

Project: Heartbreaker

Desperate gang skirmishes in the depths of a decaying ecumenopolis

Notes For Playtesters & Test Readers:

Current Color Coding

- **TODO:**
- **Mild annoyance. Needs rewording or a light touch**
- **Clunky Implementation. Review, Reconsider, Revise**
- **Known Problem. Intend to remove or replace**

Future Intentions

Content that may be added in the future (some of which is already in development) but aren't essential to the minimum viable product manuscript:

- Print layout and additional formatting
- Illustration and graphic design
- More Quirks and Scenarios
- Example gangs with art and lore blurbs
- NPC fighters and PvPvE scenarios including
 - The Authority
 - The New Flesh
 - The Rampant Machines
- Branching path campaign rules

Nothing is set in stone, and the game will likely change a lot depending on playtest waves and feedback. If you want to be part of that process, please contact me by whatever means is available to you!

Foreword

Heartbreakers is dedicated to:

- > The players who start kitbashing before reading a single rule.
- > The stories that emerge when humans and games collide at the table.
- > And most importantly, to the best miniature you've ever built and then abandoned because its game rules just weren't good enough.

Prologue

[[Official](#) [Unofficial](#) [Soundtrack](#)]

Instrydia, Moon City Meat Grinder

Behold the flickering corpse of Instrydia, a small moon claustrophobically encased in a cyber-industrial hellscape of churning machinery. The automanufactories here once housed untold millions of voluntary and conscripted I-Denture™ laborers to attend to the great mechanisms, aiding in their divine purpose to tirelessly yield Fresh Product. The shareholders built sprawling urban oases upon this foundation of unceasing industry, affording themselves revoltingly decadent lives miles above the broken backs of their subterranean human capital.

After failing to reach record-breaking profits for a third consecutive performance period, the shareholders deemed the Instrydia project UNPROFITABLE, and immediately enacted standard restructuring protocols. Naturally, onsite laborers were promptly trespassed and terminated by facility security (Cost-benefit analysis suggested the administrative headache of relocating millions of low-value employees to alternative work locations would be far too much hassle compared to the fiscal overhead on corpse management). The shareholders fled the moon in gilded rockets for fear of the contagious effects of poverty and ordered the complete nuclear bombardment of Instrydia's surface, lest a competitor (or, god forbid, some disgruntled ex-workers) attempt to seize that to which they are not entitled.

Few survived. But some **did** survive.

Underscum

Punks. Fugitives. Weirdos. Dissenters. Criminals. Freaks. Monsters.

(That's you.)

Already at home in the darkest depths of the moon, a paltry 0.03% of Instrydia's Human Capital were spared from the workforce's total annihilation by miles of labyrinthine concrete and industrial infrastructure.

The underscum form gangs, packs, warbands, and sisterhoods to keep themselves safe and fed among the still-turning gears and conveyors within the guts of the moon city. Other scum may not inherently be the enemy, but there's only so much nutraloaf to go around. All negotiations are begun at knifepoint; all

deals made with crossed fingers. Disagreements turn to grudges turn to bloody feuds. Squabbles over scraps and territory become all-out war. Even the most powerful scum warlords sleep with one eye open and a pistol in hand.

Carve out whatever supplies and safety you can from the rusting corpse of the undercity and you just might outlive some of your enemies.

Malicious Authority

The bloody jackboots of law and order didn't stop their stomping crusade when the capital ships fled Instrydia. The remaining authority began a zealous campaign of incarcerating misfortunate scum to work to death in their labor-prisons. No longer veiled by corpro-state propaganda and imbued with a fresh sense of righteous superiority, the beat cops, riot suppression teams, and death squads simply continued to be what they had always had been: a cabal of violent, brutish shit-fuckers whose only fleeting joy in life is grinding the teeth of the underprivileged between their boots and the coarse pavement.

The Authority is an existential threat to the lives of all who remain on this damned rock. They are a cancer that spreads and loots and kills and rots. Do not suffer the informant or the collaborator to live. There is a term for those who tolerate the presence of fascists. They're called fascists.

