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Introduction:

Author's vision:

It was at some point in 2013 when the idea of this game first started to take shape, in those early years it started as a goal of something I'd like to do one day, something a lot of my gaming friends suggested I should have started working on then. It was an original concept that wasn't being done at the time, in many ways it still isn't. In its earliest days some of the core concepts had planted their seeds but I hadn't felt confident enough in myself to sit down and attempt to flesh it out. The true point where this idea became something I fleshed out and developed was in mid-2022.

Entropy City is intended as a skirmish sized game mainly centered around motorcycles and how they would interact on the table. Templates are used to help a motorbike feel like an actual motorbike on the table, with inspiration coming from a lot of sources to help define not just how the game plays but also the world in which it takes place my goal is to develop a world that players will be excited to explore with their hobby and their painting. During the process of this book you may find I occasionally use the term stereotype, it's important to remember that the use of this term is strictly discussing pop culture stereotypes to help describe a lifestyle, the world of Entropy City has been designed to be a large city with a diverse population so that your gang can truly become your own.

At the time of writing this rulebook stands as a living document that will continue to evolve over time as the game is developed and tested, the most important part of this to me right now is getting the ruleset right because for me that's the piece of the puzzle that everything else can be worked around. I would certainly love to develop a line of miniatures in time and perhaps even a business of my own but that is a goal for the future. If the game is not finalized at the time you begin your hobby then please keep in mind that rules will change, items and available options may be added or removed as development continues.

I thank you for your interest and the support shown by reading my author's vision, if you come across a statement surrounded by square brackets "[]", this is intended to be me trying to express something I understand needs to be worked on or put something I've said into context. If at any point you come across something that doesn't make sense, please do reach out and let me know or ask me for clarification as it may be an error I am yet to discover.

What is Entropy City?:

Welcome to the world of *Entropy City* a fast paced narrative tabletop miniatures wargame filled with motorcycle gang combat. It's important to remember that this game is a work in progress and as a result parts of this may read as more of a development notation than a strict rulebook, this is a deliberate attempt to help keep the intent of the rules in context for those reading it. Development began in mid-2022 and as we approach a completed document these areas of development notation will begin to be removed. The name Entropy City is actually over 20 years old I've used it in several roleplaying scenarios online and offline but it has always been my IP, if by chance you've known me under another name you may come across characters or concepts that resemble my previous work, there's a number of characters that I have reworked to fit my new world, some may resemble their origins but if you recognise them it's important to remember it's not the same character. The city's name itself is Redemption Falls, the year is close to our own but an alternative history has thrown the city into chaos and that's where this game

brings you today. A giant city worn, areas in partial ruin, gangs controlling the streets and a world that's left it to fix its own problems. In this game your miniatures are always on the move, each rider fights passionately for their territory whilst trying to balance the stress of surviving amongst the cities hardest they will either beat or be beaten by those looking to expand their influence.

In this document you will find the work involved in the development of my miniatures game, Entropy City began as a vague idea around a painting table in 2012 speaking to a friend and wondering of all of the games I'd seen why no-one had ever seemingly 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 miniatures games quite naturally. This conversation continued here and there for far too many years before work actually began on the game itself. A number of friends suggesting I should just do it and me saying 'yeah I will eventually' before putting it off for one reason or another. 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 templates seemed like the most logical mechanical way to achieve that but 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 and it will be my main hobby focus until that mission is complete.

Whilst I am very proud of how far this has come in such a small time I want to make one thing very clear before you go too far, this game is very much a work in progress and I have been very careful to ensure that I test things one step at a time, breaking everything down into phases of testing before the entire project comes together, I believe that by breaking down the development in this way will help me develop a better end product and a more fun game, I am only in the second phase of testing right now which moved from just the initial core mechanics of how the game worked into a full sized table and larger forces, guns and wounds have also been implemented within this phase as well. The third phase when I reach it will introduce the different factions so their points of difference can be tested and the process will continue like this until the game is ready for a full and thorough beta test.

LORE:

An Introduction to Redemption Falls:

Perspective is an incredible thing, most seem to forget the days then "Entropy City" was a metropolis like many others, a city born of opportunities and wealth, people forget the moments where things almost changed for the better, the moments of sunshine in between the pouring rain but sadly when you've felt the dampness for this long it sometimes seems impossible to remember the warmth of the sun. This is the story of Redemption Falls, a once great city that fell into an entropic state it's never recovered from. This is the story of the small moments in time when the only way forwards made so much sense. This is the story of a community that failed on all levels, these are stories that could happen anywhere, to anyone of us.

The Almost Founding Days:

The location of what would eventually become Redemption Falls was first discovered by the settlers in the early-1800s, the tales talk of an overly curious young man who had been fascinated with the resources found within the river they were camping near the party leader showing little interest in such mundane and worthless materials, he was after gold but when a young man from the Hackman family had been injured up river he cleaned himself at the base of the waterfall prior to walking without injury 5 miles back to camp. That's the story that is told of the cities founder, of course don't allow the fact that the Hackman wouldn't migrate to the country for another decade get in the way of a good story.

The Mayoral Race:

For a large number of decades the fact there was a criminal underbelly to the city of Redemption Falls was very secretive in theory, on the surface everything was fine but even if people didn't know of the criminal influence within the city they still suspected, the existing Mayor Robert Stevens had been The Mayor for over a decade at the time when the city's most controversial election campaign had begun, having been an extremely successful businessman he had reportedly funded his own campaign each election and had always won on a platform of not just city growth but of community, however where as he certainly had a wholesome reputation the questions around his success had always underlined his popularity but never had those voices been as loud as the day that his political rival laid out his campaign message with not just accusations of corruption but a long speech that underlined evidence linking every one of the Mayors closest political allies with the criminal element that plagued the city

The irony is despite the election becoming essentially a landslide at the time to this day there are a large number of citizens that question its results, the question of if the smear campaign was as factual as it was presented as and whether things would have been different. It's ironic that the election of a Mayor bent on ending the cities criminal corruption could have led to such Chaos, if he was going to be assassinated people question why it was left until after the election a 40 year old Leeroy Tyeson, a young with young teenage triplets killed two weeks after being elected his lasting legacy nothing more than the memory of the cities downfall following his death, although never said out loud it almost feels as if people blame him, for daring to try and fix things.

The birth of the Hades Motorcycle Club

People often like to talk about how much worse crime is now compared to when their parents time, or their grandparents day or how much better things used to be but fact of the matter is crime has always been an element of society, people like to ignore the cause for most crimes and think of those involved as nothing more than a statistic but the more scary fact is that it could very easily have been them with only one of two small changes in their lives. Society is forced to treat crime like a disease, something to be treated and eradicated but what no-one likes to discuss is a simple fact, most crimes are not a matter of the rich getting richer, to the contrary most crimes and crimes of opportunity in a moment of desperation, most crimes are caused by people who have almost no choice.

It was the mid 1970's when most of Hades founding members were returning home, returning to a home that turned them away, shamed them for their service, years of sacrifice only to return to a home that shunned them, it started as a group of friends trying to make a life for themselves, if this had happened today it would likely have been called a support group but in the 1970's no-one would dare admit they were struggling, they'd never dare admit they needed

support, they needed money before their military payouts ran out, they needed to find a way to survive, things started with simple work others were unlikely to accept, opportunities to do work under the table, security work to collect owed funds from people who owed it. None of them intended for Hades to become what it was, it was just until things got easier, just a temporary solution, a solution that got out of control, Hades Motorcycle Club was only ever meant to be that, what it became was an accident but an accident not everyone was willing to let go.

The Komodo creeps in.

When an offer sounds too good to be true it often is, it's something of a cliché we hear frequently but we've all had moments where we were apparently the lucky one, the only one smart enough to take advantage of a great offer, it's this belief that you will be the lucky that had led The Komodo to become one of The world's oldest criminal organisations, there's arguably not a continent on the globe they're not found or trying to influence more. Those within power before the fall of the city were in denial that The Komodo had entered the streets, there had been attempts to begin their infestation that had been stopped either by the law themselves or by Hades protecting their territories but for every battle they lost there was another they'd snuck through and as a result by the time the cities fall had taken place they're influences were already all over.

The historical origins of The Komodo are deeply mixed through fact & fiction, with much of its history having been written by the victors, it almost feels like the group has several origins that they refer to depending on the context and the audience so its generally believed that either the group's origins are genuinely lost to time or that it was originally several groups that merged or were taken in time. There's no single country that the group claims as its ancestral home which only adds to that historical confusion.

The group have had strong times in both Asia as well as Europe for a very long time, oldest mentions in history giving ties to Italy as well as several countries in Asia but with a true mix of international members both new and old its proven difficult to filter the fiction from the fact or prevent the growth as well, even if one area managed to make it harder for them to operate they seem to just rise elsewhere. Sadly today the influence that The Komodo have taken from the city is undeniable, one of the genuine powerhouses within the city streets there may be more of The Komodo within Redemption Falls than you find in the rest of the country.

When was Mutiny established?

A rather uncomfortable question when you begin to connect the dots, even the members of the Mutiny itself truly aren't completely aware of just how far back it goes, most of them arguably wouldn't have ever associated themselves with the group if they knew the truth. The mind or minds behind Mutiny had a troubled relationship with Hades for imagined slights and hadn't been a large enough figure at the time to draw the attention of The Komodo who hadn't revealed themselves at the time. It was no secret that Hades held a lot of influence within the city but few knew just how high that went and when the mind or minds behind Mutiny found out the truth it only deepened their disgust with not just Hades but truthfully the city as well.

The two minds behind the moments that followed were, a scarily charismatic man that called himself Jeremiah and a troubled young man by the name of Jackson, how much of the plan was shared is truly unknown however for reasons that will soon become obvious this fact no longer truly mattered.

