15	<i>Partially Deafened:</i> The unit has -1 CO. If CO is reduced to 0, remove the model from the Gang.
14-10	<i>Horrible Scars:</i> The unit now causes fear (0), further rolls do not increase the fear level.
9-5	<i>Impressive Scars:</i> The unit adds +1 CO for these impressive scars, further rolls do not further his CO.
4-1	<i>Survives Against the Odds:</i> The model receives +1d5 EXP from surviving against the odds.

4 - Work The Territories

During this sequence, the gang will send out their members to gather up their resources before they make the long haul to Bartertown.

Working Territories

The following units are not allowed to work at any of the territories during this phase:

- Any unit who rolled on the Injury table
- Any unit who attempted to Kidnap an opponent
- Any unit that has to go to Bartertown
- Any unit that has to repair a Vehicle

Those who are able to work may then be sent off to work the territories. Only one unit may work any given territory during this phase.

Total the Amount of Caps Earned

Now total up the total amount of Caps earned during this sequence. This will be used to pay upkeep for the gang as well as purchase any new equipment, gangers, mercenaries or vehicles in the following sequences.

Giant Killer Bonus

You gain more credits from fighting a more dangerous gang. The following is your bonus, worked out by the difference in rating:

Difference	Income Bonus
25-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1000-1499	+200
1500+	+250

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Territories Table

D100	Name	Income
0-7	Chem Pit	2d6
Notes	If you roll a double 6 when working the pit, then the ganger gains a single mutation and no income is gained.	
8-14	Old Ruins	10
Notes		
15-22	Slag	15
Notes		
23-30	Mineral Outcrop	D3*10
Notes		
31-38	Shanty Town	25
Notes	Roll 1d10 – on a roll of 1, you gain a free Newb.	
39-46	Mine	D3*10
Notes	Captives add +1 to the Income rolled.	
47-54	Highways	10
Notes	Allows you to deploy up to three models up to 8" in from any deployment area except your opponents, at the end of your first turn.	
55-62	Holestead	D3*15
Notes		
63-70	Water Still	D6*10
Notes		
71-78	Drinking Hole	D6*10
Notes		
79-84	Trader Contact	D6*10
Notes	Any Loot recovered nets you a +5 credits.	
85-88	Friendly Doc	D6*15
Notes	May sell organs from dead gang members for d6*5 caps per dead ganger.	
89-91	Workshop	D6*15
Notes	Ignore first Ammo roll for one weapon during a game.	
92-95	Gambling Den	2d10*10
Notes	If you roll doubles, then you must Pay the gamblers the number rolled.	
96-99	Pre War Stash	2d10*10
Notes	May be looted a lot more up to 5d10*10. However, should you roll a double when doing so, then the Stash is looted by others and is removed.	
100	Choose	-
Notes	Free choice of Territory.	

5 – Pay Upkeep

During this sequence you now pay the upkeep for all of your gang members, vehicles and mercenaries.

Each Gang Member requires 5 caps for upkeep, living expenses, gambling debts, drinking binges etc.

Each Vehicle, however, sets you back a number of caps equal to its original number of spaces. This means that a *Big Rig* with a space of 20 will cost you 20 caps to maintain.

Mercenaries have their own upkeep cost, which varies depending on what type of Mercenary you've purchased.

Can't pay Upkeep

If you by some extend can't pay upkeep for one of your gang members, then that unit simply cannot partake in the next game. This also goes for vehicles as well.

If, by some chance, you cannot pay (or do not want to pay) the upkeep of a unit in the next Post Game Phase, then the Ganger automatically leaves the gang, taking all of his equipment with him. A Vehicle, however, falls into neglect and must roll on the Permanent Injury table per each Post Game Phase, following the first, in which you did not pay its upkeep.

Mercenaries, who you don't pay upkeep, simply up and leave as soon as you do not want to pay the upkeep.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

6 – Going to Bartertown

During this sequence, each able ganger will venture to the dazzling Bartertown; for some to cut loose and carouse while they are still alive; for others they go there for news, trades and rumors.

Selling Equipment

Instead of keeping their equipment in the gang's stash; some gangs choose to sell all of their ill-gotten items whenever they visit the Bartertown. Doing so requires a single Unit from the gang who is free to do anything.

Each piece of equipment will then be sold at half the listed price. For items with a variable cost, then it is half the fixed value. I.e. if an item is listed as 40+1d10 caps, then it can be sold for 20 caps.

Do remember that it is always cheaper to simply rearm newcomers to the gang instead of purchasing brand new weapons. Besides, since the gang isn't starting over, then it cannot purchase starting equipment anymore. But more on this in the Recruiting section.

Purchasing Equipment

Seeing as the civilised world took a fall, then there aren't a whole lot of manufacturers left in this world. This also means that it's hard to get certain pieces of equipment.

In order to purchase items, simply send out each Free Unit from your gang to a stall and see what the Bartertown has for offer this time around.

The following may not go out and purchase items:

- Any unit who rolled on the Injury table
- Any unit who attempted to Kidnap an opponent
- Any unit that has to repair a Vehicle

Each unit is then allowed one roll on one of the following tables. Some skills allow for the ganger to either increase or decrease the number rolled or roll additional times. Do note that the Leader of the gang may roll 1d3 times on that same number of tables.

