

# ENTROPY CITY

# Table of Contents

*This table of contents is designed to make it easier for you to find your way through this document, at this time there are no page numbers, this will not change until the game gets closer to a finished product, this simply shows you the order that everything is laid out*

## Introduction

- Lore
- Game Overview

## Getting Started

- Miniatures
- Core Game Mechanics
- Turn Order
- Dice Mechanics
- Bike Speeds

## Activations

- Movement
- Speed
- Turns & Turning
- Actions
- Attack Type

## Weapons

- Guns
- Traps

## Expanded Mechanics

- Rider Stats
- States & Conditions
- Traits

## Factions

- Future Factions
- Gang Structure

## Building Your Table

- Terrain Rules
- Other Idea's

## Mission Types

## Commonly Used Terms

## **The Start of the journey:**

Entropy City began as a vague idea around a painting table in 2012. Speaking to a friend and wondering of all of the game idea's I'd seen why no-one had ever thought of creating a miniature game around the idea of motorcycle combat, after all motorcycle gangs are a thing that exist in real life, it would lend itself to a mini's game quite easily. This conversation continued here and there for far too many years before work actually began on the game. A number of friends suggesting I should just go it and me saying 'yeah I will eventually'. Pretty early on I decided that if I was going to do a game about Motorcycle combat that I wanted the models to feel like motorcycles on the table, giving them multiple speeds and turning templated seemed like the most reasonable way to achieve that. It was whilst walking to pick up Pizza one night in June 2022 that the biggest piece of the puzzle fell into place and it was that night this document began.

## **An Introduction to Entropy City:**

There was a time when the city of Redemption Falls was the fastest growing metropolitan city in the country, founded in the early 1800's with a hotbed of rich natural resources as the country boomed it quickly grew from a small settlement to a large city. People from all over the globe flocked to Redemption Falls in hope for a new life, seeking to fulfil their hopes & their dreams but like many cities, not everything was always as it seemed. There has always been a darker undertone hidden within the city itself, in the early growth of the city the mafia helped build, for a price. As time passed on as the mafia's influences dwindle other gangs stepped into the power vacuumed they left, at the very height of the cities popularity a large underground crime network had its fingers in almost every pot. Their influence was powerful enough that there were 'understandings' in place to protect the city's reputation. It was during the Municipal Elections a decade ago where one man dared speak about the problems the city was facing, he'd been born in Redemption City, born on the streets and a true example of the dream so many had when coming to Redemption Falls. Winning the election on his promises to clean up the city, things looked promising until he event took place. One of the cities more well-known gangs was the Police Departments first targets, a gang that had done its own shake ups and attempted to make changes of its own. But when the Mayor was assassinated one week after his election the city fell into chaos. Unknowingly targeting the wrong people the Police set things in motion the city would never recover from, throwing the city into Marshall Law as the rest of the country tried to save itself by cutting off the highways that connected it to the once great city. Redemption Falls has never truly recovered.

## **Game Overview:**

Entropy City is a tabletop miniatures game played on a 4ft by 4ft board, Motorcycle gangs own the streets and fight for control of the last parts of the old city, in this game it's a fight for survival where the price of failure is taken in blood. In Entropy City your miniatures are always on the move and you must face the challenges of managing the stress associated with motorcycle combat to prevent your bikes from crashing out of the game. You must balance your speed and dealing more damage with the ability to take the corners you need to without crashing out, nothing takes out an opponent quite like a lead pipe to the back of the head but if you don't survive long enough to brag about it at the club meet then it will have been in vain.

Entropy City is an exciting skirmish sized game designed for two players but expandable to 3-4 on a larger table. Rules in this game are designed to help a motorbike actually feel like a motorbike rather than just a faster person.

### **Getting Started:**

In order to play Entropy City you will need the following.

- A copy of these rules.
- 4x4 table.
- Terrain.
- A selection of Motorcycle miniatures 28mm - 32mm scale.
- A set of D10's for each player.  
You will need a minimum of 2. We recommend at least 5.
- A set of the games turning templates.
- A tape measure or way to measure distance in inches.
- Optional: Tokens to help you keep track of various in game statuses.

*[There are designs for these but they still need work.]*

### **Miniatures:**

At the time of writing Entropy City has no miniatures of its own, there are a limited number of motorcycle miniatures within the right scale, within time I hope to fix this problem but it is a problem for future Jason, for me right now, the game comes first.

### **Currently Used:**

I am currently a number of Infinity & Games Workshop miniatures for testing. Intended scale for the game is 28-32mm and it's intended to be now or near future in terms of technology aesthetics but there is nothing to stop you from using any miniatures you can find for the purpose of testing. If you are able to test the game with me I will provide models for us both.

### **Motorbike Rider:**

The meat & potatoes of the gang you will be using, this is a rider on a motorcycle, some may be styled riding, swimming a weapon, aiming a gun or any other number of ways. Base size for most bikes are 75mm x 42mm oval or 70mm round for quad bikes.

### **On Foot:**

This is a gang member that has turned up to the fight without a bike, there is no plans at this time for a rider to be able to become "on foot" once crashed its generally considered one or the other, this may change as the game develops. There may however be some characters that may be able to be taken as one or the other but obviously not both at the same time.

### **Core Game Mechanics:**

A game of Entropy City like many other miniature games is broken down into turns, the number of turns may depend on the mission. At the beginning of each turn the players should roll 1d10 each, highest result may pick who activates first, each turn is broken down into activations during which a player will choose to activate one of their teams characters. Activations are done

in the order of speed, speed 3 is first, then speed 2 and finally speed 1, when activating said character it has two actions it may spend, actions can be used to perform a number of activities during the game, all of which you may find under the Actions section of this ruleset. Once a characters actions have been completed the turn passes to the next player and so on until all characters have been activated and the turn ends.

### **Turn Order:**

*[NPC's are not currently being tested.]*

- Players roll 1d10 highest result chooses who goes first.
- *From turn 2 onwards each player rolls 1d10 to determine if an NPC invades.*
- Activate speed 3 models
- Activate speed 2 bikes
- Activate speed 1 bikes
- Activate on foot models.
- Each activated bike has 2 actions.
- Once all miniatures are activated move to next turn.
- Check your mission to determine how many turns until game over.

### **Dice mechanics:**

The basis of Entropy City's dice mechanics centre around the D10, it works in a similar manner to Blackjack. A standard test is 2d10, to succeed in your test the total of your final result must be equal to or higher than the target number (TN).