Mutiny in and of itself did not exist at the time of the fated election but what happened during those times would not only become the central focus point of its recruitment but also the fact they've never claimed responsibility is what's led to their place among the cities strongest powers. The entire plan of the assassination was set up to frame Hades, knowing they'd react so strongly to defend their name and how strongly the city would go after the "clear" villain, Hades to this day still believe it was The Komodo that set them up, given that Mutiny didn't exist until afterwards means no-one has ever connected the dots.

Not many people would want a city to be left in the state that Redemption Falls was but of everyone that gained power in the cities fall no-one got what they wanted more than those within the Mutiny's higher circle, the anarchists have thrives since Entropy took the city and where many of them have no idea what led to the group, Jeremiah sat himself as the main figurehead of what can only be described as an anarchistic cult, recruiting members under the promise of saving them from those who failed them. And as for Jackson, the young troubled mind that pulled the trigger it's impossible to know if he truly understands his part in things or if he's forgotten entirely, he received no power from his part in things and sits quietly as an angry bitter man, somewhere in the low ranks of the cult, seemingly under the impression he joined them. And we truly know is that Jeremiah has kept him beyond arm's length ever since the cult gained steam.

Hades Splits:

Just prior to the fall, the Hades Motorcycle Club had seen the writing on the wall and although there was arguments leading into it, the group accepted that it was time to move out of the groups more questionable activities but with the new Mayor having openly stated in his first speech that he intended to take down the underbelly of the city it was clear where the police was going to target. Sadly this made most believe that Hades was responsible for the attack and the RFPD targeted them accordingly. Hades knowing their innocence came back with full force, the beginning of the fall.

With the city in a horrid state, its group initially turned on each other, the one half of the Club determined that if the city was going to treat it as criminals then they were determined to do whatever they needed to get ahead, the other half of course determined to clear their name and stand up for the communities they lived in. Both sides consider themselves the true side of Hades.

Why don't they leave?

To the citizens of Redemption Falls this city has always been home or it was a place they came to for a chance at success, even in the cities darkest of ways there is fortune to be found whether it's legally or otherwise. However there is a larger story here, to the everyday people of Redemption Falls the fall of the city wasn't simply a failure of its government but a betrayal of the people around them. If they won't help then we will succeed to spite them. Its also worth remembering that not everyone within the city see the gangs as the issue, that's simply how what's left of the government want them to see them.

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 would flock to Redemption Falls in the search for a new life, seeking to fulfil their hopes & their

dreams but like many cities, not everything was always as it seemed and that boom period now feels like so very long ago. There had always been a darker underbelly hidden within the city itself, this isn't entirely unusual, where success is to be found you will also find those wanting to exploit it for their own gains. In the earliest days of the city's growth of the city the mafia had a lot of influence and it used that influence to find certain projects in exchange for favourable conditions but the Mafia within Redemption Falls was more clever and sly, where the rest of the world's underbelly crumbled under new laws and infrastructure the underbelly of this city evolved into businessman, politicians until a new underbelly rose to fight against their corruption, Motorcycle gangs and criminals took over as the Mafia's criminal influence dwindled. As time passed on they filled the power vacuum left behind, 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. For much of the population what they didn't know never hurt them for the problems were there, boiling under the surface and eventually the heat boiled over. As the e next generation began to reach their prime some of them began to take a stand, not standing by and allowing it to continue and 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 the 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.

Playing the Game:

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 this game 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. A motorcycle is almost always on the move, there are a lot of incentives to always move faster but this must be balanced with the tactics to achieve your goals or you risk crashing out of the game. There are few things quite as effective as a lead pipe to the back of your opponents head if you want to take them out but that will prove pointless 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.

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. At the moment I have chosen to use a selection of Infinity & the occasional Games Workshop miniatures but there are also a number of 3d printable options available. The intended scale for the game is 28-32mm which is the most common industry scale, aesthetically the game is intended to be around modern day but there is nothing to say you couldn't stretch things out to near future or go with the "rule of cool". If you are able to test the game with me I will provide models for us both.

- Motorbike Rider.
 - *75x42mm oval base, the meat & potatoes of the game*
- Trike / Quadbike
 - *70mm base.*
 - *Most likely Hades & Mutiny specific.*
- Pillions.
 - 32mm base/Token.
 - 4inch move/6move run?
- Cars.
 - At the time of writing these don't exist, if they're included later it would come as an expansion and they would fit into a tank role.

Dice:

Dice are used in many games to add a random element and some chance to the excitement of a game and Entropy City is no different, in this game we use ten sided dice (D10). This allows for more variety and options within the gameplay and opened up the option of the games core dice mechanic which I will now explain. Unless otherwise stated a test performed within the game works in a similar manner to blackjack. The player will roll 2d10 roll to begin their test and will require to reach a target number (TN) to succeed, should you fail to reach your target you have 2 options, again similar to blackjack you can *push your luck* by adding another D10 to the roll, alternatively if you believe the risk is too great you can choose to fail, a player may push their luck as far as they wish however should be aware that if they ever go over 21 they *bust* meaning it instantly becomes a critical failure. If this test is to be opposed then each player performs the test simultaneously beginning with the initial 2d10, player with the lowest result may push their luck first once their test is completed the second player will do the same, highest result without busting wins. Players should consult *push your luck* and *bust* for further instructions.

[So in this example the player rolls 2d10, getting a 6+9 for a total of 15.]

Stress:

On the dangerous streets a rider needs to give the road and their surroundings at all times, sometimes a small amount of stress can help you focus but if you let it overwhelm it will be your end. Stress is one of the central mechanics in Entropy City in order for a rider to survive it's 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 if possible. A miniatures stress can never be less than 0 and can be tracked on

its card.

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

Push your luck:

Once your initial rolls are calculated, the controlling player has the option to add 1d10 at a time to their total if they desire, this continues until they choose to stop or "sit".

[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:

Different tests will have different requirements as a general rule ties are called in the favour of the defensive player but all players should consult the specific area of the rules as some sections may treat these differently.

Advantage:

When rolling with advantage the rider rolls 3d10 and may pick the result of their choice, stress and any other conditions still apply. Advantage cancels disadvantage.

Disadvantage:

When rolling at disadvantage the rider must roll 3d10 and pick the lowest, you may not push your luck unless otherwise stated. Disadvantage cancels advantage.

Bust:

If a player's result ever reaches above 21 they "bust" which is a critical fail, this causes their bike to crash during whichever action they were attempting, if the rider was moving at the time of this test their opponent has the option to move them speed inches in the direction they were faced. The rider has crashed and is considered stopped, they lose speed wounds, gain 2 plus speed stress. It is important to remember that during an attack that everything is happening simultaneously so your opponents attack still goes through with all effects that are applicable.

[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".]

Wound Saves:

If a rider has taken a wound it's possible that their protective gear may save them. To make a wound save roll 1d10, add your protection stat and the final result must reach 10 or above to avoid the wound. Should you manage the save your rider gains 2 stress instead.

[So your rider has protection 2 and is therefore would need to roll 8+]

Recover:

When a rider has crashed they may attempt to recover providing they have wounds remaining, to successfully recover you must roll 1d10, then add your strength and the final result must be 10 or above. Should they fail they gain a further 2 stress, your rider may attempt this during their next turn as a complex action. If a rider fails to recover a second time then the miniature is to be removed from the game unless otherwise stated.

Movement:

Movement in the game of Entropy City is not an action itself however most actions will have a movement included within them, depending on the speed your rider is moving will determine the

movement distance. A rider may choose to go up or down 1 gear per action if they desire and may never skip a speed unless otherwise stated.

Weave:

Once during your turn you may move your bike directly to the left or the right to avoid hitting an object or get in range of an enemy, this cannot be done during a turn. This doesn't count towards movement however for each inch it costs you 1 stress to a maximum of 2 inches.

Standard Speeds:

On-Foot: 4 inch move / 6 inch run.

Standard Bike Speeds:

These standard movements are simply that the standard ones, each faction will have movement distances of their own and you should consult your faction for its movement distances. Importantly however, NPC's will always use these distances.

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

Activations & Actions:

During the game each player will take it in turns to activate 1 miniature, during that activation their miniature will have 2 actions, most actions are simple and straight forward however there are some that take a little more time and are considered complex actions.

Simple Actions:

A standard action that takes only one action to complete is how most actions within the game work

Complex Actions:

A complex action is more focused and requires more time to complete, these are not common but when chosen will require you to skip an action to complete, you are welcome to choose a complex action either with your first action or second however if you choose to use it as your second action a *distracted* token should be added to your miniature to remind you, please see *states & conditions* for more information on distracted.

Turns & Turning:

A rider may only turn at the start or end of their movement and its distance must be included within the total distance of your movement. A rider isn't required to move an entire template, because of this you will find inch markings on them for partial turns. You may only use 1 turning template during a standard action. A player should consult the table below before making a turn and assess whether they wish to take its risks.

	Tight	Medium	Wide
Speed 1:	+0 stress. +1 stress if failed TN14.	<i>No roll required.</i>	<i>No roll required.</i>
Speed 2:	Instant +1 stress. +2 stress if failed TN15.	0 Stress. +1 if failed TN14.	<i>No roll required.</i>
Speed 3:	Instant +2 stress. +4 stress if failed TN 16.	Instant +1 stress. +2 stress if failed TN15.	0 Stress. +2 stress if failed TN14.

If you find a roll is required then TN14 is required. A player will take the stress according to the table, however if a player wishes to fail the test rather than risk a bust they may do so and take the stress associated, the bike completes the turn and it then pushed 2 inches directly sideways out from the turn unless the bike makes impact with an object in which case it is rotated to meet the object and its owner must consults *Crashing*.