A player is free to choose which tables to roll on when looking for equipment.

The tables are divided into the following:

- Ranged Weapons
- Close Combat Weapons
- Vehicle Equipment
- Equipment
- Vehicles

Once you have rolled, roll for any item cost reduce your amount of caps and then continue to the next sequence.

Swap Items

Now it's time for exchanging equipment within the gang. Weapons and items may freely be redistributed throughout the gang during this phase.

The exception is, however, that you cannot un-mount weapons on vehicles for another vehicle unless you pay 30 caps for the local Grease Monkey to do it; or roll a CO check for any unit with the Grease Monkey skill. If he makes it, the weapon may then be switched between two vehicles. Note that this roll must be made per *each* weapon switched in such a manner.

A single failure, however, indicates that the Grease Monkey is tired and that unit may no longer switch any weapons on vehicles during this phase.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Ranged Weapons Table

D100	Item	Cost
1-20	Assault Rifle	45+2d6
21-35	Heavy Machinegun	140+3d10
36-45	Combat Shotgun	40+3d10
46-50	Pulse Rifle	50+3d10
51-53	Laser Rifle	60+3d10
54-56	Gauss Rifle	80+3d10
57-60	Web Gun	40+1d10
61-63	Flamer	40+3d10
64-75	Missile Launcher	80+3d10
76-79	Auto Cannon	140+3d10
80-92	Sniper Rifle	80+2d10
93-95	Plasma Gun	180+5d10
96-99	Rail Gun	180+2d10
100	Free Pick!	

Close Combat Weapons Table

D100	Item	Cost
1-49	Chainsaw	25+2d6
50-79	Gun Glove	30+2d10
80-90	Stun Gun	30+1d10
91-97	Katana	60+2d10
98-99	Power Fist	80+3d10
100	Free Pick!	

Vehicle Equipment Table

D100	Item	Cost
1-25	Roll Cage	20+1d10
26-45	Nitro	30+2d10
46-55	Enhanced Chassis	40+2d10
56-65	Improved Steering	50+2d10
66-75	Enhanced Brakes	40+3d10
76-85	Super Charger	70+2d10
86-99	<i>Targeting Computers; roll 1d6</i>	
1-2	Basic	50+3d10
3-4	Advanced	100+4d10
6	Complex	150+5d10
100	Free Pick	

General Equipment Table

D100	Item	Cost
1-11	Camouflage •	80+2d10
12-19	Smoke Grenades	10+1d6
20-27	Flash Bangs	20+1d6
28-35	Toxic Gas Grenades	30+1d10
36-39	IR Sight	50+1d10
40-43	Laser Sight •	60+2d10
44-51	Scope	50+2d10
52-65	<i>Armour; roll 1d6</i>	
1-3	Light Armour	30+2d10
4-5	Heavy Armour	60+3d10
6	Combat Armour	90+4d10
66-75	<i>Ammunition; roll 1d6</i>	
1-4	Armour Piercing	10+2d10
5-4	Hollow Point	10+4d10
76-79	Scanner •	60+1d10
80-89	<i>Cybernetics; roll 1d6</i>	
1-2	Prosthetics	40+3d10
3-4	Improvements	80+5d10
6	Dermal Implant	120+6d10
90-96	Speed Loader	50+3d10
97-99	Acuator •	50+2d10
100	Free Pick	

Vehicle Table

D100	Item	Cost
1-49	Bike	+5d6
50-79	Car	+4d10
80-90	Pick Up Truck	+6d6
91-97	Large Car	+5d10
98-99	Big Rig	+8d6
100	Free Pick!	

Note to these tables:

A • indicates that the equipment works just as per the Normal No Limits Rules.

Do note that all weapons rolled for on these tables, except the Web Gun and Sniper Rifle, may be mounted on any vehicle.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

7 – Recruiting New Units and Mercenaries

Once all purchases at Bartertown has been done with, it's then time to put up a sign with "Hands Needed".

This means that you are now allowed to recruit new members to your gang. You may choose to recruit as many new members as you'd like during this sequence. Do note, however, that it is not possible to purchase any equipment for your new gangers.

Mercenaries

Mercenaries work slightly different than normal gangers. They have varies Upkeep costs and will always have some starting experience. This also means that the Mercenary is often at the end of his experience line and will not gain any experience during the battles.

The Mercenary will not use any other equipment than his own – mostly because he would not like to be accused of stealing the item.

When recruiting a Mercenary, then you must pay the recruitment fee and stick with the mercenary for one game – *before* you roll for any of his upgrades.

In this version of Road Warriors the following three Mercenary Archetypes are available:

- The Veteran
- The Brute
- The Gunslinger

On the Wasted Roads blog (<http://www.wastedroads.blogspot.com>) there are going to be a lot of new Mercenary Archetypes uploaded, so it is highly recommended to stay tuned at the blog.

The Veteran

Recruitment: 130 caps

Upkeep: 30 caps

Threat Rating: 165

Life Post-MegaDeath was hard to adjust to, and even harder for those who had fought in that grim war. Broken by the rigours of war and disillusioned by the horrors of frontline duty, these Veterans have had hard to adjust to any form of civilised life. Some started gangs on their own, others started drifting, selling their skills and experience to the highest bidder.