*[In this example Player 1 needed a 13, they rolled 7+8 for a total of 15 and have therefore succeeded.]*

If the test was an opposed roll then you would also be required to roll higher than the other player.

*[Using the same example, player two has rolled 9+7 for a total of 16, therefore player 2 succeeds in their defence causing player 1 to fail.]*

Like in blackjack if you reach 21 naturally it is a critical success, you automatically succeed but if the total of your final result is ever above 21 you "bust" see bust section for more information.

*[Unless a skill states otherwise, see the stress section below for further information.]*

Pushing your luck: Once your initial rolls are calculated, the player with the lowest number has to choice to add another D10 to their total, one at a time until they choose to stop or "sit". Once the player has completed this the second player has the same option. A defending player will always go first.

*[Keeping the above example, Player one chooses to add 1 extra d10 to the total and they roll 5 bringing their total to 20, this allows them to succeed.]*

### **Rolling Equal:**

If the offensive and defensive players both roll the same total during an opposed melee/dodge then it is called in the favour of defence. If however this takes place during a gun battle, it is called within the offenses favour.

### **Bust:**

If a player's result ever reaches above 21 they "bust" which is a critical fail, this causes their bike to crash during whatever action they were attempting, the rider in question loses a wound, if this is their last wound they are out of the game. If a rider still had wounds remaining, they may attempt to remount their bike TN17-wounds, if they fail the bike has been damaged and the rider is gone from the game. If successful they restart but must skip their next action.

Some missions may require a dangerous terrain token to replace the bike at its final resting point.

*[An example of busting is a player 1 has a current total of 20, player 2 has a total of 16 and chooses to push their luck however they roll a 10 giving them a total of 26 and therefore they "bust", if this results in their character being taken out their activation immediately ends, however if for example they had 2 wounds remaining, TN17-2 is 15 and this wound be what is required within the test to remain within the game.]*

### **Attacking Melee:**

A rider may perform an attack on an enemy rider at any point during their move, unless they have chosen an action that forbids it.

### **Stress:**

*[Currently being reworked after the addition of wounds effected the game structure.]*

When riding a motorcycle you need to have all your attention on what you are doing as well as what is happening around you, this becomes second nature over time on the busy streets but stress is a fact of life and if not managed correctly can lead to trouble.

Stress is a central mechanic in Entropy City in order for a rider to survive its about more than just avoiding & surviving attacks, you will need to keep track of each miniatures stress levels at all times. Any time you're rolling a test you must add your total stress to the result of all dice, if this causes you to have a result over 21 then you "bust". If you naturally roll 21 this is the only time you are allowed to ignore stress, and in fact it will allow you to reduce your stress by 2.

*[For example, Player 1 has rolled 18 on 2D10 but has a stress of 4 bringing his total to 22 causing him to "bust".]*

### **Bike Speeds:**

At the start of each action you may choose to change your speed, either increase, decrease or remain at your current speed. If you fail to state your choice before choosing your action your opponent has the right to assume that you have not changed speeds. This should be tracked on the unit cards to prevent losing track. Speed effects the game in a number of ways, for starters the faster you are going the more stressful it can be to turn however faster units also activate first giving you an advantage. During the first action of the first turn, all bikes must remain at speed 1 unless a mission has stated otherwise.

### **Standard Bike Speeds:**

- Speed 1: 8 inches, 4 minimum.
- Speed 2: 12 inches, 8 minimum.
- Speed 3: 16 inches, 12 minimum.

### **Activations:**

When a rider is activated they have 2 actions, most actions are simple and straight forward however there are some that take a little more complicated and as such will use an additional activation to complete.

### **Simple Action**

A standard action that takes only one activation to complete.

### **Complex Action:**

A complex action is more focused and required more time to complete, these are not common but when chosen will require you to skip an activation to complete, you will be considered stopped until this rider next activates.

These actions may be chosen during either your first or second action however the cost skip the models next activation must be adhered to, a stopped token should be placed next to the model to ensure this is not forgotten during any moment where it would become relevant. A stopped rider cannot make a melee attack of their own however they may choose to use a gun if their chosen action allows it. Should a stopped model be the target of an enemy attack their TN is lowered by 2 prior to any further adjustments, should the model choose to dodge their reduction of stress lowers only by 3, if however they choose a defensive attack they will not recover any stress.

For a dodge to be successful in this state it must be higher than the attack total. Any defensive attack TN must have the speed of the incoming bike added.

*[At this stage the only complex action is stopped, if that does not change then I will remove this section and word Stopped differently. I am allowing for 2 things here, the usage of guns when stopped being easier than when riding and for the ability to lay a trap.]*

### **Melee:**

There's no better way to force an enemy to regret entering your territory than to introduce their face to the asphalt, melee exchanges are the heart and soul of attacking within the game of Entropy City, and generally speaking its expected that for every 1 gun you would see in the game there would be 2 melee weapons. When you successfully smack your enemy across the face it will add to their stress, high stress leads to a more difficult chance to survive as the game continues, if they do survive the attack it will affect them for the rest of the game

### **Ranged Attack:**

As time passed within Entropy City guns and ammo became harder and harder to come across, there are a limited number of people with the skills to create new ammunition and those that have old stock are rarely willing to let go of it without significant payment. A gun is not an easy thing to use effective from a moving motorcycle, whilst headshot when they hit it's much harder. You will find that guns attract a higher TN for a successful attack but if successful it's a headshot attack.

### **Movement:**

Movement isn't an action in and of itself but it will always be part of your activation, all bikes have a minimum movement that must be performed each activation unless stopped, movements may be a purely straight or with a turn however a turn may only be used either at the start or

the end of the activation, unless a skill or action specifically states otherwise.

If a character only moves during their action without further complication their TN when attacked increases by one until the beginning of the next activation.

### **Speed:**

Bikes can be ridden fast or slow to get to where you need to be, a bike like a car often has manual gears this is represented in game by 3 different speeds. All riders begin the game on Speed 1 and may choose to go up or down each activation as they go up and down in their gears. Being higher in the gears will allow you to get to your desired location before your opponent but you should be careful not to overestimate your ability to take turns.

### **Turns & Turning:**

On a motorbike if you don't know how to take a corner you're not going to last very long. A turn may be completed as a normal part of any movement, its distance must be included within the distance of your allowed move, you will find the turning templates have the distances marked as you are not required to complete a full template and may stop at any inch point during that movement. When riding in higher gears by default you are required to use a wider turning template, meaning it takes longer to make the same turn, you may choose to risk taking a sharper turn but you are required to refer to the table below accordingly.