Game Philosophy

Name Everything and Make Peace With its Suffering

By giving your models names, personalities, star-crossed lovers, and bitter rivals, you help to bring the world of Heartbreakers to life. Bestowing an identity onto our models allows us to get invested in their stories; their thrill-rides of fame and misfortune. Allow your characters to be selfish, impulsive, petty, and vengeful as well as merciful, fair, trusting, and naive.

All failure is an opportunity to rise from the ashes and enact bloody revenge and all victory is simply the prelude to inevitable, crushing betrayal at the hands of dearest allies.

Revel in both.

Play With Your Favourites.

Use the models you love, give them names, rules, and equipment to make them feel unique and characterful, then use the act of play to write tales of glory and misfortune as you mash them into your rivals.

Rule Zero

This is your game now. You bought it! (or borrowed, found, or stole it, in which case you're already getting into the appropriate headspace) Change whatever the fuck you want to make it suit your every whim.

My only humble request is that you try to play it as-written *before* you go around hacking it into little bits and pieces. But after giving its bloody-raw flesh a fair tasting, into the meat grinder it goes! Adapt it to best suit you and your friends' playstyle (and please reach out to tell me about any house rules you've found particularly juicy).

Equipment

Models & Terrain

This game requires enough 28mm-ish scale models for two teams (6ish minis per side) and enough terrain representing buildings, ruins, factories, and other cyber-industrial ephemera to densely pack a 3' x 3' playing area. For model base size, 25-32mm round bases are perfect, 40mm is pushing it but okay for a special monster/hero, and any bigger than that is almost certainly too large. That said, use whatever you've got. Spare chess pieces hot-glued to coins and hacked up cereal box buildings work just as well as meticulously painted miniatures and luxurious polystyrene terrain if you've got imagination to spare.

Markers

Occasionally rules will instruct you to place a marker on the board to denote a specific position on the table. Some are removed immediately after use (e.g. blast markers), and some stick around on the board between activations (e.g. traps). I recommend circular cardboard chits, empty bases, or anything clearly visible and thematically appropriate. Keep them under 25mm for maximum ease of use. Chances are you've got something lying around from another game that'll work just fine.

Tokens

Occasionally rules will instruct a gang or fighter to gain a token representing something in their possession, or denote their status (most commonly a Ready token). This can be represented by wooden cubes, dice, cardboard chits, or anything else you have lying around that will help you remember. Place tokens either nearby the affected fighter's miniature on the tabletop, or onto their stat card so long as both players can easily understand and track the state of the game. Again, you've probably got something you can scavenge from another game that'll work great.

Measuring Devices

A device that can extend up to 36" is required to play, likely a measuring tape. However, many measurements throughout the game are only in the 3"-6" range, so smaller rulers and gauges can come in handy to expedite play.

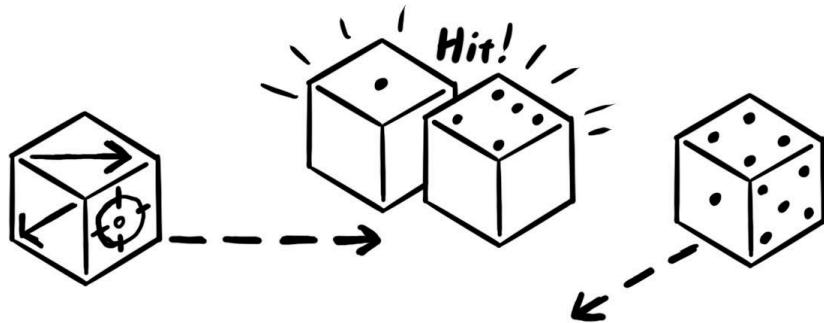
D6 Dice

Six-sided dice with sides numbered 1-6. You'll need about a dozen. If you don't have that many on hand feel free to scavenge some from nearby unplayed board games or your local game store's lost and found. Rules may ask you to roll a D3. In this case, roll a D6 and halve the result, rounding up.