Game Structure:

A game of Entropy City like many other miniature games is broken down into turns, the number of turns may depend on the mission. Each turn is broken down into activations during which a player will choose to activate one of their teams characters, bikes are to be activated prior to any on-foot miniatures. 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.

Influence (Points):

In Redemption Falls your gangs influence is beyond important, it's not simply the power to barter & arrange access to what you need to survive but your influence directly determines who is willing to follow you into battle and fight for your control of the streets.

A standard game of Entropy City is 100 influence however if you're playing for the first time it may be worth lowering your points a limit of 60-70.

Getting Started:

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

- A copy of these rules.
- A roughly 4x4 foot playing surface.
- A selection of terrain to fill the playing surface.
- A selection of Motorcycle miniatures 28mm - 32mm scale.
- A few ten sided dice (D10's)
- A set of the games turning templates.
- A tape measure marked in inches.
- Optional: Tokens to help you keep track of various in game statuses.

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

Pre-Game

- Players decide on the size of all terrain.
- Players determine the mission.

- Players roll 1d10 for Deployment.
- Any objectives are placed as required by mission.
- Players roll 1d10 to choose who goes first.

Turn Structure:

- Starting Phase:
 - Players roll 1D10 highest result chooses who goes first.
 - Check rider speeds for activation.
- Riders Phase:
 - Activate bikes one at a time.
 - Speed 3.
 - Speed 2.
 - Speed 1.
 - Stopped.
 - Activate on foot miniatures.
- Invasion Phase:
 - Roll for invasion if required.
 - Activate any NPC's as required.
- End Phase:
 - Perform any required recover tests.
 - Clean up expired tokens.
 - Check mission conditions.
 - Award any VP's earned.

Deployment

Players each roll 1d10 and the player with the highest result may choose who goes first, players deploy 1 miniature at a time according to the *mission*. When placing objectives, they are placed in the same order of deployment. If you deploy first then your opponent may place their Once deployment has been completed players will each roll again to determine who goes first, the player who deployed first has a +1 on the result of this roll and player with the highest result chooses who activates first.

Objectives:

Some missions will require objectives for scoring, objectives must be placed at ground level and be reachable by all players. Future missions will have different requirements but for the purpose of testing at this time, the first objectives is placed either in the very centre of the board or as close as possible, the second goes to player 1 and the third to player 2. Each player places their objective within their half of the table on the road. The centre objective is worth 1 victory point, the objective on your opponents side of the table is worth 2 victory points (VP). VP are calculated at the end of every turn. At the end of the game the player with the most VP wins.

Ambush: *[No firearms.]*

Prior to deployment set aside 1 rider then deploy all others as normal. Once deployment has been completed place 3 ambush tokens (1 real, 2 fake) within or around line of sight blocking terrain, out of line of sight of all enemy models. During the game if a token comes within 12in and line of sight players must perform an opposed test TN14 + 1 for any enemy models within 6in. Ambushing player must either reveal rider or remove fake token if they lose opposed test. If

they win then they have the opportunity to interrupt the players turn with a single free action. At 12 inches enemy gains +1 stress however if within 6 inches enemy rider gains 2 stress +1 distraction. Once your free action is complete your opponent continues with any actions they have left and then your revealed rider must activate fully. If the ambushing players wins the opposed test any attacks during its actions are considered surprise.

Line of Sight:

Unless otherwise stated the line of sight of any miniature is the front half of its base.

Cover:

Cover only applies to a ranged attack, if there is a piece of scatter terrain between you and your opponent, this will not affect the shot itself however it will lower the required dodge to an even roll. This is more likely to apply to on-foot miniatures more than riders given riders will wish to avoid obstacles.

Performing an Attack:

In the final version of the game a melee attack will target one of two stats either your targets strength or dodge stat this will add further depth to the combat mechanics and allow for a greater variety of character options. Providing that you haven't chosen an action that forbids an attack your rider may perform one attack per action any point during their move whether it be melee or ranged.

Melee:

The bulk of your army will consist of riders holding weapons they want to swing at their enemies, melee is where the heart of the game lies. As already stated a melee attack may be performed at any point during your movement however you must still complete your full movement as part of your action. If at the time you are travelling faster than your opponent during a successful attack then they will also endure 1 additional stress on top of what your weapon would normally have dealt. It is important to remember that the defending player has options as well, you should consider these risks as part of your action.

Defensive Options:

When the target of a melee attack and prior to any dice being rolled you must first choose how to respond, your defence can either be active or passive, see "*Attack Type*" for more information.
[It is worth noting that once phase 4 begins and stats are introduced that this is expected to change significantly.]

Ranged Attack:

Guns and ammo has become extremely limited within the city limits. It is expected that guns will take up no more than 1/3 of your forces total points. Anyone with expertise in the matter will tell you that shooting a gun from a motorcycle is extremely difficult as such they are balanced accordingly, you will have a higher target number to succeed but a gun if successful is lethal and your opponent can only attempt to dodge. A legal target must be within the front half of your base and within range, a gun cannot legally be used whilst within melee of an enemy rider.

Wound Saves:

You've failed to avoid that incoming strike, maybe this is your last wound is that it? Well no there is one last chance, perhaps you were lucky enough for the wound to be prevented by your

protective gear. To make a wound save roll 1d10, add your protection stat and the final result must reach 10 or above, if the save fails you take the wound, if however you successfully save then you would instead either raise stress to half maximum or gain 2 stress whichever is higher.
[So your rider has protection 2 and is therefore would need to roll 8+]

NPC Invasion:

The gangs may control most of the city and own the streets but that has never stopped what is left of the city’s enforcement and its allies trying to get things back under control. During any mission there is a chance that an outside influence may choose to interfere and make an attempt to ruin your day. That may come in the form of the RFPD, a rival gang or even on rare occasions mysterious vigilante’s taking the law into their own hands.
When it is determined who the NPC is attacking each turn the opposing player will make all tests on behalf of the NPC character. It is always assumed that the NPC chooses to attack unless stated otherwise.

Invasion:

In the invasion if there are no living NPC’s 1 players rolls 1d10 and adds the turn number to the result. If the final result is above 8 then an NPC has shown up. Players should check the mission details as some missions may alter the invasion phase.

Where they invade

Player 1 rolls 1d10, then consults the bottom table which represents the 4x4 table and where the NPC spawns, if the table layout does not allow for exact placement then it is to spawn at the closest possible location. There are some missions where the spawn point and invasion will not be randomly generated.

1		2		3
	3		4	
		0		
	5		6	
7		8		9

Who invades?*

Player 2 rolls 1d10 to determine who invades.

- 1. 1x Mutiny unarmed rider, continually plays chicken against the closest rider.
- 2. 2x RFPD on foot with pistols protecting zones.
- 3. 1x Mutiny rider with Knucks, targets most isolated rider within line of sight.
- 4. 1x RFPD on foot with shotgun, protect centre.
- 5. 2x Mutiny riders one targeting each gangs most isolated within line of sight.
- 6. 1x RFPD riding with leadpipe protecting closest mission objective.
- 7. Vigilante rider with Katana targets most violent rider, always dodges for defence.
- 8. 1x RFPD rider with Shotgun
- 9. 2x Mutiny riding targeting closest rider to centre.
- 10. Vigilante Rider with Katana protect zone, immune to stress.

Actions:

Leadership:

If this character was taken as your leader of your crew then this skill becomes available to you, the characters card will tell you how this skill works and only uses an action if stated. These skills may never be used if this character was not selected as the leader of your crew.

Attack:

During an attack action your bike's movement proceeds as normal. Your attack can be made at any point during that activations movement but only one attack is permitted during a standard action, a legal target must be within range of your weapon profile.

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, cannot turn and cannot change speed during this action. Reduce your stress by 3.

Lay Trap:

For a motorcycle laying a trap is a complex action that may only be performed at speed 1, the model must complete twice its minimum distance as it lays its trap. The trap may be laid at any point during this movement up to 1 inch from your base. However for an on-foot miniature this is a standard action.

Chicane:

You may choose to use up to 3 turning templates during your movement, however no attacks will be allowed during this action. You are allowed to turn at any point during your movement however you may not weave, add 1 stress for each turn template used after first.

Pickup Item:

When riding within 1 inch of an item you may attempt to pick it up providing you have not attacked this action. Add 2 stress instantly, $TN11 + \text{speed} + 1$ for each enemy within 3 inches. Object markers should 25mm tokens or object on a 25mm base.

Carry an Item:

With the exception of dodge, a test related to the item or when stopped, whenever this rider is performing a test they must roll at disadvantage. A rider carrying an item may not push their luck. This rider may not use the sharp turn circle and will always roll on a turn that is 1 sharper than the template used and may not exceed speed 1.

Pass item:

In lieu of an attack a rider may instead pass something to a friendly rider within 1 inch, the remainder of your movement remains standard, add 1 stress instantly, $TN13 + 1$ for each enemy within 3 inches. 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, opponent must place within 1 inch of either base.

Jump:

Occasionally as part of your terrain layout you will find obstacles that may also double as a jump, players should discuss if these can be used or not prior to deployment. A jump could be used simply as a way to show off, any friendly rider that has line of sight loses 1 stress, any enemy rider with line of sight gains 1 stress, should you perform an attack as part of this jump its TN is increased by 1, a dodge against your attack must roll 1 higher than you to avoid the damage. A ranged attack may be attempted over a jump whilst ignoring line of sight providing they remain within range, TN is not effected however the dodge must be 1 higher than normal.