- Speed 1 Tight, 3 inch 90 degree arc.
  - Tight: +0 stress/+1 if failed TN14.
  - Medium: 0 stress.
  - Wide: 0 stress.
- Speed 2: Medium, 5 inch 90 degree arc.
  - Tight: Instant +1 stress/+2 stress if failed TN14.
  - Medium: 0 Stress/+1 if failed TN14.
  - Wide: 0 stress.
- Speed 3: Wide, 7 inch 90 degree arc.
  - Tight: Instant +2 stress/+4 stress if failed TN 14.
  - Medium: Instant +1 stress/+2 stress if failed TN14.
  - Wide: 0 Stress/+2 stress if failed TN14.

You may only complete one template per standard activation.

### **Weave:**

Once during any straight movement you may add stress to move your bike one inch to either the left or the right to avoid hitting, your first inch is free but an additional would cost 2 stress.



## **Actions:**

### **Attack:**

During an attack action your bike's movement proceeds as normal. Your attack can be made at any point during that activation's movement but only one attack is permitted during an activation, so long as your character is within the required range.

### **Focus:**

You may spend an action focusing to relieve your stress, your character must move its full movement, is not able to make an attack and cannot make a turn during this action, but you do have the OPTION to change your speed at the start of this activation as normal.

Reduce your stress by 3, or by 2 if speed was changed.

### **Lay Trap:**

Laying a trap is a complex action that may only be performed at speed 1, the model must complete its minimum distance during both actions as it lays its trap. You must use the appropriate token, you may not lay a trap not held by your bike. Your bike is considered to be stopped during your skipped activation.

### **Chicane:**

You may choose to use up to 3 turning templates during your movement, however no attacks will be allowed during this activation. You may not weave during this activation. Add 1 stress for each turn template used after first.

*[This is an action to allow players to get around tricky situations.]*

### **Stunt:**

You may perform a stunt allowing you to setup your next action. During a stunt you cannot perform an attack but if executed correctly it will reduce your target number by shocking your opponent.

*[This is somewhat vaguely worded right now and I am aware of that, this will allow for certain types of moves, jumps over terrain, stoppies, sharp sudden turns etc. From an attack point of view you would be trying to set up a surprise attack during your next action however different stunts will also attract different difficulties some may add to stress.]*

### **Gung-ho:**

This is a complex action that does not require you to stop & may only be chosen at the start of your activation. Once chosen you may change speed as normal however this remains your speed for the entire activation. Your rider must move double full movement and may turn twice at any point during. Where possible your rider may perform a melee attack on any enemy rider prior to the end of your activation. Add 2 stress for every attack after the first, you have a maximum of 4 attacks.

*[So in theory you could pull off a couple of attacks if the enemy is lined up properly.]*

### **Pickup Item:**

When driving within 1 inch of an item you attempt to pick it up, you may not attack this turn. Add 1 stress. Add 1 to TN for each bike within 3 inches.

### **Pass an item:**

In lieu of an attack a rider may pass something to a friendly rider, must be performed within 1 inch, the remainder of your movement remains the same. Add 1 stress. If this test fails by bust your opponent rolls a d10, odds and evens determine which bike crashes. If it fails due to failure to reach the target number the item is dropped.

### **Jump:**

See the jump section of Terrain.

### **Stoppie:**

Sportsbikes & trailbikes only. This ability can be used while running at either speed 1 or two, and will add stress equal to the speedx2. Bike may pivot between 45 to 180 degrees on the front of its base, the following action must be performed at speed 1. Unavailable to cruisers.

### **Stop:**

This is a complex action that can only be used at speeds 1 & 2. Rider travels their minimum distance, place a stopped token by the miniature base. Once stopped the rider may either choose to recover or use an available action. If they choose to recover their action is over & the following action is skipped, 2 stress reduced immediately upon next activation either remove 1 special condition or reduce all stress to 0.

Alternatively when stopping a rider may choose to a stopped action. Should they do this no recovery can be made unless a skill or trait states otherwise.

Available Actions:

- Overwatch
- Focussed shot (also available during skipped activation)
- Reload

*[This will need to be tested but attacking back should be a choice of desperation rather an ideal tactic, however in theory once guns are introduced I do intend for them to have an advantage when stopped, giving the option to make a shot during the "skipped" turn instead of clearing all stress..]*

### **Collisions:**

Given there is no benefit to crashing your bike into something it would be expected that most riders would do whatever they could to avoid a crash even if it means not using the activation the way they had initially intended however sometimes the worst can happen. If the impact cannot be avoided for whatever reason then your bike will crash.

## Crash:

**Head on:** If your crash is head on then to survive you must survive a TN21-dodge test, if successful your bike comes to a complete stop base to base with what it impacted and adds 4 stress and must skip its next activation as per stopped.

**Side on:** If the crash is on the side of your base then to survive you must survive a TN18-dodge test, if successful your biker has narrowly avoided a bust, adds 2 stress and speed is reduced to 1 for the purpose of the completed activation, may raise again next activation if desired.

**No Ramming:** A motorbike is an item extremely expensive and difficult to replace, even with the illegal imports obtaining a new bike given the demand is extremely difficult. For this reason its extremely rare that anyone would consider deliberately wrecking an item that brought them such pride.

## Split Shot X:

The rider may choose to take advantage of the gun that can shoot faster providing they have ammo left up to X, each additional shot adds +1TN

## Overwatch (Stopped with gun only):

This is a complex action, you must travel your minimum distance before coming to a complete stop. You take up position and shoot at the first enemy that comes within range, during overwatch you are considered to have view from all angles and cannot be surprised. After complex action is complete you may choose to remain on overwatch at the price of one additional activation this may only be done once.

## Focussed Shot (Stopped with gun only):

Your rider has come to a stop so that they can concentrate on their shot, make a shooting action at TN16, no speed modification is required.

## Reload (Stopped with gun only):

Your rider reloads their weapon, they may choose to make a non focused shot during their skipped activation, the speed of the target is to be added to the TN.

## Attack Type:

## Game of Chicken:

You make a deliberate near miss on the enemy bike to stress them out, winner of dual takes half stress (rounded down). (15 success required, this is not effected by protection or pierce) 1-7 stress from 15-21 respectively.

If you roll 21 and succeed you take no stress from the manoeuvre, on all other successes you take half, rounded down.