AC	RA	CC	ST	T	W	CO	AR
8	4	4	3	3	1	5	3

Advancements (Roll 5 times)

1d10	Effect
1	The Veteran gains +1 CC
2 - 3	Roll on Shooting Skill
4	The Veteran gains +1 RA
5	The Veteran gains +1 T
6	The Veteran gains +1 W
7	The Veteran gains +1 ST
8	The Veteran gains +1 AC
9	Roll on Leadership Skill
10	Roll on Combat Skill

Equipment (Roll Once)

1d10	Weapon
1-3	Combat Shotgun, Knife, Handgun
4-6	Assault Rifle, Handgun, Knife
7-8	Sniper Rifle, SMG, Knife
9	Machinegun, Knife
10	Missile Launcher, Frag, Handgun

Special Rules:

The Veteran cannot become the Leader of any gang. Should you roll that skill for the Veteran, simply re-roll it.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

The Brute

Recruitment: 90 caps

Upkeep: 15 caps

Threat Rating: 120

Throughout the Wasteland, there are those who prefer to get up close and personal to their opponent. Some of them have such serious attitude problems that they have to hire their abilities out to the highest bidder in order to get any grub on the table.

AC	RA	CC	ST	T	W	CO	AR
8	2	3	3	3	1	5	-

Advancements (Roll 4 times)

1d10	Effect
1	The Brute gains +1 CC
2 – 3	Roll on Combat Skill
4	The Brute gains +1 ST
5	The Brute gains +1 T
6	The Brute gains +1 CC
7	The Brute gains +1 T
8	The Brute gains +1 CC
9	Roll on Agility Skill
10	Roll on Combat Skill

Equipment (Roll Once)

1d10	Weapon
1-3	Punch Dagger, Knife
4-6	Knife, Sword, Shield
7-8	Knife, Long Sword, Shield
9	Knife, Chainsaw, Shield
10	Knife, Katana, Shield

Special Rules:

The Brute may increase his ST, T and CC values up to 2 points Higher than normally allowed for humans as per the Maximum Advancement table.

The Gunslinger

Recruitment: 100 caps

Upkeep: 20 caps

Threat Rating: 140

When push comes to shove, it's not uncommon for a man to reach for his gun. However, in the Wasteland you usually just reach for your gun. These Mercenaries are the embodiment of the self-defence nature out on the Wasted Roads.

AC	RA	CC	ST	T	W	CO	AR
8	3	2	3	3	1	5	-

Advancements (Roll 4 times)

1d10	Effect
1	The Gunslinger gains +1 RA
2 – 3	Roll on Shooting Skill
4	The Gunslinger gains +1 AC
5	The Gunslinger gains +1 RA
6	Roll on Shooting Skill
7	The Gunslinger gains +1 T
8	The Gunslinger gains +1 AC
9	Roll on Agility Skill
10	Roll on Weird Skill

Equipment (Roll Once)

1d10	Weapon
1-3	Handgun, Knife, Musket
4-6	2 x Handguns, SMG
7-8	2 x Mini-SMG, Sawed Off Shotgun
9	Shotgun, SMG
10	Assault Rifle, 2 x Handguns

Special Rules:

The Gunslinger may increase his RA values up to 2 points Higher than normally allowed for humans as per the Maximum Advancement table.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Rare Item List

Scope (Sight)

Adds +4" to all range brackets.

IR Sight (Sight)

Ignores one point of cover modifier for to hit.

Armour; Light Armour

Unit now has an AR of 4

Armour; Heavy Armour

Unit now has an AR of 6, but pays +1 UC for movement.

Armour; Combat Armour

Unit now has an AR of 4 and Enhanced Save.

Cybernetics; Prosthetics

Automatically cures an Injury involving Arm, Leg, Eye or Ear.

Cybernetics; Improvements

Automatically cures an Injury involving Arm, Leg or Eye. In addition the implant grants the following bonuses, which allows the character to go above the normal maximum:

Eye +1 RA

Leg +1 AC

Arm +1 ST

You are free to choose the upgrade. No more than one of each upgrade is allowed per ganger.

Cybernetics; Dermal Implant

Any Gangers Toughness is increased by 1, this may take it above the maximum stat. No more than one of these per ganger.

Vehicle Equipment; Seat Belts

Increases the PR of the Vehicle by 1.

Vehicle Equipment; Nitro

Increase the Max Speed by 1d10. If you roll a 10, the engine suffers a blow out, and the vehicle will move the SOS + 10 and then it is immobilized.

Vehicle Equipment; Enhanced Chassis

Increase the Vehicles W by 1. Note that it may not increase its W beyond 10.

Vehicle Equipment; Improved Steering

The Vehicles HA is increased by +1. It may not go any higher than +6.

Vehicle Equipment; Enhanced Brakes

The Vehicles BRK is increased by +2.

Vehicle Equipment; Super Charger

The Vehicles ACC/MS is increased by +2.