Scatter Dice

A six sided die with special markings. Four sides should indicate a specific direction and the other two should indicate a hit or no-scatter result.

If you do not have a scatter die available, you can use a standard six-sided die instead. When you roll the die, the indicated direction is whichever way the 1-side is facing. (As such, if the result is a 1 or a 6, there is no scatter since the 1-side is pointing straight up or down)



Rolling Dice

Most dice rolls involve rolling a pool of dice all looking for the same success target. This is written in shorthand X+ indicating the result needed for each die to be a success. For example, if the game tells you to roll 5 dice on 4+, then each of the 5 dice that roll a 4 or greater is a success.

Modifiers & Natural Rolls

Modifiers are applied to the results of all dice rolled. For example, imagine rolling a pool of 4 dice with a +2 bonus that needs a 5 or greater (5+) to succeed. Each of those 4 dice would gain the +2 bonus, and as such each die that naturally rolled a 3 or greater would succeed after adding 2 to each of those results.

Note: This is often verbally reframed within The Community™ to say that the bonus reduces the target of the roll from 5+ to 3+ (usually phrased “four dice on three up” or “four dice on threes”).

Whenever a rule references a “natural roll,” it’s asking for whatever face the die lands on regardless of modifiers.

Success is Never Guaranteed, but Fortune Favors the Bold

Natural rolls of 1 always fail.

Natural rolls of 6 count as two successes.

Fighters

Fighters each have distinct stats that represent the model’s capabilities. While all fighters start with the same base stats, those base values can be modified by their quirks and sometimes other actions and effects.

Fighter Stat Card:

NAME:	Brick	/ <BOUNTY>	
LIMIT	SPEED	MEAT	ARMOR
3	4	10	1
QUIRKS	<ul style="list-style-type: none">Pulverizer: P6, CrushNades: P4, 2-6", Blast2, SD3, KB2Jacked: Push 5"Bloodthirsty: No second wind		

Stats

Name

As said before, name everything. These are the desperate inhabitants of a dying moon city, and they are giving every minute of their remaining lives trying to do something worthy of your memory. Refer to your fighters by name at every opportunity. Cheer when they grasp victory and weep when they suffer loss.

Bounty

Starting Value: 0

Particularly notorious fighters may attract Bounties after clashes with rival gangs. Fighters with a Bounty grant the rival gang bonus Reputation whenever they're Taken Down.

Action Limit

Starting Value: 3

A fighter's Action Limit determines how many actions it can take during an activation. Any specific action (e.g. Move, Shoot, Focus) can be taken any number of times in a single activation. For example, a fighter with three actions may choose to Move-Move-Move, Move-Shoot-Shoot, Focus-Shoot-Move etc.

Speed

Starting Value: 4"

Speed determines how far a fighter walks and sprints, as well as how quickly it can strike in a fight. Because fighters may move multiple times in an activation, small adjustments to their speed can have a large impact on their overall mobility.

Meat

Starting Value: 10

Meat represents a fighter's ability to sustain injuries and keep fighting. All damage a fighter takes is subtracted from their meat. When a fighter's meat is reduced to zero, they go down and can't continue fighting until they gain a second wind.

Armor

Starting Value: 1

Armor grants a fighter a chance to reduce the amount of damage they take whenever they're attacked. A fighter gets one Armor Die to roll in combat per point of Armor.

Quirks

Quirks are the distinct aspects that make each fighter a uniquely dangerous special snowflake. These can be weapons, equipment, skills, or abilities that shape the way each fighter will interact with allies and rivals in the Zone.