*[So a success of 15 adds 1 stress, this builds until 21 which is 7 stress.... Also if the losing player takes 3 stress, you half that to 1.5, then roll down, and add 1 stress to your character used to a minimum of 1.]*

This attack can only be performed approaching the opposing bike from their front. Successful dual will allow a 2inch side movement at the completion of your movement, this can be taken in

either direction left or right.

*[This is to represent having swerved out of the way at the last moment but is optional.]*

### **Attack Melee:**

To perform a melee attack at least half of your base must be beside the opponent and you must be within reach of chosen weapon. This will be an opposed test.

### **Defence Melee:**

When being attacked in melee you have 2 choices, dodge or attack. If you choose to react with an attack of your own then you may NOT attack in that models next activation.

A defensive attack happens simultaneously, both rolling against the required TN with only passive abilities hand but as quick as it rose

*[Unless a skill says otherwise.]*

Attack as melee.

Surprise Melee:

When attacked from behind defensive player immediately adds 3 stress and rolls for dodge only, unless a skill states otherwise.

*[A surprise attack is only achieved from behind unless a skill, special rule or situation allows, e.g. ambush]*

### **Weapons:**

Currently being reworked.

Whilst not all riders have weapons, those that do are not shy to use them. The aim in this game will be for all weapons to have their place in the game, ideally this will lead to a game that supports a wide range of player meta's and a wide range of gameplay choices. It is also worth reminding you that this section in particular is very much a WIP. Certain weapons have the ability to cause a rider to enter a dangerous state such as bleeding, stunned etc. Likewise there are also some weapons that have the ability to counteract protection.

None: BTB

- Punch Rider: TN 14, 1 stress, 0 Wounds.

- Kick Bike: TN 13, 0 stress/wounds, push either opposing bike or your own up to 3 inches away and & pivot up to 45degree.

*[Attacker must choose one or the other prior to the test.]*

Chain: 2inch reach, TN 14, 2 stress or 1 stress combo attack.

Dagger: BTB, TN 14, bleed, 1 wound

Hammer: TN 14, pierce, stun (critical)

Knucks: BTB, stun (critical).

Leadpipe: 1inch reach, TN 13, 3 stress, stun or sabotage.

Sword: 1inch reach, TN 13, bleed, 1 wound, Headshot 18+, decapitation (critical).

Lance: 3inch reach, TN14, 2 wounds.

## **Headshot:**

A successful attack meeting the requirements made instantly kill the recipient. These may be a TN or a difference between the dodge and attack.

## **Guns:**

Shooting a gun from a moving motorbike is difficult especially in comparison to swinging a random hard object at something next to you. A gun will be harder to use but should you successfully hit with one most will deliver a minimum of 2 wounds but a headshot is lethal

If wounds make a return into the game then this will clearly need to be addressed again. Base attack for a gun is TN15 + your current speed.

- Stopped: TN16
- Speed 1: TN17
- Speed 2: TN18
- Speed 3: TN19

So as you can see trying to make a fun attack at full speed would be an insane risk, the other part of this at time of writing is working out how the guns work differently. I would like a number of different guns to fulfil different roles, the following is either notes or thoughts or a combination of both.

## **Pistol:**

*[1 wound, Headshot 3 above dodge]*

Generally 10 shots, so an easy one shot per round, smaller easier to hold. 1-2 shots per attack, maybe 1-3 when stopped, ammo to be tracked. No reload. Small enough to hold a backup weapon. Average effective range of 50m

## **Shotgun:**

*[Headshot, 1 above dodge]*

Without stopping you've only got 2 shots of a shotgun at most one per round. Shotgun ranges are far better than most realise might be more fun to lean into the gamified nature of these though, have a template for shot coverage, work the spread into the shot. Alternate sawn off with shorter but wider template? Effective range of 60m for 12 gage.

## **Submachine Guns:**

*[Headshot 17+]*

Lean into the stereotype, Uzu's are going to be the available option here, spray and pray being the option available, more shots and less accuracy, you're definitely have hit something, perhaps the nature of these gives the shooter a chance to make the defensive player panic and force a turn? Average range 180m (100m for uzi)

## **Sniper:**

*[Headshot]*

On foot only, I don't care who you are not shooting this from a bike. Unlimited range.

## **Traps:**

There are a number of traps that can be laid down during your games, some traps will be straight forward others will require more thought, but strategy will be the name of the game when putting them use.

## **Spike Strip:**

A strip of spikes is positioned across the road in an attempt to damage the incoming bikes behind you.

## **Molotov Cocktail:**

A true classic, this could be thrown at a piece of road or terrain to make approaching it dangerous or cut off a formerly clear line or alternatively you could throw it at a nearby enemy to light them on fire directly.

## **Caltrops:**

You throw a bag full of spikes on the ground, rather than being a line coverage these fall in a more rounded template.

## **Explosive:**

You drop an explosive at the position you started that will explode within 1-3 activations.

## **Expanded Mechanics:**

### **Standard Motorbike Abilities:**

Different bikes work differently and have their own advantages, some of these are going to end up being far more specific and generalised than they would be in real life, some of this is for game mechanics and some of it is based on real life bike stereotype.

### **Sportsbikes:**

Sportsbikes tend to accelerate faster, they're more manoeuvrable, what they lose in brutality they gain is agility.

- Sportsbikes accelerate faster, giving an advantage in speed 1
- Speed one max distance increases by 2 inches
- Sportsbikes are generally more manoeuvrable
- Decrease minimum distance by 1 at all speeds.
- At speed 2 & 3 you may turn an additional  $x+2$  inches where  $x$  is added to your stress.

### **Cruisers:**

Cruisers are a heavier bike they are slower off the line but once they're up to speed they can turn that into damage. Due to their weight its very difficult to kick a cruiser off its line.

- Speed 1 maximum reduced by 1
- Speed 3 maximum distance increased by 2 inch.
- Speed 3 attacks will deal 1 extra stress.
- Cruisers brakes are not always as good as others.
- Minimum distance of all speeds increased by 1 inch.
- TN for kicking against a cruiser is Don't increased by 3.  
Using this skill to move your own bike still has the same TN.
- Skill – Intimidating Noise:  
TN for the next attack targeting this bike has +2 that cannot be reduced.  
*[So it would become TN15 instead of TN13 before anything else is taken into consideration.]*

### **Trailbikes:**

A trailbikes main advantage is flexibility, they're upright riding position helps a rider with dodging and ducking out of the way of attacks. As they're designed for off road, this helps with dangerous terrain and off road with a reduced to allowing the rider to duck and arrange in the seat a little

- +1 to attack target number when attempting to attack this rider.  
*[This does not affect bike related attacks or games or chicken.]*
- Speed 2 maximum distance increased by1
- Decrease minimum distance by 1 at all speeds.
- +1 Dodge.
- **Skill - Braaaap:**  
When a trailbike moves through difficult terrain it is to be treated as if normal terrain.