Speed Loader

A weapon fitted with this upgrade receives +1 ROF, but lowers its ammo by 2.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Common Item List

<i>Ammo</i>	
<i>Solid Slug</i>	20 caps
Adds +1 ST to the Shotgun. Shotgun only.	
<i>Pellets</i>	20 caps
Lower ST by one, ignores any cover modifiers when rolling to hit. Shotgun only.	
<i>Dum-Dum Bullets</i>	20 caps
The weapon now has +1 ST, but counts Ammo one lower.	
<i>Hollow Point Bullets</i>	50 caps
Weapon loaded with these bullets have Ammo of 1 lower, but now deals +1 DA.	
<i>Armour Piercing Bullets</i>	30 caps
Weapon loaded with these bullets now have a PM of 2.	
<i>Reload</i>	50 caps
Ignores an ammo roll per reload available.	
<i>Useful Stuff</i>	
<i>Padded Armor</i>	30 caps
Unit now has an AR of 2	
<i>Filter Masks</i>	40 caps
Prevents the effect of Toxic Gas.	
<i>Filter Goggles</i>	50 caps
Prevents the effect of Shock attacks	
<i>Medic Pack</i>	80 caps
+1 to Toughness when rolling for Going Down to any unit within 2" including itself. A Medic with this equipment may add or subtract 5 when rerolling a serious injury.	
<i>Generator</i>	100 caps
May convert Old Ruins into a Village.	
<i>Shield</i>	15 caps
Unit gains AR +1.	

Vehicle Mounts

<i>Turret</i>	100 caps
The Vehicle now has a turret unto which a single weapon can be mounted.	
<i>Swivel</i>	50 caps
The Vehicle now has a Swivel mount unto which a single weapon can be mounted.	
<i>Arc Mounting</i>	25 caps
The Vehicle now has an Arc mount unto which a single weapon can be mounted.	

Vehicle Equipment

<i>Seat Belts</i>	30 caps
Allows a re-roll on the damage done to any crew if any collision occurs. If equipped on a bike, the crew will only fly 1d6" instead and only suffer half damage.	
<i>Armour Plating</i>	80 caps
Increase the Vehicles AR by 1. May not increase beyond 10.	
<i>Tweak</i>	70 Caps
May increase the ACC, BRK or MS by 1. You may never purchase more than one such Tweak per stat.	
<i>Off Road</i>	60 caps
The vehicle may move at normal speeds through terrain, but may still go out of control.	

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Drugs

If you start using drugs, then you're on your way down a slippery slope. Once the ganger consumes the Drug, then he must roll a CO check, modified by the drugs Addiction rating.

If he succeeds nothing further happens.

If he fails then he becomes addicted and gains no further benefit from the drug in future games. Instead, he must now purchase and use the drug every game.

If he is deprived of his drug then he cannot partake in the following game.

A ganger can kick the habit by rolling a Toughness check, once addicted, modified by the addiction rating. If successful, then he kicks the habit and is no longer addicted.

Should he roll a natural 10 on the Addiction roll then he must roll a toughness check.

If failed then he suffers an overdose and is automatically out of the game.

If successful, then the ganger has used his drug and gains no benefit.

Drugs are one use only items, meaning they have to be bought during each Post Game Phase to have a steady supply.

All drugs have a UC of 3.

All drug effects wears off at the end of each game.

Boosta 20 caps
The unit gains a d6" free move at the beginning of his turn.

Addiction: -3

Reef 10 caps
The unit gains a +2 CO to avoid pinning, but a -2 to Handling if driving.

Addiction: -2

Frenz 20 caps
The unit gains +2 ST, which may increase above the normal, as well as the Bloodlust skill.

Addiction: -4

Eagle Eye 30 caps
The ganger gains +1 RA, and has almost a sixth sense of where to place his shots thus ignoring one point of cover modifier.

Addiction: -4

Onslaught 80 caps
The ganger gains +1 to all of his stats.

Addiction: -6

Brawn 50 caps
The ganger gains +1 T and +1 W.

Addiction: -5

'Flex 30 caps
Increase the gangers AC by 1 and his CO for handling checks by 3.

Addiction: -4

Geck 50 caps
Increase the gangers AC by 2.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Close Combat Weapons

Knife						
UC	SR	MR	LR	ROA	ST	DA
3	Close Combat			1	+0	1
				Cost	Free	

Sword, Club, Maul, Bat						
UC	SR	MR	LR	ROA	ST	DA
4	Close Combat			1	+1	1
				Cost	10	

Spear						
UC	SR	MR	LR	ROA	ST	DA
4	Close Combat			1	+1	1
Reach: 2"				Cost	20	

Large Sword, Club, Maul, Bat						
UC	SR	MR	LR	ROA	ST	DA
5	Close Combat			1	+2	1
				Cost	15	

Chainsaw / Power Tool						
UC	SR	MR	LR	ROA	ST	DA
5	Close Combat			2	5	1
				Cost	35	

Punch Dagger						
UC	SR	MR	LR	ROA	ST	DA
3	Close Combat			1	+0	1
PM: -1				Cost	20	

Gun Glove						
UC	SR	MR	LR	ROA	ST	DA
5	Close Combat			1	6	1
Small Template				Cost	(50)	

Stun Gun						
UC	SR	MR	LR	ROA	ST	DA
3	Close Combat			1	6	1
Shock Effect				Cost	(40)	

Katana						
UC	SR	MR	LR	ROA	ST	DA
3	Close Combat			1	+3	1
PM: -1				Cost	(65)	