Facing

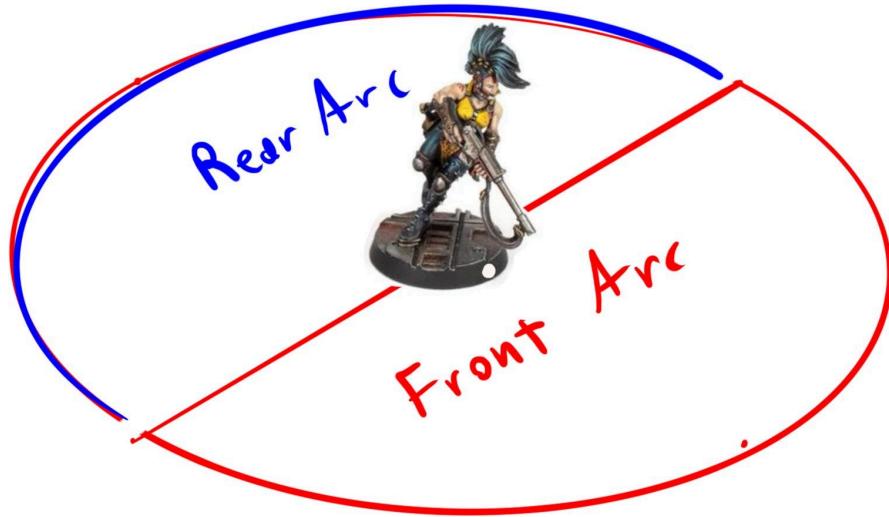
Facing refers to the direction in which a model is rotated. For fighters, this is typically the way their head is turned and/or shoulders are squared, but can be ambiguous on many models with dynamic posing.



Consider marking a clearly visible small dot or vertical line on the base of a fighter to indicate its precise front for the purpose of facing (particularly if your miniature is mounted on a round base).

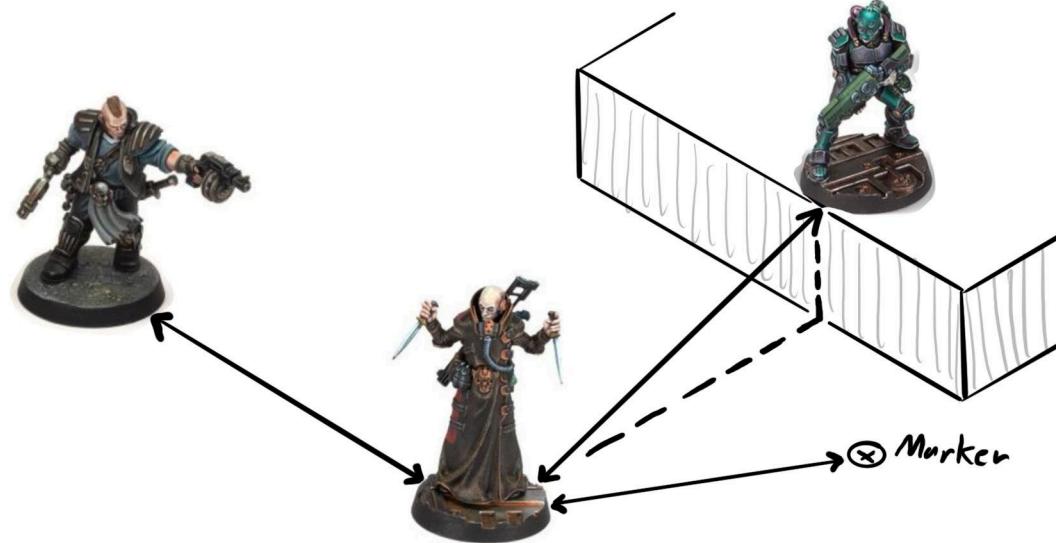
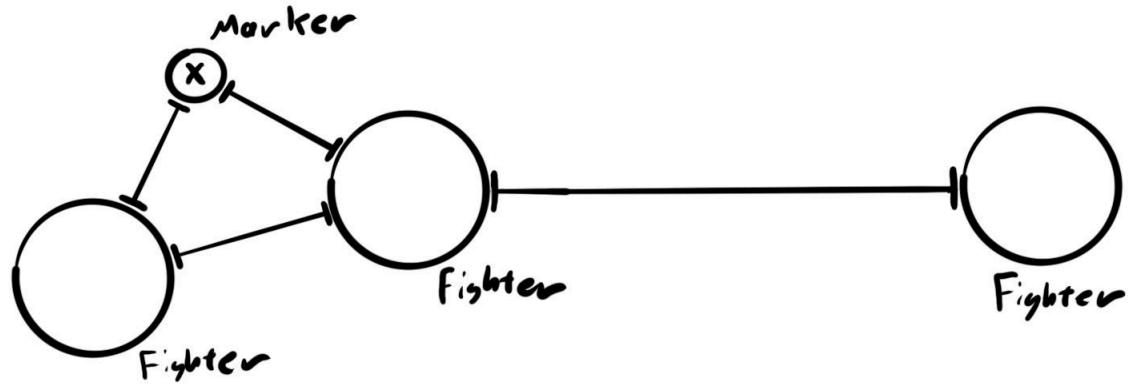
Front/Rear Arcs