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 must travel their minimum distance and may turn up to 90 degrees once stopped if they desire, place a stopped token by the miniature base. Once stopped your rider may choose one of the below exclusive actions that is not completed until the complex action has been completed in full.

Available Actions:

- Clear the mind (de-stress or remove one state/condition).
- Overwatch.
- Take a shot (also available during skipped activation.)
- Reload

Clear the Mind^:

Your rider needs to destress, 2 stress reduced immediately then upon next available action reduce stress to minimum OR remove one condition or state the rider is suffering from. You may choose skip one more action to remove another.

Overwatch^:

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 addition may only be done once.

Take a Shot^:

Your rider has chosen to stop just so that they could concentrate on their shot, presuming that you have enough ammo you may also shoot during your skipped action.

Reload^:

Your rider takes the time to reload their gun to its full capacity.

Collisions:

A rider would make all reasonable attempts to avoid crashing their motorcycle even risky attempts to avoid a collision can happen when you panic, given this fact it is expected that a player will only allow a crash to happen if there are no other choices. Should your crash involve

another rider then there may be consequences for both riders however you may not do this deliberately to cause harm to an enemy or friendly model.

Crash:

You have made every attempt but you cannot avoid hitting this object, it's a solid object such a building or a wall or vehicle, this is going to hurt. Each collision type will have an option to survive.

Side on: Someone has deliberately kicked your bike causing you to impact side on against something. To avoid a crash you must survive TN18-dodge test, if successful your biker is placed base to base with the wall, add 3 stress, 1 wound and speed is reduced to 1 and cannot be raised until your next activation, weave is unavailable for your next action.

Angled Impact: Your front wheel is impacting the wall at less than a 45 degree angle, most likely during an attempt to turn. This is a slightly easier one to avoid you must survive a TN16-dodge test, if successful rotate your base to be parallel with the object facing towards the direction you were angled toward 1 inch from its base, you take 2 stress and speed is reduced by 1 but you may raise it next action is desired.

Head on: (less than 45 degree angle) Things couldn't have gone more wrong, you've got almost no time to react but maybe if you get everything right you'll get lucky. You must survive a TN21-dodge test, if successful your bike comes to a complete stop base to base with what it impacted, add 4 stress, 1 wound and must skip its next action as per stopped.

Reload:

Your rider reloads their weapon, the weapon type will tell you what action type this is.

Rider Down:

Complex action, must travel minimum distance to stop within 1 inch of downed friendly rider, test for recovery with +2 to roll. Both riders recover 2 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 second, you have a maximum of 4 attacks.

[So in theory you could pull off up to 4 attacks in 1 activation if the enemy is lined up properly.]

Dismount:

This action is only available to an on-foot miniature that is currently riding as a pillion on a bike. The on-foot miniature dismounts within 2 inches of the bike. If stopped then this is a safe move without a test required. However if the bike is moving then a test must be succeeded. Speed-d-10 and the final result must be 8 or less to succeed. Should you fail this test, you take speed wounds and it's the end of that miniatures turn, however should you succeed your rider may take their actions as normal.

[So speed 1 is 1d10, speed 2 is 2d10, speed 3 is 3d10. The insane risk at speed is deliberate.]

Attacks:

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). TN15*, this is an opposed test and therefore may backfire also its not effected by protection or pierce. The loser of this test takes 1-7 stress from TN15-TN21 respectively, winner takes half stress from opponents test, 21 is a critical success meaning winner takes no stress.

[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. An on-foot miniature attempting an attack on a rider must add 1+opponent speed to the TN, however the rider is only required to meet the original TN to avoid the attack.

Active Defence:

When being defensive and you choose to dodge, you roll 2d10 at the same time as your opponent and then wait. Once the attacker has finished their test you may then complete yours, you have the same options to push your luck and the same risks of busting. If dodging a melee attack you must finish with a roll equal or higher, if avoiding a ranged attack your result must end higher than your opponent. You have the option to add your dodge statistic to your roll if you choose you however once it's added it cannot be removed.

Passive Defence:

When being attacked in melee you choose to attempt to dodge the attack, you roll 2d10 at the same time as your opponent, when both players have rolled their initial dice both players may choose to push their luck 1d10 at a time until each chooses to stop. It is assumed that both attacks happen at the same time unless another rule states otherwise. An on-foot miniature is at a heavy disadvantage against a rider in melee combat and require 21 to avoid the attack.

[Unless a skill says otherwise.]

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]

Creating Your Gang

The world of Entropy City has been designed to be large enough to make it your own, a gang you can truly customise to become your own. The following is a guide that will be developed along with the game itself so that when the game is ready for publishing you can use it to build a custom gang of your very own. Please note that because this game is still a work in progress some of this section is going to be written as if it was a more completed project to show how I plan to have things working.

Factions:

The first step for creating a gang of your own is to choose the faction they come from, its important to remember that this is only a brief description of the group to get started and a full detailed breakdown will feature later in this document.

Hades Motorcycle Club:

When most people hear the term Motorcycle gangs there is a very specific picture they have in mind, cruisers, hogs, American muscle style bikes, denim and leather. That is the look that Hades is built on. Hades M.C. like natural or black leather, their motorcycles are painted to look intimidating, blacks, greys, warm reds, oranges and yellow and are often their most prized possession. Riders not looking after their bike don't last long as a member of Hades.

Lifestyle: Members of Hades M.C. thrive from their personal reputations, they're proud of where they come from and the membership within the club. There is a real loyalty to being within Hades. A member of Hades M.C. is very unlikely to hide their identity even to protect themselves although some members will wear helmets they tend to prefer open face helmets, style & fitting in being an important factor for members.

Play Style: Slightly slower in first gear, slightly faster 3rd gear, they have an ability to intimidate their enemy, generally they have more wounds, average stress handling, less protection, lower dodge but greater strength and their unique weapon is the chain.

Aesthetic: Leather, denim, black, with red and/or orange trim or vice versa.

The Komodo:

In pop culture a sportsbike rider always appears hidden within their helmet, often the heritage of the brands can be used to tie them to either Triad or Yakuza respectively and although that's not the heritage of the Komodo themselves it is the inspiration for the group themselves. Weather full leathers and a full face helmet to keep their true face hidden and their body protected in battle.

Lifestyle: The power of The Komodo comes from their anonymity, members will very rarely reveal themselves and are quite often dressed in full leathers with full face helmets used to hide who they are. Leaders are sometimes an exception this through their ego. The Komodo concentrate on stealth not just to hide their identity but also to protect their public persona, members are often highly successful financially and owe their comfortable lives quite literally to the Komodo. If their identity was to be revealed its likely that would quickly change. The only publically known leaders of Komodo are believes to be located internationally.

Playstyle: Slightly faster in the lower 2 gears but lose some speed at the top end, The Komodo like to get in and out quickly and use their superior handling to keep themselves out of trouble, average wounds but higher stress handling and protection a weaker strength, their unique weapon is the sword and they have no access to ranged weaponry & on-foot miniatures.

Aesthetic: Full racing style leathers, bright colours that favour blue, green & yellow with the occasional white trim.

Mutiny:

Mutiny ride dirt bikes & trailbikes, they're punk, they're alternative. They live on the fringe of society. Mutiny members aren't subtle and their leaders have a tendency to inspire them into a frenzy. Mutiny are a cult and obsessive.

Lifestyle: Mutiny are an anarchist faction though many of their members don't truly understand the full consequences of that. The cult are brought into a commune lifestyle and do everything for their collective, their life is without comforts and the gear they wear in battle is often extremely worn if not thrown together entirely. Having led that it was the city itself who led to its downfall they live in the conditions they expect the rest of the city should. If there are members with more comfortable lifestyle it's certainly hidden from the members. Mutiny members are known for self-expression their outward appearance, a mixture of inspirations ranging from punk, metal, post apocalypse, Goth and many other. Some truly live their lifestyle, others try a little too hard to fit in.

Playstyle: Faster in low gears, average at top gear, guerrilla warfare tactics, lower wounds & stress handling, average strength & protection but higher dodge and numbers, unique weapon is the monkey fist and have ability to the ambush.

Aesthetic: Worn and poorly kept bikes, grey and other faded dull colours, occasional blue-green accents with extreme lifestyle choices.

RFPD:

When the city fell so did most of its forces but what remains of the city's 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 but with a lot of the city lost to the fall the Commissioner hasn't always had the ability to be diligent with his hiring's. There certainly are some bad apples amongst the RFPD, even influences from all 3 of the main groups but the Commissioner has a strong enough central base to ensure he holds the power over his forces, whatever percentage the gangs have influenced isn't enough to keep them safe. The police use whatever remains of the original force's fleet and although they do ride not all of the riders are as experienced on the road.

Lifestyle: Clean and as professional looking as possible, although there are not many true authorities left those that do pride themselves on looking the part as closely as possible, living conditions are difficult due to the risk of being caught by the criminal element many RFPD members have resorting to literally living at work.

Playstyle: Riding skills are baseline average, but they do have a higher than average protection and stress but baseline wounds, no unique weapon but they can take an extra handgun as a weapon.

Aesthetic: Black, blue, white.

Gang Structure:

This section of the rulebook more than anything else is to help define how gangs generally work, for the future of balancing and list building within the game as well as help in the building of fleshing out the factions as the game's lore begins to become more and more in-depth. In order for any organisation to survive in a stressful environment people need to understand where they fit into the hierarchy and a gang is no different. I would imagine that at the very least every faction would need these names flavoured and some may even have unique roles perhaps they should have unique roles but for the moment this is where it stands. The dream for this lore long term is to allow players to be able to craft their own versions of the factions or divisions of the

factions for their own crew that fits within the world I have created, I've always loved games that allowed that and I feel it adds to the delight of the hobby.