Power Fist						
UC	SR	MR	LR	ROA	ST	DA
6	Close Combat			2	7	2
PM: -1				Cost	(85)	

Pistols

Mini-SMG						
UC	SR	MR	LR	ROA	ST	DA
4	5/+1	10/+0	15/-1	2	2	1
Ammo			5	Cost	20	

SMG						
UC	SR	MR	LR	ROA	ST	DA
4	6/+1	12/+0	18/-1	2	3	1
Ammo			4	Cost	28	

Zip-Gun						
UC	SR	MR	LR	ROA	ST	DA
3	6/+1	12/+0	18/-1	1	2	1
Ammo			5	Cost	5	

Unreliable: On a fumble, then the model using this weapon is knocked prone.

Hand Gun						
UC	SR	MR	LR	ROA	ST	DA
4	6/+1	12/+0	18/-1	1	3	1
Ammo			5	Cost	12	

Cross Bow						
UC	SR	MR	LR	ROA	ST	DA
3	5/+1	10/+0	15/-1	1	3	1
Ammo			8	Cost	9	

Rifles

Hunting Rifle						
UC	SR	MR	LR	ROA	ST	DA
4	10/+1	20/+0	30/+0	1	4	1
Ammo			5	Cost	30	

Shotgun (with normal shots)						
UC	SR	MR	LR	ROA	ST	DA
4	6/+1	12/+0	18/-1	1	4	1
Ammo			5	Cost	25	

Sawed Off Shotgun						
UC	SR	MR	LR	ROA	ST	DA
4	4/+2	8/+1	12/-1	1	4	1
Ammo			5	Cost	20	

Blunderbuss						
UC	SR	MR	LR	ROA	ST	DA
5	Medium Template			1	4	1
Ammo			3	Cost	20	

Highly Unreliable: A roll of 9-10 when using this weapon counts as a fumble. The ganger using this weapon is then knocked prone.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Musket						
UC	SR	MR	LR	ROA	ST	DA
4	8/+1	16/+0	24/-1	1	4	1
Ammo		5		Cost	15	

Unreliable: On a fumble, then the model using this weapon is knocked prone.

Assault Rifle						
UC	SR	MR	LR	ROA	ST	DA
5	8/+1	16/+0	24/-1	2	4	1
Ammo		5		Cost	(45)	

Tranquilizer						
UC	SR	MR	LR	ROA	ST	DA
6	8/+1	16/+0	24/-1	1	6	1
Ammo		5		Cost	(35)	

Sleepy: A unit wounded by this weapon will not roll on the serious injury chart post match. He's simply knocked out cold and out of the game at once.

Combat Shotgun						
UC	SR	MR	LR	ROA	ST	DA
5	8/+1	16/+0	24/-1	2	4	1
Ammo		4		Cost	(55)	

Pulse Rifle						
UC	SR	MR	LR	ROA	ST	DA
6	8/+1	16/+0	24/-1	2	5	1
Ammo		7		Cost	(65)	

Laser Rifle						
UC	SR	MR	LR	ROA	ST	DA
5	12/+1	24/+0	48/-1	1	5	1
Ammo		9		Cost	(80)	

Gauss Rifle						
UC	SR	MR	LR	ROA	ST	DA
5	8/+1	16/+0	24/-1	1	6	1
Ammo		7		Cost	(95)	

Special

Spear Gun						
UC	SR	MR	LR	ROA	ST	DA
5	5/+1	10/+0	15/-1	1	5	1
Ammo		6		Cost	25	

Projectile Travel d10": See No Limits for details

Web gun						
UC	SR	MR	LR	ROA	ST	DA
4	4/+1	8/+0	12/-1	1	-	-
Ammo		5		Cost	(25)	

Snare: See No Limits for details

Flamer						
UC	SR	MR	LR	ROA	ST	DA
5	Medium Template			1	5	1
Ammo		3		Cost	(40)	

Catches Fire: A unit hit, but not wounded by an attack of a flamer will catch fire on a roll of 1 - 6. Each turn the unit will take damage from the flames and are then allowed to put out the fire. In order to do so, roll 1d10. If the result is 8 or below, then the fire has been put out. If a 9 or 10 are rolled then the model has still caught fire.

Grenade Launcher						
UC	SR	MR	LR	ROA	ST	DA
6	8/+1	16/+0	24/-1	1	*	*
Ammo		5		Cost	70	

Ammo: The weapon has an ST and DA according to the munitions loaded in the weapon. These are bought separately.

Machine Gun						
UC	SR	MR	LR	ROA	ST	DA
7	8/+1	16/+0	24/-1	4	4	1
Ammo		4		Cost	120	

Heavy Machine Gun						
UC	SR	MR	LR	ROA	ST	DA
8	8/+1	16/+0	24/-1	5	5	1
Ammo		3		Cost	(170)	

Auto Cannon						
UC	SR	MR	LR	ROA	ST	DA
8	8/+1	16/+0	24/-1	3	6	1
Ammo		4		Cost	(130)	

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Missile Launcher						
UC	SR	MR	LR	ROA	ST	DA
8	12/+1	24/+0	36/-1	1	*	*
Ammo		4		Cost	(100)	

Ammo: The weapon has an ST and DA according to the munitions loaded in the weapon. These are bought separately.