All fighters have a 180 degree front and rear arc. Generally, everything in front of the fighter will be in its front arc, and everything behind the fighter will be in its rear arc. For a target to be visible to a fighter, that target must be within its front arc.



Measurement

Measurements are drawn to and from the edge of a model's base, marker, or piece of terrain. All measurement is three-dimensional, taking into account differences in height as well as horizontal distance.



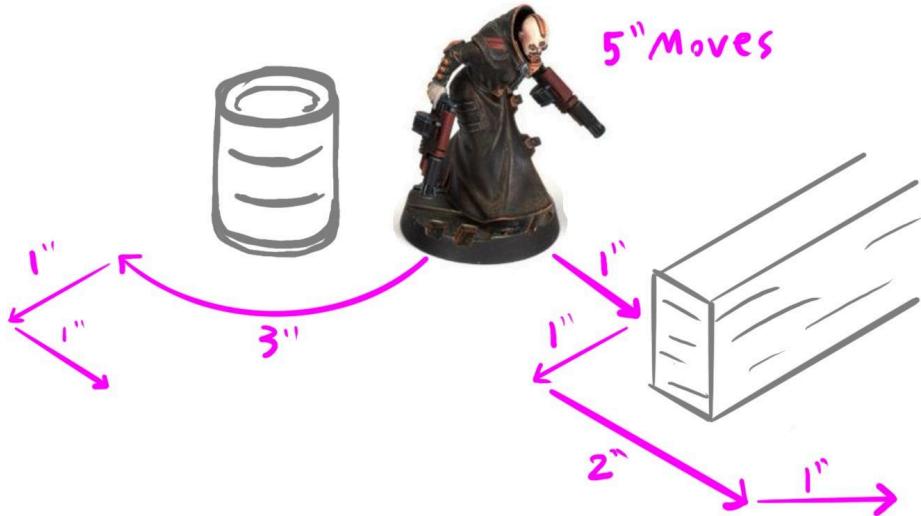
“Nearby”

A model is considered to be nearby another model (or piece of terrain, marker, etc) if they are within 1" of each other.

Movement

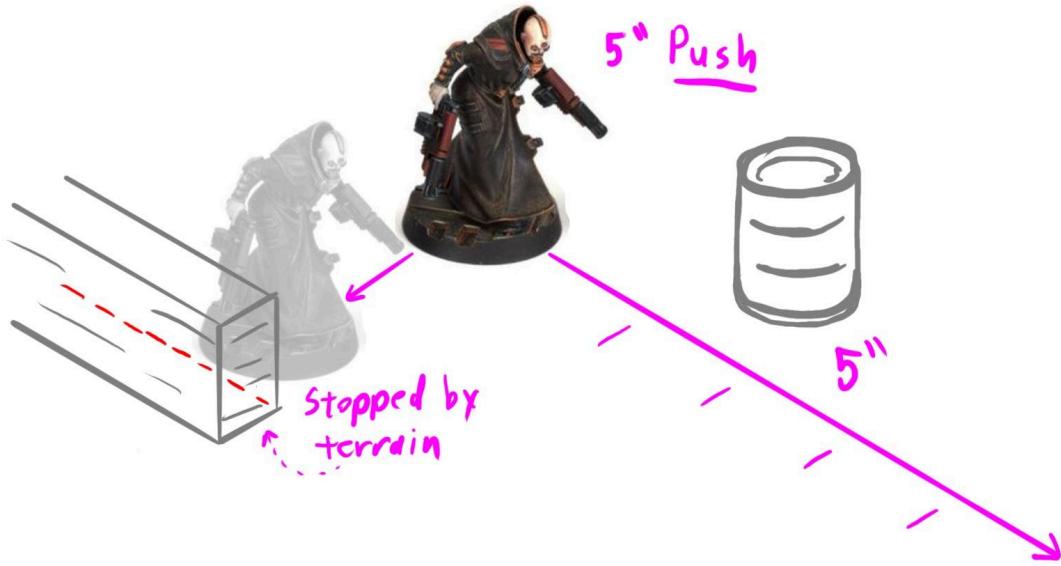
Move X"