### **Quadbikes:**

Quadbikes can only turn at low and medium speeds and turns at medium speed will ALWAYS effect stress.

- Quadbikes may change from speed 3 to 1 at the cost of only 1 stress.

### **Others:**

Scooters are as much a fashion accessory in design as they are a city runabout. Generally slower than all bikes and smaller wheels makes them more dangerous off road.

Decrease max distance at all speeds.

Cannot travel over dangerous terrain.

*[My assumption would be these are cheap and nasty, perhaps a horde equivalent.]*

Police Bikes are treated as the baseline, they have no specific advantages or disadvantages.

Cars at this point do not exist in the game but if they did i would see them as a tank equivalent. I think anything of further significance would take away from the fun of the game. I do think having a single car as an npc option might be a fun but scary thing to face.

## **Rider Stats:**

In the final versions of the game each rider will have individual stats, these will help each character have a feel of their own and give them a more unique place within the game. Some stats have an option to be included within a specific dice roll, in all cases this is chosen after the dice roll is made and stress is applied. Wounds and Max Stress are more specific, check each section for more information.

### **Strength:**

May be added to assist a melee attack or to an attempted recovery from a crash.

*[1-5]*

### **Dodge:**

A riders dodge stat can be used to help avoid both incoming melee & ranged attacks but not during a surprise attack unless a trait states otherwise.

*[1-5]*

### **Protection:**

Your protection stat is added to the minimum sum required to make a successful melee attack against you.

*[i.e. If you had protection of 3 and the success required a 15. 15+3 would mean a minimum of 18 required. ]*

### **Wounds:**

When an attack against you is successful or a crash has taken place, a wound is lost. If you have no wounds left the character crashed and is replaced by a wreck within 3 inches of your current location, as chosen by your opponent.

*[Wreck tokens are yet to be designed and will be implemented later]*

### **Max Stress:**

If a rider reached this at any point during a game any test's TN becomes 21. Should you pass your next test then stress is reduced by 3. If you fail you bust.

*[10 at this time, 8-15?]*

## **States & Conditions:**

### **Burning:**

Your rider has been set on fire, add 1 stress per action lose one wound at the end of your activation. At The end of each activation you must perform a test to see if the fire has been put out, TN17.

### **Wet:**

A wet rider has a minimum stress of 2, if this happened during the game instead of the beginning add 2 stress.

### **Bleeding:**



Your rider has been cut open and is losing blood, add 2 stress immediately, and 2 more at the end of every subsequent activation, and once you reach 6 stress lose 1 wound every activation.

### **Stunned:**

A stunned rider must complete its minimum distance & turns are forbidden, activation ends immediately following the completion of minimum move with no tests permitted. Target number for all tests is +3, stunned is removed on first successful test but any failed test will immediately end of your action.

### **Stressed Out:**

If a rider reaches their stress limit all test TN's immediately become 21 including the current if applicable.

### **Air Time:**

Speed 2 or 3 required to complete a jump and achieve airtime, your rider is currently in the air and at the end of your activation has not yet landed, your ride will land during your next activation. Another rider cannot perform a melee attack unless also launched, ranged weapons at penalty (-1?), rider lands maximum distance based on speed when leaving the ground.

*[So the theory here is that you've gone over a big jump and that for whatever reason it hasn't landed DURING the turn, I don't see this coming up often but if it does I want to cover it. Stress associated with jumps and stunts will be covered later.]*

### **Traits:**

In the final versions of the game the goal is for each rider to genuinely have a place in the fight. Whether they be a cheaper initiate to fill the ranks or the more expensive named characters with a very clear role. One of the things I ultimately want to use to help achieve that will be Skills and traits that sets them apart in some way. Ultimately a lot of these may not actually feature within the rulebook itself, instead I'd like it to be a matter of the unit card tells you everything you need to know. As opposed to listing off rules and having to go look through this list to find what it does, so this list is intended to show you the kinds of ideas I have. Some of these would be traits that are active all of the time, some of them would be things that activate within certain conditions and others will need to be activated within some way. The hope is that by developing the game around this idea that it will allow enough depth for continued growth over a longer period of time without having to be concerned about power creep or bloat. Each faction having things you see more frequently to give them a flavour of their own. And when it comes to leaders the idea would be they help flavour the whole unit. Some stats have an option to be included within a specific dice roll, in all cases this is chosen after the dice roll is made and stress is applied. Wounds and Max Stress are more specific, check each section for more information.

*[It's important to note that this has not been reviewed since the inclusion of wounds yet but it will be.]*

### **Clutz:**

Some bikers really can be graceful but this rider is trying to fake it to make it, they're a bit of a clutz. Dodge must be added to all test results even if it causes the rider to bust but it cannot be used in an attempt when trying to survive a collision or dodge an attack.

*[Needs work but the idea is there.]*

### **Do you even lift bro?:**

This rider is very much a meathead, all muscle but without the grace to know how to use it or control it. Strength must be added to all test results even if it causes the rider to bust but it cannot be used in an attempt to shake off an attack.

*[Needs work but the idea is there.]*

### **Uncanny Grace:**

A true master of their own body this rider truly is as graceful as you will ever meet. Their dodge may be added or ignored in regards to any test that would be directly relevant.

*[So this is a better version of clutz basically, needs work but the idea is there.]*

### **True Power:**

True strength isn't just about power but knowing how and when to apply it, this rider may add their strength or ignore it during any test in which it is relevant.

*[Better version of do you even lift bro, needs work but the idea is there.]*

### **Inebriated:**

Reduces all non-attack stress by 1 to a minimum of 1, cannot perform stop or focus actions.

Slowing down requires a test TN13, if failed they stay in their current speed and add 1 stress.

*[I prefer to keep the minimum of 1 otherwise it feels too easy to deal with. This way they kind've become a ticking time bomb until they Max Out, bust or both, perhaps there may also be a version of this that is a skill you can choose to activate for a higher max stress or some other bonus.]*

### **Strategist (x):**

X times per game, when performing a test this character rolls 3D10 instead of 2D10 and then discards one D10 of choice. The rest of the test then continues as normal.