Sniper Rifle						
UC	SR	MR	LR	ROA	ST	DA
6	10/+1	20/+0	30/-1	1	5	1
Ammo		5		Cost	(80)	

Laser Cannon						
UC	SR	MR	LR	ROA	ST	DA
8	15/+0	30/+1	45/+0	1	6	1
Ammo		9		Cost	(190)	

Penetration Modifier -2

Rail Gun						
UC	SR	MR	LR	ROA	ST	DA
8	10/+1	20/+0	30/-1	1	6	2
Ammo		4		Cost	(200)	

Projectile Travel 1d5"

Penetration Modifier -2

Plasma Gun						
UC	SR	MR	LR	ROA	ST	DA
8	8/+1	16/+0	24/-1	1	6	2
Ammo		5		Cost	(230)	

Template 2"

Reload

Penetration Modifier -3

Highly Unstable: Count an ammo roll of 9-10 as a fumble. Ganger carrying it will be hit by the weapon, as if hit normally.

Grenades

Frag Grenade						
UC	SR	MR	LR	ROA	ST	DA
5	3/+1	6/+0	9/-1	1	5	1
Template		2"		Cost	40	

Indirect: May be fired indirect.

Smoke						
UC	SR	MR	LR	ROA	ST	DA
5	3/+1	6/+0	9/-1	1	-	-
Template		3"		Cost	(15)	

Indirect: May be fired Indirect.

Smoke: Generates smoke, see No Limits.

Incendiary						
UC	SR	MR	LR	ROA	ST	DA
5	3/+1	6/+0	9/-1	1	5	1
Template		2"		Cost	(65)	

Indirect: May be fired Indirect.

Catches Fire: A unit hit, but not wounded by an attack of an incendiary grenade will catch fire on a roll of 1 - 6. Each turn the unit will take damage from the flames and are then allowed to put out the fire. In order to do so, roll 1d10. If the result is 8 or below, then the fire has been put out. If a 9 or 10 are rolled then the model has still caught fire.

Flash Bangs

Smoke						
UC	SR	MR	LR	ROA	ST	DA
5	3/+1	6/+0	9/-1	1	-	-
Template		3"		Cost	(25)	

Indirect: May be fired Indirect.

Shock Effect: See No Limits

Knock Prone: See No Limits

Toxic Gas Grenade						
UC	SR	MR	LR	ROA	ST	DA
5	3/+1	6/+0	9/-1	1	5	-
Template		3"		Cost	(40)	

Indirect: May be fired Indirect.

Smoke: Generates smoke, see No Limits.

Dangerous Smoke: Models without masks inside this cloud will take damage as if hit.

Frag Missile						
UC	SR	MR	LR	ROA	ST	DA
-	-	-	-	1	5	1
Template		2"		Cost	65	

Anti Tank Missile						
UC	SR	MR	LR	ROA	ST	DA
-	-	-	-	1	8	1
PM		2		Cost	(95)	

Do note that it is assumed that a ganger has enough grenades and/or missiles to last him for a whole battle, unless he fails his ammo roll.

Thus, you will only need to purchase munitions once per ganger, not per shot.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Scenarios

Road War

Can only be played if the gang has any vehicles. Only Vehicles and crew are allowed in this scenario.

Background

The talk in the Bartertowns is all about a new find way out in the wasteland. Two gangs have decided to risk the long journey, and luck would have it that they spot each other out on some deserted highway. This is a race to the death – and the promised loot at the end of the road.

Setup

Play on a normal table. The gang with the highest gang rating will be the defender in this scenario. He will set up 12" from the edge termed the Drop Out. The attacker will set up 6" from the edge termed the Drop out. The defender sets up all of his vehicles first. The attacker then place all of his vehicles. The other edge of the Drop Out is termed The Promised Land. This must be designated into 5 lanes (roughly 9" wide) from where terrain will appear. Place 1d5 pieces of terrain in one of the 5 lanes, 6" away from The Promised Land.

All Vehicles SOS starts at 5.

Objective

The Objective is to be the one closest to The Promised Land at the end of turn 8, or to be the sole survivor of the Road War, by any means necessary.

Special Rules

Vehicles will only move their ACC during their activation. Their SOS is moved at the end of the turn instead.

At the end of the turn, once all have been activated, then the terrain will move 10" towards the Drop Out.

Vehicles at an angle of 90 or more degrees to the Promised Land will also move 5" backwards in this phase as well.

Vehicles with their Front to the Drop Out will move their SOS -10 directly towards the Drop Out during this phase.

Units with an SOS lower than 10 will reverse towards the Drop Out the number of inches of difference between the SOS and 10.

If a piece of terrain crosses the drop out, add +1 to the number of terrain rolled.

Once all terrain and vehicles at a wrong angle have moved, then it's time to place new terrain. Roll 1d3 and add +1 per terrain piece that went beyond the Drop Out. Roll 1d10 and 1d3 for each new terrain piece. The Terrain piece will then be placed the 1d3" in from the Promised Land in Lane 1 (1-2), Lane 2 (3-4), Lane 3 (5-6), Lane 4 (7-8) or Lane 5 (9-10).