When a model **Moves**, it travels along a path up to X" long that its base can fit through, and may be rotated to face any direction. When a model **Moves** it can freely rotate, turn around corners and obstacles, and can climb up and down terrain.



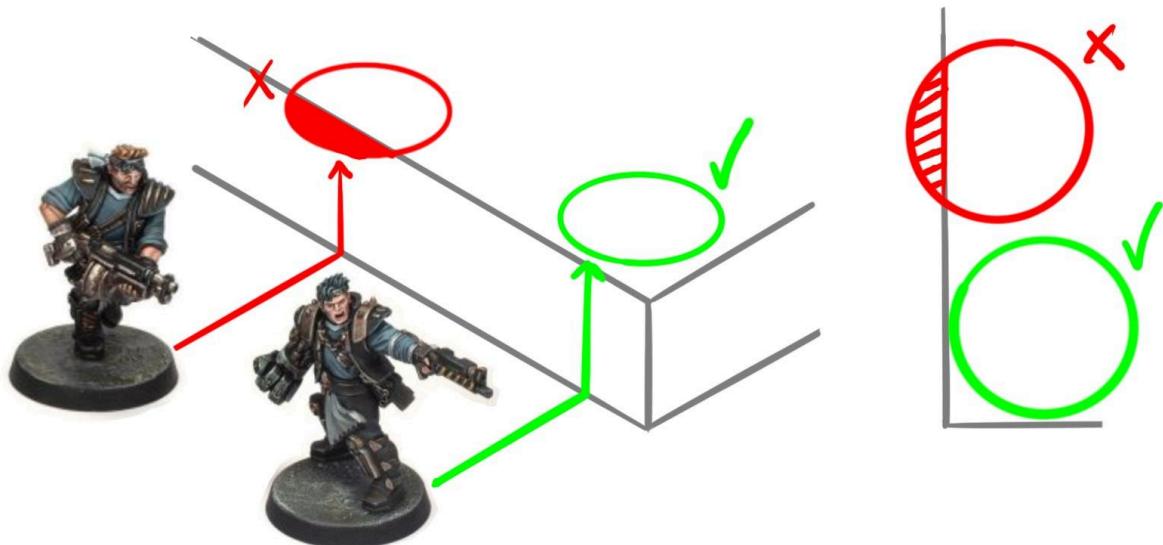
Push X"

When a model or marker is **Pushed**, it moves in a straight line up to X" long. If a model or marker is **Pushed** into contact with another model or terrain piece, it stops. A model does not rotate when pushed and maintains its facing.