### **Stealth (Melee/Ranged):**

This character cannot be the target of a melee/ranged attack when it was not within line of sight at the start of the activation.

*[Generally intended to be one or the other.]*

### **All Part of the Plan (x):**

X times per game, when pushing your luck during a test this character may roll 2D10 and then discard one D10 of their choice.

### **Second Wind:**

The first time this character reaches their Max Stress stat, their stress is reduced by 3.

### **Psychotic (x):**

TN of all melee attacks reduced by 2 when stress is x or higher.

### **Hard Headed:**

Reduce stress received from incoming melee attacks by 1 to a minimum of 1.

### **Thrives Under Pressure:**

When reaches stress 6 or higher TN of all future tests is reduced by 1 prior to any other adjustments.

### **Subtle as a Sledgehammer:**

Once this character has made its first successful attack, the TN of all incoming attacks are reduced by 1 prior to any other adjustments for the rest of this game.

### **Nimble (x):**

Upon successfully completing an attack without having received one in return this character may move X for free without it effecting the rest of their turn in any way this may be completed as a straight or turn move.

### **Pillion (x):**

This bike is immune to surprise attacks until stress had reached x or above.

### **Rage Filled:**

This character may never choose to fail a test, it must always continue until either it is successful or it busts.

### **Matter of Pride:**

If this character receives a ranged attack all future activations must be spent attempting to deliver a melee attack to the enemy that did it, this must continue until a successful melee attack has been completed.

### **Aggressive (x):**

Once stress reaches x any future melee defences must be responded to with an attack if possible even if stress is dropped later in the game.

### **Timid (x):**

Once stress reaches x all incoming attacks must be responded to by dodging even if stress is dropped later in the game.

### **Cracks Under Pressure:**

When reaches stress 6 or higher add 1 stress at the end of reach activation until character has performed a stopped action, for the rest of this game this character cannot focus actions & stopped actions only reduce stress by 3.

### **Get a real bike:**

Target bike & up to one rider specific advantages are unusable for the remainder of this turn.  
*[A rare or uncommon debuff skill available to loudmouth type characters, more common with cruisers but not exclusive.]*

### **L Plates:**

This rider doesn't have enough experience and therefore cannot use any bike specific advantages.

### **Squid:**

As this rider is "too cool" to wear any protection basically its going to make the target number to hit them lower. So for the moment let's say 13.

*[The fact this isn't actually written as a rule yet is because I need to complete other pieces before this will make sense.]*

### **Unwavering Dedication (x):**

Each turn this character loses x stress.

*[This trait/skill would be exclusively for Leaders & Lieutenants. Sometimes passive sometimes it would need to be activated.]*

### **Charismatic Energy:**

Jeremiah is an inspiring presence, and has the ability to inspire his followers through almost anything. Jeremiah may absorb the stress from his followers, once per turn he may remove 4 stress divided amongst his followers anyway he chooses providing he has line of sight.

*[Most definitely a skill that would require activation. For example he may take 4 from character or 1 from 4 characters, meaning they lose this amount and he gains it.]*

### **Reach Advantage:**

Providing it is not within attack range of a second enemy attacker, this model will gain advantage in any attack that has an attack in response, their attack will be completed prior to the others

*[So if x attacks y, y chooses to attack first, this rule would allow x to complete their attack BEFORE y gets to do theirs. Any changes in stress during this will therefore be applies to y's test.]*

### **Ambush:**

The basic idea is you set up a place for a rider who is off the table to come on later in the game, you have 3 tokens only one of which is the real location. If a rider comes within 8 inches of the true token you may choose to reveal or not, should you reveal they have to pass a TN17 test to prevent being surprised, this test is purely about the surprise and cannot cause a bust. If successful their turn continues as normal and the rider is revealed, if failed ambush gains control of the turn and the rider is considered surprised if an attacked. The ambush may use both of its activations before turn returns to the active player.

## **Plans for Mini's?**

### **Miniatures:**

At this time the game does not yet have miniatures of its own, however if you would like to know more about what I have been using to test please feel free to ask, the following is general commentary on the types of miniatures I see being in the game.

### **Motorcycle Riders:**

This is going to be the bread and butter of the game, this is why you're here.

## **On foot:**

These are going to exist but are going to be very very limited. Different games will have the option to take different numbers, most likely going to be used to lay traps or shoot guns from rooftops. Definitely going to feature within the NPC options.

- Moving slow, can be deployed within a building one on foot per building only.

## **Cars:**

If these exist they're going to fulfil the tank type of roll but I am yet to make the decision whether or not to include them. They will definitely feature within the NPC options but if they end up in the game it would be until its expanded later on.

- No stress for turns
- Speed 2-3 must be speed inches below max to turn.

## **Factions:**

It's important to remember that all of the following factions are fictional and whilst based deliberately and loosely upon certain stereotypes it is not the intention that this game represents any real life gangs, groups, clubs or individuals.

## **Hades Motorcycle Club:**

Hades originally founded in the mid to late 70's but even to this day it's difficult to determine an exact year, a group of veterans struggling to return back into the real world banded together to create a life for themselves. The group has their hand in a lot of pies under the streets, for many years an 'agreement' with the local enforcements kept them in power, as we reached Modern Day and other gangs began to invade their territory Hades began to see themselves more as enforcers of their cities streets and made genuine attempts to clean up the gang. Ultimate this led to a split that is still being felt today. Hades Motorcycle Club has a strong connection to cruiser motorbikes, though slower of the line they generally have a higher top speed and their weight prevents them from being kicked into obstacles if things get violent on the streets.

## **Komodo:**

The Komodo are an international organisation with their hands in everything but their entrance into Redemption Falls was somewhat recent, Komodo is a very secret organisation with a strong generational culture going back hundreds of years that have outlasted rulers, empires and countries. Their illegal operations within Redemption Falls forced Hades hand and was the reason they had attempted to assist the city in cleaning itself up. The Komodo have a strong association with Sports Bikes, racing style motorcycles and generally tend to wear full face helmets more often than their counterparts. Sportsbikes tend to be faster of the line but with a slightly slower top speed that they make up for in the cornering ability.

## **Mutiny:**

Mutiny's greatest power is the fact that most of their acts get blamed on the other organisations, the downfall of Redemption Falls, the fact the city is locked in a seemingly endless Marshall Law, this was all part of the higher ups plans. On the surface Mutiny present themselves to members

as a welcoming family, drawing in the lost and the less fortunate but the leaders behind the organisation are anarchists of the most violent kind. Having built a cult like culture within their group those that do know about them believe the group lives a nomadic lifestyle, only the truly elite members knowing the location of the cults true home bed "Vultures Cradle".