Vehicles who are hit by terrain during the rolling terrain phase will take damage accordingly.

Vehicles that cross the Drop Out are out of the game, but take no injury. They will however count for casualties when rolling the bottle check.

Once the 8th turn is over, see how many vehicles of one gang got closest to the Promised Land. The gang with the highest number of gangers nearest the Promised Land are the winners of the scenario.

Experience Points:

+1d6 for surviving the scenario

+1d3 for participating in the scenario

+10 per each wounding hit

+5 per each wounding hit on a vehicle.

+5 to the Winning Leader

+3d10 caps for the winner, as well as a roll on the territory chart.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Turf War

Two gangs are fighting for control over yet another turf to add to their gangs dominance. It's a straight out brawl for dominance and only the victor sees the spoils.

Setup

Setup a normal playing field, with a good deal of terrain.

Roll on the territory chart beforehand to get a general idea of what kind of terrain should be placed.

If this scenario was selected by a Lower Rating Gang then they may attempt to take over an opponent's turf. They must select this before the game starts. Otherwise the two gangs are fighting for a new piece of land. Each gang sets up, alternating with up to three units, up to 6" in from two opposite edges.

Objective

This is a straight out war to gain control of a piece of turf. As soon as an opponent bottles out, then he has lost the turf and the winner gets the turf.

A player may voluntarily bottle out at the beginning of his 3rd turn and onwards.

Experience

+1d6 for surviving the scenario

+1d3 for participating in the scenario

+10 per wounding hit

+5 to the winning leader

Additional

The winner gains a new turf and adds it to his sheet. If this was stolen from another player, he loses it from his roster.

The turf counts as managed for the post game phase of this fight.

Scavengers

There's a lot of loot out there in the wasteland, ripe for the picking. And wouldn't you know it – two gangs are attempting to loot the same area. This can only get messy.

Setup

Setup a normal playing field. Roll 1d6+5. Place this many counters no closer than 12" to any edge and no closer than 8" from any other counter. Once placed, roll for initiative and place up to three gangers, alternating between the players, up to 6" in from any opposing table edges.

Roll for initiative as normal.

Objective

To snatch the loot and get it back home. In order to do so, a unit must move into contact with the loot and spend 1 AC, permanently, on carrying it. He must then either deposit it in a vehicle (filling up 1 space) or carry it by himself. Once a unit leaves the board, by means of the same table edge as they deployed in, then they have removed the loot. A unit that leaves the board will not return for the fight and will count as a casualty.

The side with the most loot counters at the end of turn 8 will be determined the winner. If there's an equal amount, then the side with the most credits will be coined the winners. If its still equal then it's a draw.

Experience

+1d6 for surviving the scenario

+1d3 for participating the scenario

+1d3 for carrying off loot

+10 per wounding hit

+5 to the winning leader

Additional

Roll 1d10 per crate of loot on your side. This is how many Caps you gain in addition to your normal stash for this round.

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Sabotage

Ever so often, a gang will be hired to take something out that belongs to another gang; or they'll simply do it out of spite.

Setup

The gang with the highest rating will be the defender in this scenario. Randomly pick a Turf from his roster; this turf is under attack. Place a central objective in the direct centre of the playing area. Both sides now deploy, alternating and three gangers at a time, up to 6" in from two opposing edges of the playing area. The attacker will have the first turn.

Objective

1d3 gangers are armed with some kind of explosives. They must reach the central objective, be in base to base contact with it and then spend 20 AC in order to prime the explosives. If a figure manages to do so, then the attacker wins. If a unit was shot whilst setting up a bomb, then leave a small counter for the position of the bomb and a die indicating how many actions he managed to use on setting up the bomb. Another model from the attackers side may now attempt to continue the work. The opponent may move into base-to-base contact with the marker to simply defuse the bomb. Do note that the bomb can only be defused if the opponent failed to prime it in the first place! The bomb cannot be defused whilst it is still being set up!

The game plays until either the attacker bottles out or the objective is blown away. Note that the defender does not roll bottle checks, but may voluntarily bottle out at any point during his turn.

Experience

- +1d6 for surviving
- +1d3 for participating
- +1d6 for setting off the bomb
- +1d3 for defusing the bomb
- +10 per wounding hit
- +5 to the winning leader

Additional

The Turf that was sabotaged cannot be worked in this Post Game Phase as the losers are attempting to rebuild it.

I'm Calling You Out

Ever so often, two opposing gangs will exchange a whole lot of insults and suddenly, someone will pull out a gun, and all hell will break loose in a barter town.

Setup

Setup a small village of some sort in the centre of the playing field. There should be one building in the direct centre of the playing field, representing a drinking den where the two gang leaders have exchanged some rather harsh remarks.

Place the Gang Leader and +1d6 worth of gangers within 4" of this building, so that the gang leaders have LOS to each other. Both sides have the same number of Gangers. The rest of the gang comes in as reinforcements once all hell breaks loose.

Objective

Show that no good two bit scumbag who's really the toughest warrior in these parts of the wasteland. It's a simple fight to the death. The winner is the side still standing, and the loser will be the first one to bottle out. There are no turn limits.