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. Although you do not pay for your leader you are only ever permitted one in your gang at a time, your leader would be your main source of any skills that are shared among your gang.

Lieutenants:

The second in charge is often the people your leader trusts the most, or at the very least the one they feel they have the most control over, occasionally this may allow for alternate versions of characters earlier in their life before they reached leadership status or when working with other leaders above even them. Lieutenants should also be able to assist the gang but in a much smaller capacity, so smaller shared abilities or assists with heavier restrictions on their use with room for both 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. Their 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:

Wanting to be accepted into the ranks these learners and desperate enough to be accepted that they would do almost anything. These are rarely holding weapons and certainly wouldn't normally have any superior skills of their own. Certainly not useless but would be used at least in my head as fillers to make up your points or as intended fodder to keep people away from your more important bikes.

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.

- Speed 1 maximum distance +1

- Speed 2 maximum distance +1.
- Decrease minimum distance by 1 at all speeds.
- First inch of weave causes no stress.

Skill - Get the Knee Down:

- At speed 2 & 3 you may turn an additional x+1 inches where x is added to your stress.

Skill - The Stoppie:

[TN15, once per rider per game.]

- Speed 1 & 2 only, your rider must first complete its minimum distance then may rotate between 90-180 degrees on the front of its base, next action must be at speed 1.

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 it's very difficult to kick a cruiser off its line.

- Minimum distance of all speeds increased by 1 inch.
- Speed 1 maximum reduced by 1.
- Speed 2 maximum distance +1.
- Speed 3 maximum distance +1.
- Speed 3 attacks will deal 1 additional stress regardless of weapon type.
- TN for kicking against a cruiser is +3.

Skill - Intimidating Noise:

[Defensive TN15 for each enemy within line of sight, 8 inch range.]

- Any enemy that fails defensive test has +2 for any melee targeting this bike that cannot be reduced. 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. This will need more work as I do only want this effecting lower ranks enemy units.]

Skill - Get a Real Bike:

[TN14 inch range, once per game.]

- Target rider is unable to use bike traits next turn and add +2 stress.

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.

- Decrease minimum distance by 1 at speeds 1 & 2.
- +1 to TN when attempting non BTB melee attack against this rider.
[This does not affect bike related attacks or games or chicken.]
- +1 Dodge.
- Does not gain stress for being within 1 inch of another rider.

Skill - Braaaap:

- When a trailbike moves through difficult terrain it is to be treated as if normal terrain.

Skill: Look Ma, No hands!:

[Defensive TN14, 6 inch range, once per game.]

- Your stunt is impressive impresses your enemies, reduce 2 stress, target receives 2 stress.

Quadbikes:

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

- Cannot turn at speed 3.
- May change from speed 3 to 1 at the cost of 2 stress.
- Does not gain stress for being within 1 inch of another rider.
- A non-quadbike rider being within 1 inch of this bike gains 2 stress instead of 1.
- May carry a package without penalty.
- Turns longer than 1 inch cost +1 additional stress to a minimum of 1.

Trikes:

- May change from speed 3 to 1 at the cost of 2 stress.
- Does not gain stress for being within 1 inch of another rider.
- Turns at speed 2 cost +1 additional stress to a minimum of 1.
- Turns at speed 3 cost +2 additional stress to a minimum of 2.
- May carry a package without penalty.

Scooters:

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. The intension would be for these to be cheap and nasty and/or a horde type faction, because Motorbike rider have a habit of downplaying the Scooter they find it easier to gain a surprise attack.

- Maximum Distance -1 at all speeds.
- Cannot travel over dangerous terrain.
- Minimum distance +2 at all speeds.
- A non-scooter rider within 1 inch of this rider is not effected by stress.
- This rider takes 1 additional stress for being within 1 inch of another rider.
- Easier surprise attacks.

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

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 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:

If wounded this is added to your wound save in an attempt to avoid taking the damage.

[1-5]

The following bullet point section is not intended for the final rulebook but is instead just an idea of the protection would be done rules wise. Ideally in miniature form.

- 0:
 - No protective gear.
 - Standard civilian gear.
- 1:
 - Helmet only.
 - Dirt bike gear, on road.
 - Jeans, leather vest/jacket.
 - Makeshift protection.
- 2:
 - Jeans, leather vest/jacket & open face helmet.
 - Dirt bike gear & helmet, on road.
 - Dirt bike gear, off road.
- 3:
 - Dirt bike gear & helmet off road.
 - Full leather, no helmet.
- 4:
 - Full leather, full face helmet.
 - Textile race suit.
- 5:
 - Full leathers & full face helmet.
 - *This should be rare.*

This is the current example of an average riders stats for each faction.

	Standard	Hades	Komodo	Mutiny	RFPD
Strength	3	4	2	3	3
Dodge	3	3	4	4	3
Protection	3	2	4	3	3
Wounds	5	6	5	4	5
Max Stress	10	9	10	8	8
Speed 1	4 - 8	5 - 7	3 – 8	4 – 7	4 - 8
Speed 2	8 - 12	9 - 13	7 - 13	7 – 12	8 - 12
Speed 3	12 - 16	13 - 17	11 - 16	13 - 17	12 - 17

Riding Skill:**

Not currently implemented, may be added if the difficulty of cornering needs to be adjusted. My idea at this time would be preventing x stress related to cornering to give riders a buffer, but unrecoverable.

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 reaches 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?]

On Foot Attacks

A person on foot cannot move as fast or react as quickly as a rider can and therefore they act differently.

On Foot Melee attack vs bike.

When someone on foot is attempting to attack a bike its much harder to achieve, they're moving faster than you are and being on foot makes you an easier target. An attack test against a rider can only be your initial 2D10 and this roll cannot be pushed.

On Foot Ranged vs Rider:

Unlike a melee attack a ranged attack on foot works the same way that it would for a rider, however the speed is the speed of your target rather than yourself given how intimidating a bike can be when on foot. If you bust during your test then something has gone wrong and you take your weapons intended damage.

Equipment:

Melee Weapons:

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.

Type:	Range:	TN:	Wound:	Stress:	Effect:
Kick:	1in	12	0 ~	1	Push target or self* 3 inches away, Critical: Pivot 45° (TN16).
Chain:	3in	12	^	3/2	Combo Attack, Distracted 1, Crit: Wound Save (TN18) [Hades].
Dagger:	BTB	15	1	0	Piercing 2, Critical: Bleeding (TN19).
Hammer:	1in	14	2	1	Crit: Piercing 2 (TN18).
Knucks:	BTB	15	1	2	Crit: Deals +1 Wound & Stress (TN20).
Lance:	3in	14	2	0	Piercing 4, Bleeding, Stunned (Crit: TN18) Ammo (1).
Leadpipe:	1in	13	2/~	Speed	Alt attack: Sabotage to BUST(Success: TN17).
Monkey Fist:	1-3in	14	1 ~	2/1	Combo Attack, Critical: Drop Package (TN17) [Mutiny.]
Sword:	1in	13	2	0	Bleeding, Piercing 3, Critical Decapitation (TN20) [Komodo].

** You may only choose one or the other and this must be chosen prior to rolling any dice.*

^ A rider takes 1 wound for each distracted token.

~ Defender must succeed a Wound Save or is considered BUST. Should your character have already busted during the test they instead push to MAX Stress -1 if second test also fails.

Combo Attack:

This weapon is able to hit multiple riders at once if they are within range, the weapon will deal 1 less stress during a combo attack.

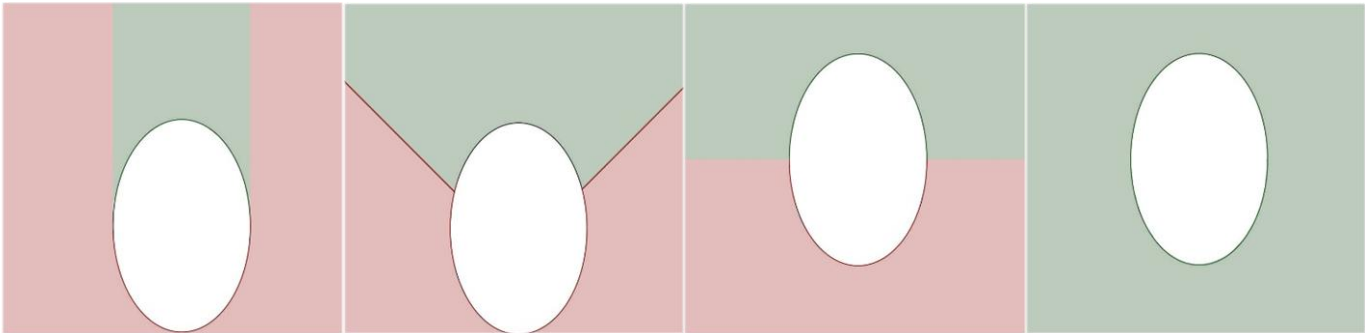
Ranged Weapons:

Riders with guns may not make up more than 1/3 of your total force during any game, 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’s ammo is limited and should therefore be used carefully as it may only be reloaded once and in some cases not at all, unless your target is within range and you have line of sight you may not fire your weapon. Unlike a melee weapon that can be used at any point during your movement a gun may only be shot at either the beginning or end of your movement. Should a rider make a melee attack while their gun is loaded their next shot they gain a *Distraction* token. Unless a rule states otherwise a gun carrying rider may only kick in melee attacks, however when defending their only option is to dodge. The base attack for a successful ranged shot is TN16 + your current speed. This means that being stopped is the most effective way to shoot a gun and that trying at Speed 3 is very hard to pull off.

Stopped:	Speed 1:	Speed 2:	Speed 3:
TN16.	TN17.	TN17.	TN19.