Mutiny generally tend to prefer adventure and trailbikes, they're easier to use off road and through the rubble and help them with their ambush guerrilla tactics.

### **RFPD:**

When the city fell so did most of its forces but what remains of the cities governmental structures is controlled by RFPD. With the Mayor gone and the rest of the country locking them off it's up to the Commissioner and what's left of his forces to bring the city back under control. The police use whatever remains of the original force's fleet.

### **Future Factions:**

Exactly what it sounds like, these factions don't really exist yet but they're vague idea's I will work on more later.

### **The Split:**

This faction is a work in progress, meant to be the darker side of Hades that refused to go clean, will be worked on more later as the rest of the game development comes together.

### **Silver Brigade:**

A community led civilian defence force, generally part of the older community, their bikes are older not as well maintained but they know these streets better than anyone and despite their appearances, sometimes even the cities worst will listen to them.

*[Inspired by a conversation with a local gaming friend, the faction should work as a debuff to their enemy.]*

### **Gang Structure:**

In order for any organisation to survive in a stressful environment people need to understand where they fit into the hierachy and a gang is no different. The nature of this section at this time is very much a skeleton of what it will need to become, I would imagine that at the very least every faction would need these names flavoured and some may have unique roles perhaps they should have unique roles but for the moment this is where it stands. Hopefully the final version of this ruleset will allow for players to be able to create their own versions of gangs within the world of Entropy City, flavouring them a little. However until the game reaches a phase where individuals are becoming important most of this is not yet important.

### **Leaders:**

Every gang has its leaders, rarely is there only one person that runs everything and even when there is they're often a figurehead representing a larger table of positions. A leader should have something that changes the way that a gang plays, something that helps their gang in some way to set them apart from the others. There should only be one leader being used at a time I feel,

or I go the Malifaux route and the main leader is free, any further leaders are expensive. This would be your main source of shared skills.

### **Lieutenants:**

The second in charge, perhaps there will be room for alternate versions of characters earlier in their life before they reach leadership status or to allow them to be used when another leader is present. Lieutenants should also be able to assist the gang but in a much smaller capacity, so smaller shared abilities or assists, there would be room for both supporting and aggressive roles.

### **Enforcers:**

Exactly what they sound like, they know they're way around and they deal with the "real work" aspiring Leaders and Lieutenants, they don't have any abilities to share with their gang but they're more elite and harder to take down, they're job is to survive, to take the eyes off the smaller riders and live long enough to replace their superiors when they're time has passed.

### **Recruits:**

Not quite the lowest ranks they're accepted into the gangs as full members but still finding their feet, your baseline troops and occasional elite versions.

### **Initiate:**

Your L-player, the rider desperate enough to be accepted that they would do almost anything. Certainly not useless but would be used at least in my head as fillers to make up your points.

### **Building Your Table:**

Redemption City may be worn down and parts may be in ruins but the city itself is large enough so that whatever you wish to design, it can fit. The richer side of the city has been maintained better than the slums, there are even parts that have dirt roads more than paved ones. However there are some things I would recommend to make your table fun to play on. The main part of this game takes place on the road and sidewalks, so you want a table with a number of roads and streets, even some narrower alleys, breaking up lines of sight but allowing enough room for the gameplay to be fun, you want the miniatures to have choices on how to get places. Some bottle necks are fun, but an entire table filled with bottle necks can become tedious very quickly. Generally speaking my tabled have a 4-5 inch road with 1 inch sidewalks. Ruined areas should be designed so that bikes can be placed on them, if you do not wish for them to be traversable then make sure its obvious to all involved. A bike cannot be taken inside of a building however any rider "on foot" may choose to.

### **Terrain Rules:**

#### **Urban Environment:**

Although worn and in poor condition the streets of Redemption Falls rarely put you into a condition where dangerous terrain needs to be taken into account. Potholes, garbage and rubble is generally the most you should expect.

#### **Gravel/Dirt Roads:**

Cruisers and Sportsbikes increase minimum distance by 1 and reduce maximum distance by 2 in every speed.

### **Sand:**

Add 1 stress for every action spent touching sand, trailbikes resist the first stress every activation.

### **Grass:**

Stress taken during a turn is increased by 1 at all speeds.

### **Ruins/Rubble:**

Bikes may only travel minimum distance+speed at the most, Trailbikes may travel as normal. Minimum 1 stress for all turns.

### **Curbs:**

You may never travel over a curb at any less than a 45 degree angle.

### **Other Idea's:**

### **Jumps:**

Would you like to have multiple levels to your table? Perhaps a jump could be setup to aid a bike or two to get up onto some buildings that are connected through a series of bridges, perhaps ruins just happened to have created an easy way up to a ruined highway.

Alternatively jumps could simply be in the middle of the street and used in combat to get over enemies to achieve surprise attacks.

*[Jumps are an idea I have for the game but how far this idea goes will be a matter of time. Its too early to know this MIGHT be something to save for an expansion perhaps.]*

### **Ruins & Parklands:**

What happens to a city park that hasn't been maintained for a decade? What happens to a building that collapsed in a city that has no funds to rebuild or clear it. If you're going to have a ruined section of the board we would recommend it was placed in an area that could benefit everyone on the table or that it becomes the entire location, some missions may actually suggest they take place within Mutiny territory and we would recommend these were set up on a ruined board.

### **Destructible Terrain:**

There are elements of the city that truly are in ruin, some of these ruins have become quite fragile over time, after all there is a reason outsiders refer to it as the Entropy City. If you have smaller pieces of terrain you both wish to be destructible this should be decided at the start of the game prior to any dice rolls. Suggestions for this would be items such as park benches, tables chairs, generally speaking its not the intent of this rule to allow you to play inside of a building but ruins could certainly be a thing.



To go through the piece of terrain you must travel your full speed and be at speed 2 or higher. Every item that is destructible should have a level of risk between 1-3, for example a chair would be easier to move than a table. You immediately take 1-3 stress depending on the agreed level of risk and must pass a TN13 test or your opponent turn your bike 2 inches before forcing you to continue your speed.

Should you succeed if the item of terrain is an item then it moves speedx2 inches in any direction you desire.