Special Rules

At the beginning of each turn, roll 1d10 per gang member who aren't involved in the shoot out downtown. Per each 5 or less rolled, then that ganger will appear up to 12" away from the leader of his gang. If he's down or out then he will be placed 6" from the edge.

If the leader goes down or out, then the gang who's leader went down or out will have a -2 to their bottle check for the rest of the game.

Experience

- +1d6 for surviving
- +1d3 for participating
- +10 per wounding hit
- +15 to the winning leader

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Gang Fight

Rumbling and tumbling in the wasteland, you often come across a lot of enemies – and when they come across you, they'll more than likely go for their gun and then it's time to fight.

Setup

Normal set up, up to 6" from opposing edges, with a good variation of terrain.

Objective

To drive off the opponent gang. The first gang to bottle out have lost the match. There are no turn limits to this game.

Experience

+1d6 for surviving the scenario
+1d3 for participating
+10 per wounding hit
+10 to the winning leader

Showdown

Sometimes, a showdown has been called for. It harkens back to the cowboy legends of old, where the two opposing gangs square off for a round of fast draw shoot out to show the others who's the boss in these parts.

Setup

Setup as normal, however, a gang sets up their leader as well as 1d3+2 of their gangers. They are placed no further than 6" away from each other, preferably in an open street at the centre of the table. The remaining gang does not participate in this fight.

Objective

To show off and survive as this is bound to get real messy, real soon.
The winner will be the last side standing.

Special Rules

Each turn, both players roll 1d10 and subtracts their Leaders CO from the roll. Any positive numbers are added to a special nerve count. A roll of 10 always adds 4 to this, whilst a roll of 1 subtracts 2 from the nerve count. If the nerve count ever goes to 10+ then the gang who reached this count will go for their guns first.

Until then, each ganger may, alternating between the players, shuffle up to 2" but may

never move more than 8" away from any enemy.

Once the 10+ has been reached, it's time to roll for initiative to determine who fires first in a flurry of gun draws.

To do so simply roll 1d10 and add the following to that roll:

- Lost the nerve count -1
- Armed with a special weapon -2
- Armed with a rifle -1
- Armed with a pistol +1
- Won the nerve count +1
- The Gangers CO
- The Gangers AC

The total will then determine at which point each ganger will start shooting, going from the highest score to the lowest. Each ganger may shoot as many times as he can pay the UC of the weapon.

If a ganger was pinned, down or out before he had a chance to shoot, then he's out of the running. If that shot was at the same initiative as himself, then he's still allowed to fire as all those on the same initiative will fire at the same time.

Once this first round is over, a new turn starts with a normal initiative roll, modified by the Nerve count modifier from the initiative roll.

Play till one side bottle out. A player cannot voluntarily bottle out of this scenario.

Experience

+1d10 for surviving
+1d3 for participating
+1d3 for fastest shot
+10 per wounding hit
+10 to the winning leader

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

A Sample Gang

Gang Name Hootin' Hellounds										
Name	AC	RA	CC	ST	T	W	CO	Equipment:	LVL	Cost
Big Lou Parkins	8	4	4	3	3	1	6	Shotgun (Solid Slug), Leader	90	165
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Lil' Lou Parkins	8	3	3	3	3	1	5	Machinegun, Pistol, Specialist	25	190
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Clyde Parkins	8	3	3	3	3	1	5	Crossbow	25	65
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Bob Parkins	8	3	3	3	3	1	5	SMG, Driver of Ol' Bessie	25	85
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Gerold Parkins	8	3	3	3	3	1	5	Sawn Off Shotgun, Driver of the Hog	25	80
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Geribald Parkins	8	3	3	3	3	1	5	Pistol	25	70
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Young Lou	8	2	2	3	3	1	4	Zip Pistol	5	35
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Old Man Willis (Mercenary)	8	3	3	3	3	1	6	2 x Mini-SMG, Bullseye, Mighty Blow, Hip Shooter, Team Work	25	40
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost
Name	AC	RA	CC	ST	T	W	CO	Equipment	LVL	Cost

Territories	Income	Additional Equipment, Stash, Captives	
Water Still	D6*10	10 caps to spare	
Shanty Town	30		
Holestead	D6*10		
Gambling Den	2d10*10		
Shanty Town	30		
		Gang Rating	1235

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Vehicles

Name Ol' Bessie (Pick Up)	ACC 3/4	BRK 5/4	AR 6	PR -	W 5	HA -	MS 15	Equipment Swivel Mounted Spear Gun, Space Left: 7	Cost 195
Name The Hog (Bike)	ACC 4/3	BRK 5/3	AR 6	PR -	W 4	HA +1	MS 30	Equipment	Cost 65
Name	ACC	BRK	AR	PR	W	HA	MS	Equipment	Cost
Name	ACC	BRK	AR	PR	W	HA	MS	Equipment	Cost
Name	ACC	BRK	AR	PR	W	HA	MS	Equipment	Cost
Name	ACC	BRK	AR	PR	W	HA	MS	Equipment	Cost
Name	ACC	BRK	AR	PR	W	HA	MS	Equipment	Cost

ROAD WARRIORS

Post Apocalypse Skirmish Rules for No Limits

Vehicles

Name	ACC	BRK	AR	PR	W	HA	MS	Equipment	Cost