Firing Arch’s: W.I.P.

Some guns are easier to wield than others and can be more flexible with their use. The table below will show the firing arch available to each gun in terms of degrees, for example the pistol can fire anywhere within a 360 degree arch whereas the shotgun can really only fire in front of the rider, the machine gun at this time has a 180 degree mark, this is assumed to be anything within the front half of the base (assuming within range). I will need to draw diagrams to display the thoughts behind these figures..



Split Shot X:

Complex action, rider may not be moving any faster than speed 2 and must move its minimum distance twice. You get two shots, first is as normal, second is +1TN. Pistol & Machine gun only.

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 addition may only be done once.

Reload:

Your rider reloads their weapon, you need to check the weapon profile to determine its reloading requirements.

Type:	Range:	Arch:	Ammo:	Reload:	Skill:
Pistol:	10	360°	6	Focus	May be used as Knuckles in melee. [Komodo]
Shotgun:	15	90°	2	Stopped	Target receives instant 2 stress. [Hades]
Machine Gun:	18	180°	10	No	You may re-roll 1 re-roll per activation. [Mutiny]
Sniper:	∞	N/A	1	Simple Action	Focussed shot is +2 above TN not +1. [RFPD]

Pistol Whip: May perform a defensive melee attack, this counts as Brass Knuckles, +1TN.

Boomstick: Target receives an instant 2 stress.

Spray & Pray: You may re-roll 1 die per activation.

Hold your breath: You may choose to make a focused shot, but TN for the dodge is +2 above instead of +1.

Traps:

These are currently untested, 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. Intension for all of these is to create tokens or templates over time obviously understanding that some games like to make their own 3d options and giving them the template for size.

Spike Strip:

A strip of spikes is positioned across the road in an attempt to damage the incoming bikes behind you. This requires two miniatures to set up which may either be two on-foot miniatures or two riders stopped within 4 inches of one another. The spike strip is laid between the miniatures and must be within *dodge* of each miniatures base.

Token: 4 x 1inch.

Defence: TN18 or *Bust*.

Attack: TN18, melee pivots strip 90 degrees but be within range. Ranged destroys token.

Molotov Cocktail:

A true classic, perhaps you want to throw this down to cut off a formerly clear line and add danger to area of the road or terrain. Or alternatively throw it directly at an enemy to light them on fire directly. The fire burns on a 70mm circle, anything it touches it is given the burning condition. The fire will burn for 2 turns before fading unless interfered with. If a Molotov Cocktails radius is within 2 inches of another then the space between them is considered burning, fire does not fade until 2 turns after the most recent of these cocktails has landed. TN14+speed of your target to hit, should you fail your throw is off target and your opponent may move it 3 inches in a direction of their choice.

Token: 70mm.

Rules: 0 Wounds, 3 stress, burning, TN14+Speed of target.

Defence: Dodge.

Range: 5+ speed/strength inches.

Caltrops:

You throw a bag full of spikes on the ground, rather than being a line coverage these fall in a more rounded template. Template is place x inches behind your base where x is the speed you are travelling, this may be placed at any point during your movement providing you have not made a turn, alternatively at the start of your action prior to movement.

Token: 60mm.

Range: 5+ dodge/strength inches

Proximity Mine:

You place an explosive mine within 1 inch directly behind your motorbike at any point during your movement, if another bike comes within 2 inches of this mine they immediately take an explosive attack.

Rules: Lethal, TN18+ to survive.

Range: 1 inch behind base at any point during actions movement.

[25mm token.]

Flash Bang:

All enemy riders within 8 inches line of sight take 4 stress. Any rider above 6 as a result are stunned.

Rules: All riders within 8 inches with line of sight to token must achieve TN17 or take 4 stress. Any rider with 6 or higher stress as a direct result are stunned. Friendly riders may roll with advantage.

Range: 5+ speed/strength inches.

[25mm token.]

States & Conditions:

Bleeding:

Your rider has been cut open and is losing blood, add 1 stress immediately, and 1 more at the end of every subsequent activation, once you reach 6 stress lose 1 wound at the end of every activation instead. Stress taken from bleeding cannot be recovered.

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.

Distracted:

When distracted a rider has +1 on any TN's required during any test made. When distracted a rider will take 1 additional stress whenever attacked regardless of result. Distracted & all of its effects can stack to a maximum of 2.

Stunned:

A stunned rider cannot make turns or attacks of any kind until the condition has been removed. If you are attacked prior to the condition being cleared you may still dodge but your final result must be 2 above the final attack to be successful.

Stressed Out:

If a rider reaches their stress limit all test TN's immediately become 21. See Max Stress for more information.

Traits & Skills:

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 idea's 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 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.]

Call in Target:

Select enemy rider within line of sight, next turn any friendly rider gains -2 to either TN during melee attack.

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.]

Eagle Eyed:

This miniature has 360 degrees line of sight.

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 may roll with advantage. 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.]

Marksman:

When making a focused shot this character adds an additional 2 to the required dodge instead of the normal 1.

Intimidating Presence:

When this character is being attacked, your opponent may only use 1 additional dice to push their luck

Full Faction Descriptions:

From the very start of this game I had the idea to keep the 3 main types of bikes separate and to use those bikes as ways to inspire the gangs around them, in some cases the real world made this easy, certain real world entities are known to have preferences both in the real world and in the world of pop culture. Leaning on stereotypes and pop culture is a deliberate choice in the development of my game I also want to make one thing very very clear. All entities described within this game are fictional, not based on any groups or individuals whether in fact or fiction.

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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 outside of society, they created a family to fill the void left by society and drew people into that lifestyle, sometimes through coercion but usually through small things, a favour here, a gift there, building a reliance on the group, not always with ill intent either, of all of the groups Hades potentially has the most diverse of intension. Hades 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 enforces 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 off 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.

Mission Statement: When they were done with us we were tossed back and watched as the world attempted to make us burn. But we are not the retched filth that sent us here, we adapt to the heat of this fire, use it's flames as opportunities to make an impression on this world they will never forget. Hades will succeed where society failed, through its fires all of its people will live warmer richer lives of meaning and value.

Aesthetic: Members of Hades M.C. thrive from their personal reputations, they're proud of where they come from and their membership of the club, there is a real loyalty to being within Hades. A member of Hades M.C. is very unlikely to hide their identity even to protect themselves, fully accepted members of the club will wear the club symbol or 'colours' and for newer unproven members this is something held in very high regard. Although some members will wear helmets they tend to prefer open face helmets.

Lifestyle: New members of Hades are recruited from the streets, most come from middle to lower income housing the dream of new members is to earn enough to own their own home support their loved ones. Whilst not an entirely realistic goal it is one some achieve. Hades members own their own motorcycles and their arguably in better shape and better condition than the city itself. If you were to ask a member of Hades they would tell you they 'worked for a living', Hades comes from the streets and consider themselves the defenders of those streets despite the ground shadier reputation any darker jobs are all for the people they defend.

Borders: There was a time when Hades controlled a huge part of the city with both Park Ridge and Cliffs Edge being theirs but today what remains of Hades is based in Park Ridge.

Rick Denvor: A true child of the streets from even before the downfall of the city Rick lived a hard life, it was Hades that kept him alive, Hades that taught him how to survive and as he recruited Zircon into the group he rose into a leadership role within the organisation. Rick's leadership ability is one that allows the resistance of high level stress.

Zircon Warmburn: Zircon joined Hades during the Downfall after the loss of his parents in an attempt to keep him and his brother in a safe environment, Zircon's dreams were of a life in the ring as a combatant but for the moment he is a Lieutenant in the newly reorganised Hades M.C. his dream being able to make a positive change to the community he lives in. Zircon is from Vultures Cradle and still lives there but he is Hades through and through.

Damon Khan: Damon is an older man in fact one of the original founders, though not as fast as he once was and very much a man who's stuck in his ways, likes the youth when they call him out on his anger issues instead of fearing him. Often intimidates the youth through fear to test them, he stayed with Hades as its Chairman proud to see the group returning to its roots. Damon's leadership ability is one of survival, always defying the odds, the first time he is reduced to 0 wounds he is instead left on 1 wound.

Akemi Takeshi: Akemi was born in Redemption Falls and still young at the time of the cities downfall, with unemployment at a sky high Akemi wanted to do whatever they needed to so that they could support their family, Akemi comes from a close-knit family that remains close despite her membership with Hades.

Tanishia Solomon: No-one's truly aware of how long Tanishia has been a member of Hades but he's certainly been a member longer than Rick & Zircon, refusing to take place in the drama between them and the split each group has enough respect for him that they allow him to associate with them all.

The Komodo:

The Komodo have several different origins within both myth and legend, it is suggested that the most 'appropriate' is often used to lure their next member, some tales speak of ancient roman resistance, others of ties to the earliest Ninja clans and even ancient European pagans. All of them long and with tales of fighting for your share of the world against a corrupt regime of one kind or another. Many believe that most if not all of the original stories are at least partial fiction but even if that is true the members certainly believe it strong enough to enter under a blood oath. One does not leave the Komodo intact, few have ever tried and those that had didn't live long. Exactly when the Komodo began to infiltrate the city of Redemption Falls isn't exactly known, the police certainly were in denial about it but ever since the fall if anyone has gained from the chaos they have, with the largest influence within the docks they are one of the only sourced for imported goods into the city giving them the upper hand financially with almost anyone, they have a preference for sports bikes almost exclusively, prefer their members to keep their faces hidden within helmets to protect the anonymity.

Mission Statement: The Komodo existed long before civilization, we evolved before it began, underneath the workings of this world we grow and long after its gone shall we flourish.