*[The turn made as a result of a failure does not prevent a rider from using a turn where normally allowed. However it would be a way for an opponent to potentially force a collision.]*

## **Terrain Levels & Line of Sight:**

Line of Sight (LOS) is a very important element for all miniature games and is used to represent what a character can see. Entropy City uses a top down perspective to determine line of sight, the entire base is taken into account, drawing an imaginary line from your base edges to the edge of your opponent's base. A rider is assumed to be concentrating in where they are moving and therefore has no line of sight in the back half of their base.

*[It is important to remember that until guns have begun to be implemented into the game most line of sight elements that doesn't apply to melee is unlikely to have answers.]*

- Size 1: General size of cars & motorbikes
- Size 2: Trucks and other larger vehicles
- Size 3: Buildings

## **Mission Types:**

*[At this time these are more vague ideas than actual written missions.]*

## **Turf War:**

A simple game of take out your opponent, one point for each character you actively take out, lose a point for every bust.

## **Package Run:**

One player selects three riders each is holding a package, their mission is to reach the enemy table edge. This game should be played in multiple rounds swapping at the end. Three packages, two worth a single VP the last is worth 3 VP. Package runners must declare which bikes are holding a package at the start of the game, which package is the highest value is hidden information, only revealed when either busting or completing their run. Should the game result in a tie players should remove busted package carriers from their total.

## **Hoon Hour:**

Players design a race circuit and play through the race. Police will DEFINITELY interfere here appearing in one of 3 locations.

## **Lovers Point Brawl:**

Everything has gone wrong, the police have every exit blocked and its every gang for themselves, all forces deploy from the same edge, one in each corner this edge is considered a

cliff face any ride sent over the edge automatically busts without chance of survival. A police line blocks your exit. You gain one point for every enemy taken out, two points for every friendly model that escapes.

### **Grab n Go:**

3 packages at the centre of the board, terrain setup to prevent a straight line possible from deployment to the packages. Once you have obtained a package you must hold onto it for two complete actions then attempt to exit via your own deployment. Characters holding a package cannot perform attacks. One point for each successful escape.

### **VIP Takedown:**

Each player publicly declares a VIP. Your mission is to have your VIP take out the other either by attacking them or FORCING them to bust. If a VIP is lost as a result not directly linked to the other the closest friendly character replaces them immediately.

### **Corners:**

A fairly common game type but would be harder if you're not allowed to park. Need to give this more thought, but it could just be x rounds score x rounds score.

### **Rescue & Survive:**

NPC on foot needs to be collected from one corner and delivered to the other. Same mission for both players, extra points if they can take it your npc.

### **Jailbreak:**

An NPC locked inside a building at the centre of the board, rider must perform a successful stop within 4 inches of the door or window. Perform a test it for the NPC with TN 16. If successful escape the table from any board edge through a road exit, with the NPC on friendly bike.

## **The Law: As NPC's**

*[First and foremost, I have no intension of actually doing anything final with how the police work as an NPC until the ACTUAL game is in a workable state and has been through at least a few tests, the following at time of writing is more the ideas in my head. The reason for this is I truly believe the game itself needs to be in a working state before adding this element, I need to know the basics work before adding in what some may consider an optional difficulty curve, if I don't then it may be harder to pin down causes of balance issues.]*

In the game The Law can and will fulfil one of two purposes, the initial plan with the Law is for them to be a game controlled element, working in a similar manner to how monsters can appear in games like Frostgrave, this idea actually goes back the original 8-9 years, before Frostgrave where people questioned if the idea could work without upsetting players.

There is also a side of the Law that will be playable in game but that is a different story.

I have a couple of plans on how mechanically the police will act, they should be neutral and attack both all parties involved in the game. Rolling on a table to determine their aggression level was one idea. Another plan was to have them initially target named characters and then later target whichever models have done the most damage or had the most impact on the game.

If an NPC is involved in a test, it must have a minimum to roll before giving up. At this time it's 15.

### **Commonly Used Terms:**

#### **Active Model:**

The model you have chosen to activate.

#### **Active Player:**

The player currently having their activation.

#### **BTB:**

Abbreviated from base to base, when models bases are touching one another.

#### **Bust:**

You have rolled over 21 during a test, this is a critical fail causing your miniature to crash out of the game, unless a skill allows them to save.

#### **Cager:**

A common biker term used to insult someone driving a car.

#### **Cover:**

Only applies to ranged attacks, if only part of the motorcycle and rider are visible the defender is considered to have cover. At least 25% of the motorcycle and rider must be visible to attempt a shot. We would encourage players to use the "rule of cool".

*[In a friendly game should you wish to take this idea further, an option could be to run with the "rule of cool" and*

*made the TN higher to adjust for less than 25%. Players can barter with each other and agree upon the final target number.]*

### **Crit:**

A critical success, rolling 21 on a test without additional dice being added. Some weapons and attacks may give you a bonus for rolling a crit. Your stress is not applied to this roll. Reduce stress by 3 to a minimum of 0.

*[10 +1, the one works like an ace and is therefore 11.]*

### **Focus:**

A simple action used to partially lower a model's stress level.

### **Line of Sight:**

Entropy City uses a true line of sight mechanic from the models perspective, however you must have sight to the bike itself not just a limb or a weapon held by the rider.

### **On Foot:**

A miniature that is not riding a motorcycle.

### **Pierce:**

The ability of a weapon to counteract a rider's protection or even exploit a lack of protection further.

*[In game this would be presented such as Pierce [x] where x would be removed from the TN of an attack. So if an attack would normally require a minimum of 15 and this weapon has Pierce [1] then the TN would lower to 14.]*

### **Protection:**

A smart rider wears protection to prevent injury in the case of a crash, in the middle of a turf war that protection can play a dual role, after all hitting someone in the head is less effective if they're wearing a helmet.

*[In game this would raise the target number of the test by the protection stat, aim is for this to be 1-3 at this time.]*

### **Sit:**

When you choose to stick with the current total on rolled dice for the current test.

### **Stress:**

How distracted is your current model, stress is to be added to the result of any test performed on the table, and must be managed to prevent busting.

### **Stopped:**

For the purpose of this ruleset the terms stop and stopped are used interchangeably, this is a complex action only available within speed 1 & 2. The rider must travel their current minimum distance before stopping. The cost of this manoeuvre is to skip their next activation leaving them vulnerable until their next activation. By stopping a rider has the option to recover from a dangerous state or condition or recover their stress, some riders have additional options such as shooting or reloading a gun.

**VP:**

Victory points are used to determine the winner of a game or series of games.

**Wounds:**

How much damage a character can take.