Aesthetic: The power of The Komodo comes from their anonymity, members will very rarely reveal themselves and a true member of the Komodo would rarely wear symbology to prove that unless somehow they felt enough immunity due to their position, becoming a brother or sister of the criminal organisation will usually be confirmed with large body tattoo's that are expanded over time the focus of which centres around one of several Komodo Dragon icons the group have adopted over the years. Members of the group are often dressed in full leathers with full face helmets used to hide who they are. Leaders are sometimes an exception this through their ego. The Komodo concentrate on stealth not just to hide their identity but also to protect their public persona, members are often highly successful financially and owe their comfortable lives quite literally to the Komodo.

Lifestyle: New members of The Komodo are lured into a comfortable lifestyle that can be controlled by its leadership, most are trapped within the circle, their income is provided by that leadership, their housing is owned by the leadership and with promises of looking after their loved should they die, their loyalty cannot be questioned, most would never dare cross those above them in fear of their loved ones paying the price.

Borders: Legally or otherwise The Komodo own most of the The Docks and their territory spreads into areas of Island Hills and Middle Cove.

Varhne: To say that Varhne is manipulative doesn't even begin to cover it, a champion of mind games and spin Varhne is one of the most crooked individuals you will ever meet, generally you tend to get one of two impressions, either his true nature will make your skin crawl or his stories will seduce you into joining their ranks.

Thorton Warmburn: Thorton was adopted at a young age by the Warmburn family and for many years things were lovely and peaceful but during the downfall their parents passed and the two adopted brothers had a falling out. Whilst Zircon joined the Hades, Thorton was drawn into their major rivals.

Elu Wyatt: Elu was an only child, struggling to make their living after the downfall, with their parents struggling Elu accepted membership into The Komodo in order to support their parents and find a way to keep their future, having since realised who they were working with they're careful with the decisions they make so as not to endanger the lives of their parents.

Damyan Novik: Damyan is a large well-built individual who knows the hand that feeds him, Varhne brought him to Redemption Falls as his body guard and no-one gets to Varhne without Damyan's permission.

Agata Xiomar: Agata has a reputation for cruelty, if someone is suspected of breaking their word she will find out the truth, those that cross Agata rarely live to talk about it.

Mack****: The eldest son of the assassinated mayor, even when the police began to fall apart Mack wouldn't let it go. When they captured the leader of Hades Mack was the only one outside of the Motorcycle gang that believed he was telling the truth. And then The Komodo came with the funds and the information, drip feeding it to keep his mission going until he was so deep under, their claws so deep that he had no choice but to join them. With his younger singlings lives held up as ransom.

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 a most violent nature. 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.

Aesthetic: Mutiny are an anarchist faction though many of their members don't truly understand the full consequences of that. The cult live in very hard conditions and as such any gear they have has lived a hard life, it looks worn and dirty and somewhat thrown together, their bikes look the same, bikes are a means to an end for the leadership rather than who the group truly are. Some people have an extreme look because of who they are, others have an extreme look because their trying too hard to fit in. Whilst the cult like organisation has adopted iconography over time its members rarely unite under one symbol and instead decorate themselves with iconography and symbolism that means more to themselves and their wider beliefs.

Lifestyle: Most members of Mutiny live within the travelling commune, each leader of the cult like organisation hosts their own and members travel freely between them, most who join had long lost most of their wealth and comforts and for those with some shred left its conveniently 'donated' to the group. The higher up within the organisation you are the more the curtain is pulled back but the training and the conditioning of their members is such that by the time any of them have the smallest of opportunities they're already owned mentally. There are some that suggest that "The Vigilante" is a former member but only they known for sure.

Borders: Mutiny are number of travelling communions that generally call Vultures Cradle their home turf.

Jeremiah: A rock star type who lives, walks & breathes charisma, he's the brains behind the groups true intent and the one who keeps control of the spin. His leadership ability allows him to soak up the stress of those within eyesight, designed to be in the back avoiding the fight, true support role.

Edward Zorba: Edward can be the life of the party when it suits him or cold and calculating, how much of Edwards public persona is real and not a front is hard to determine but next to Jeremiah it's hard to argue anyone has more power within the cult. Edward stands quite literally at the side of Edward and between them they control what everyone else within the group knows and understands, Jeremiah might be the cults face and its leader but if anyone dares cross him, its Edward that ensures they're not seen from again. His leadership ability is one of intimidation.

Sara***: Sara is one of the two people that sits aside Jeremiah, one of their leaders second only to him. It wasn't long after her father was assassinated that Sara was found by Jeremiah, captivated by him and one of the first to truly buy in to the mission that he had presented her. In the aftermath of her father's death Sara went inward honed her body and her skill, believing that Mutiny would help fulfil her fathers legacy where the city failed him. One of its biggest recruiters Sara is seen as the third member of the cult's leadership and as such has turned a blind eye to the darker nature of its true leader and hasn't quite seen the forest through the trees. Her only regret was that her brother Mack wasn't able to join her, almost that he didn't trust her and she blames herself for his involvement with The Komodo. Sara only trusts Edward because Jeremiah has told her to but the fact of the matter is she wishes it was just her and Jeremiah as Edward makes her skin crawl. Her leadership ability is a classic lure allowing her to force an enemy rider to focus on her and ignore the incoming attack that will follow.

Troyes****: Youngest of the Mayors kids Troyes shut himself off, angry, bitter and ruthlessly loyal to his sister. He's quiet, watches everything but even his own sister hasn't heard his voice in years.

Jarvis Thompson: Jarvis had a troubled teenage life losing his family at a young age and spent most of his formative years being shifted through the foster care system until the city had its downfall and he found himself "free to live his own life".

Jackson Keight: Jackson has had a troubled life, whilst he didn't grow up poor his family certainly struggled and as a result he was bullied growing up and grew bitter towards the society he blamed for his own issues. Jackson is completely aware of what the group's intentions are and he simple doesn't care. Jackson has an uncontrolled violent nature and was the very first person to listen to the words of Jeremiah. Prior to the fall Jackson had attempted to join Hades M.C. but had been shown the door as they believed he too unstable.

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 but with a lot of the city lost to the fall the Commissioner hasn't always had the ability to be diligent with his hiring's. There certainly are some bad applies amongst the RFPD, even influences from all 3 of the main groups but the Commissioner has a strong enough central base

to ensure he holds the power over his forces, whatever percentage the gangs have influenced isn't enough to keep them safe. The police use whatever remains of the original force's fleet and although they do ride not all of the riders are as experienced on the road.

Aesthetic: Clean and as professional looking as possible, although there are not many true authorities left those that do pride themselves on looking the part as closely as possible.

Lifestyle: Of all groups within the city what remains of the RFPD is arguably the most varied, some clean cut genuinely trying to make a difference, others in the pocket of various groups and using the organisation for their own ends.

Borders: The RFPD are based at City Hall and what remains of Police Headquarters in the City Square.

Amy Jameson: Amy was a recruit when the downfall took place but like many of the surviving officers was forced to step up into a role she wasn't quite ready for.

The Vigilante: As the name would suggest the true identity of "The Vigilante" is unknown, though not technically an officer of the law or not believed to be. Some suggest he's a relative of the assassinated Mayor, others that he is a former disgraced police officer and others still suggest he's just a civilian or even some otherworldly force.

Roger Stephens: Son of the former Mayor was not a genuine police officer when the downfall occurred but was one of the citizens that stepped up to try and help recover the city. Roger is bright eyed believes he is going to make a difference but his name causes some to doubt his intentions but his hope of making a difference is a strong part of who he is.

Future Factions:

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

Cerberus / The Split:

When the Hades faction split it wasn't a mutual agreement, Where Hades had the genuine desire to become more of if you dare mention the word splitters around a member of this faction expect it to end poorly. To the members of 'The Split' they are the true Hades and they are prepared to go against anyone who stands in their way to enforce their territory. Brother who do not get in line will be stomped on. This faction is a work in progress, meant to be the darker side of Hades that refused to go clean, more of a sub faction than a true gang in and of itself, if things go well and the game earns expansions these guys would be well and truly fleshed out in one of them.

Aesthetic: Though a split from the Hades there is one crucial difference, The Split members will never wear a helmet, believing their pride to be more important. The bikes are far cleaner, chrome always polished as best they can. Chopper style?

Lifestyle: When the split took place there was a lot that Hades lost financially, the most questionable of practices were run by these members and they're usually not afraid to show it.

Borders: When the split took place the members took the grounds of Cliff's Edge with them which is arguably without question the most easily defended in the city.

Apricity:

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 city's worst will listen to them.

[Inspired by a conversation with a local gaming friend, the faction should work as a debuff to their enemy. They may literally be on scooters etc, this is likely where the hoard faction would come from.]

Aesthetic: Older civilians, the everyday people, they don't look flash or loud, they're just people from all walks of life trying to take their city back.

Lifestyle: Lifelong Entropy City residents doing what they can to protect what remains of the city they love, most own their own homes and came from what were once upper middle class households. Although money is scarce for everyone they're arguably among the cities most sufficient communities.

Borders: The Silver Brigade come from Island Hills what was once the most expensive housing in the city.

Robert Stephens: The former Mayor ashamed of what his legacy is remembered for, he isn't in a position of leadership, instead of has deliberately allowed others to lead rejecting their desires for him to lead them to instead simply work for the people he feels he let down.

Mercenary Core

Whilst outwardly the countries government may have fallen in line with the rest of the world and left Redemption Falls to its fate the truth is maybe even more uncomfortable, an underground blacktops taskforce has been established to bring an end to the cities Martial Law, some of the world's most vicious mercenaries hired by shady Government agencies to ensure they have some deniability should it ever come to light they can deny all responsibility. An outside influence, perhaps not wanting it known they're from the outside, infiltrated. Legitimately do not care about who they hurt, so long as they get the mission done, if there's 'gangs' doing the right thing to clean the streets up they don't care, the city needs to be cleaned so it can be reopened. Any blood drawn that shouldn't have been can be hidden. But then again mercenaries can be brought, are they even interested in cleaning the streets or do they have an idea of their own?

[They will need a flavour of their own for them to feel right. Elite force, expensive strike team with very few cheap options?]

Aesthetic: Military, preferably with appropriately coloured gear.

Lifestyle: They are here illegally, paid for by the Government that claims to have abandoned the city to its own lawlessness, Mercenaries don't stay, mercenaries don't care, they simply do their job and move on.

Borders: The members of the Mercenary Core have been seen everywhere and their base of origins is currently unknown.

Other Characters:

There are a lot of people that still live within and around the Redemption Falls and whilst many live day to day just trying to avoid the gangland violence the city has resorted to there are others that take a stand, whilst not permanently attached to any single group their motivations are their own.

The Vigilante: The rumours who lies behind the mask is endless, to secretively being a member of the RFPD, a member of every gang in the city, the missing eldest son of the assassinated Mayor or some mythological figure that's come to save the city from itself. The Vigilante tends to enjoy interfering in gang violence in his mission to weaker the powers. He strictly uses a unique solid steel baseball bat and wears hi-vis vest over full leathers. He has no known allegiance to any single power.

Richard Hackman: A powerful businessman exploiting the current crisis for his own financial gain, has his hands in every pocket and is arguably the most untouchable person in the city.



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, I prefer 5 inches. Ruined area's should be designed so that bikes can be placed on them, if you do not wish for them to be traversable then make sure it's 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. All turns on Sand require +2TN, failure to complete test results in loss of speed or stopped.

Grass:

Increase minimum distance by 2 at all speeds (1 for trailbikes), stress taken during a turn is increased by 1 at all speeds and therefore all require tests +1TN.

Ruins/Rubble:

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

Curbs:

If you ever travel over a curb at any less than a 45 degree angle you add 1 stress.

Stairs:

Travelling up and down a staircase can be a unique challenge, the dangers of over thinking and inexperience can lead to much danger. The following applies when your rider is on a stair. You cannot perform a stop action on a stair.

Travelling Upwards: 2 inches required for each inch of movement. TN12 (+1 for Cruiser & Sportsbike).

Travelling Down: Once completed a rider must perform an additional minimum movement after the stair and may not turn for at least the first speed inches. TN14 (+1 for Cruiser & Sportsbike).

Other Idea's:

Jumps:

Occasionally as part of your terrain layout you will find obstacles that may also double as a jump, players should discuss if these can be used or not prior to deployment. A jump could be used simply as a way to show off, any friendly rider that has line of sight loses 1 stress, any enemy rider with line of sight gains 1 stress, should you perform an attack as part of this jump its TN is increased by 1, a dodge against your attack must roll 1 higher than you to avoid the damage. A ranged attack may be attempted over a jump whilst ignoring line of sight providing they remain within range, TN is not effected however the dodge must be 1 higher than normal.

A motorcycle must be travelling at Speed 2 or 3 to perform a jump, Cruisers must be performing speed 3.

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. Although most models within the game are similar not all are the same and therefore at times it will be important to check the size of the characters & terrain pieces in question. There are two occasions where a line of sight would be most important, when friendly characters require it for a skill then cover will not need to be taken into account however should this be in relation to a ranged attack you will need to consult the terrain size chart below for any items between you and your opponent in question.

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 generally assumed to be looking ahead of them and will never have direct line of sight to anyone that is completely behind them.

At the time of writing all riders and on foot characters have their eyes at roughly the same height unless a level of terrain has raised them from the ground.

[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.]

Terrain Sizes:

- Size 1: Does not block line of sight, potholes, witches hats, chain-link fences, rough terrain may create issues when riding but they generally do not interfere with the line of sight.
- Size 2: Larger blocking terrain up to or around waist height. Its high enough to provide a partial cover and may get in the way or is high and narrow enough to provide a potential issue with line of sight. Cars, signs.
- Size 3: Is complete cover, buildings, larger vehicles and structures.

Before a game begins all players should go through the board and agree on what items of terrain fit into each category to ensure there are no arguments mid game.

Mission Types:

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

Turf War:

Approach Speed: Speed 1.

NPC Invasion: Turn 2 onwards.

Type: Random.

A simple game of take out your opponent, one point for each character you actively take out, lose a point for every bust that your opponent did not cause. So it's a deathmatch.

Package Run:

Approach Speed: Speed 1.

NPC Invasion: Turn 2 onwards.

Type: Bike only, re-roll on foot.

There are 3 objectives, the first is placed on the centre of the table, players then roll 1d10 highest chooses who places next, first player places one objective within their deployment zone. The second player will then do the same. The centre objective is worth 1 point, the objective within your opponents deployment zone is worth 2 points, there are no points awarded for the objective within your own deployment zone. Terrain should be setup to prevent a straight line possible from deployment to the packages. Points are scored at the end of turns 2, 4 & 6.

Lovers Point Brawl:

Approach Speed: Stopped.

NPC Invasion: Turn 4 onwards.

Type: Random.

Everything has gone wrong, the police have every exit blocked and are approaching on foot 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 any model that escapes without attacking the police.

Project Blitz

Approach Speed: Stopped.

NPC Invasion: Turn 4 onwards.

Type: Random.

Both teams start with a central deployment, all miniatures must be within the same 1 foot cube. Table must be set up with an empty central point in the centre of the table where both teams are deployed, no miniature may be placed more than 6 inches from another on the centre. The RFPD have forces defending all 4 table edges,
RFPD Forces: 3 on-foot, 4 bikers, 1 vehicle.

Grab n Go:

Approach Speed: Speed 3.

NPC Invasion: Start spawned between packages.

Type: 2x on foot with Shotgun. Target closest, does not move.

Package Penalty: Minimum distance only, medium turns only.

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:

Approach Speed: Speed 1.

NPC Invasion: Turn 2 onwards.

Type: Random.

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:

Approach Speed: Speed 3.

NPC Invasion: Start spawned at entrance.

Type: 2x on foot, 2x Machine Gun. Target closest, split shots when optional.

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, kill guards to free captive. 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.

Capture & Detain:

Approach Speed: Speed 1

NPC Invasion: N/A, target is instead surrounded by NPC.

Type: 3 Bikes 2 guns 1 melee, 1 on foot. Target closest within line of sight.

An NPC holds information on the location of a rumoured cache of rare goods, problem is he's currently being escorted by the RFPD, clearly those valuable resources belong under your group's roof and not in the hands of others. Your mission is to get the target off your table edge, bike carrying target cannot move more than 8inch per action..

Deployments:

For a miniature to be placed legally it must be placed within a road or empty sidewalk area at least an inch away from any terrain on your level. A motorcycle may not start the game on top of a building unless that building has a stair or ramp giving it access to street level, A miniature may not start inside of a building or ruin unless another rule states otherwise.

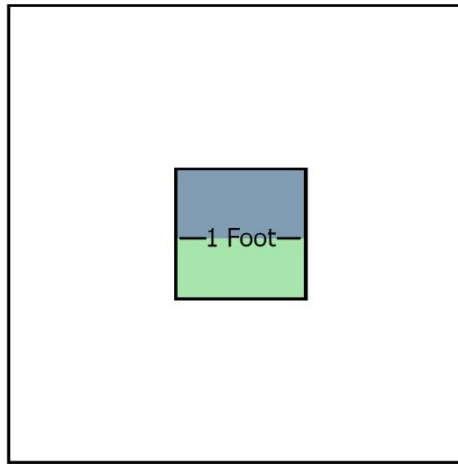
Table Edge Deployment:

All miniatures must be placed with the rear of their base sitting against the table edge, miniatures must be placed within a legal area such as a road, alleyway of somekind. You should check your mission for entrance speed.



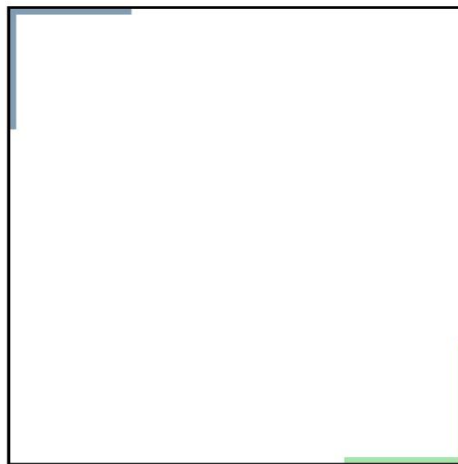
Centred Deployment:

All miniatures must be deployed within the same 1 foot square at the centre of the table, this deployment assumed that the mission has begun mid battle and therefore any miniature may be any legally available place within the square but must always be within 6inches of another miniature.



Cornered Deployment:

All miniatures must be deployed on the table edge within 1 foot of the corner, miniatures must be placed within a legal area such as a road, alleyway of somekind. You should check your mission for entrance speed.



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.]

Entrance Speed

All miniatures start must begin turn 1 using this speed, Entrance speed will always be a minimum of 1.

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:

This weapon statistic counteracts the protection stat of a rider. Increasing the difficulty of saving that wound. This would be represented as Pierce x, where x is removed from the roll.

[So when rolling to save, player rolls 1d10 and gets 6, they have a protection of 4 which would normally mean they make 10 and therefore save, however pierce 2 would take that down to 8 & therefore cause a failure.]

Protection:

A smart rider wears protection to prevent injury in the case of a crash, when rolling a wound save a riders protection stat is added to the roll to assist.

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.

^ - This action is only available when stopped.