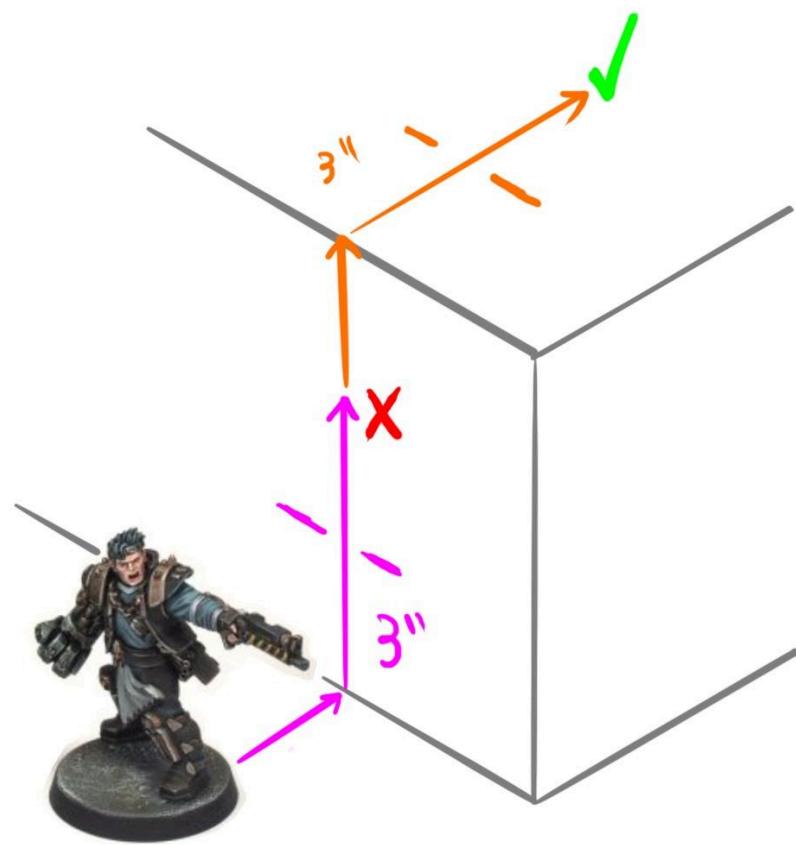


Climbing

A model that **Moves** into base contact with a piece of terrain may climb up and down it as a part of that movement (A model may not climb while being **Pushed**). Simply incorporate the vertical distance into the move. A model must end its movement with its base placed wholly upon a stable surface, and cannot end its movement mid-climb.



However, a model that can **Move** multiple times may combine the distance of those movements to complete an otherwise impossible climb.



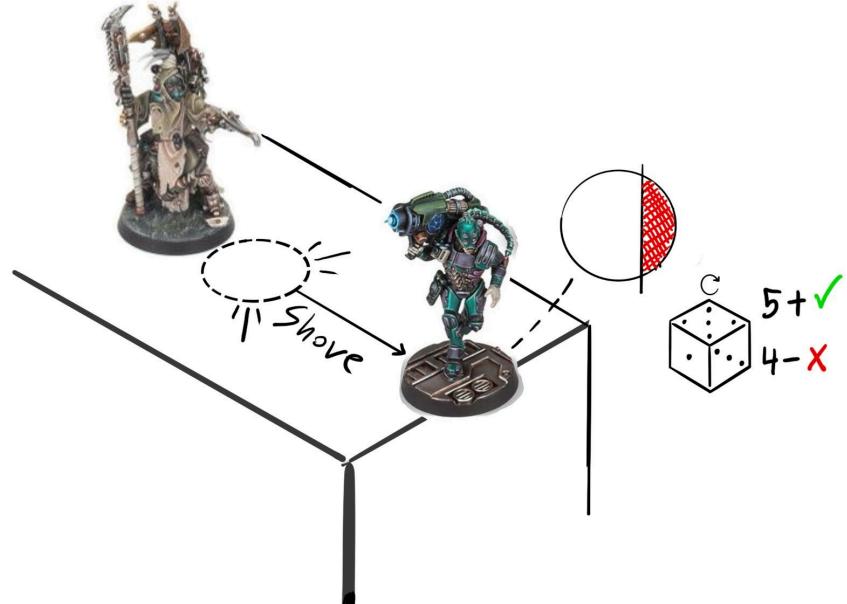
Dropping

Fighters can drop down distances of 3" and less for free, allowing those vaulting over small obstacles and dropping from short ledges to hit the ground running.

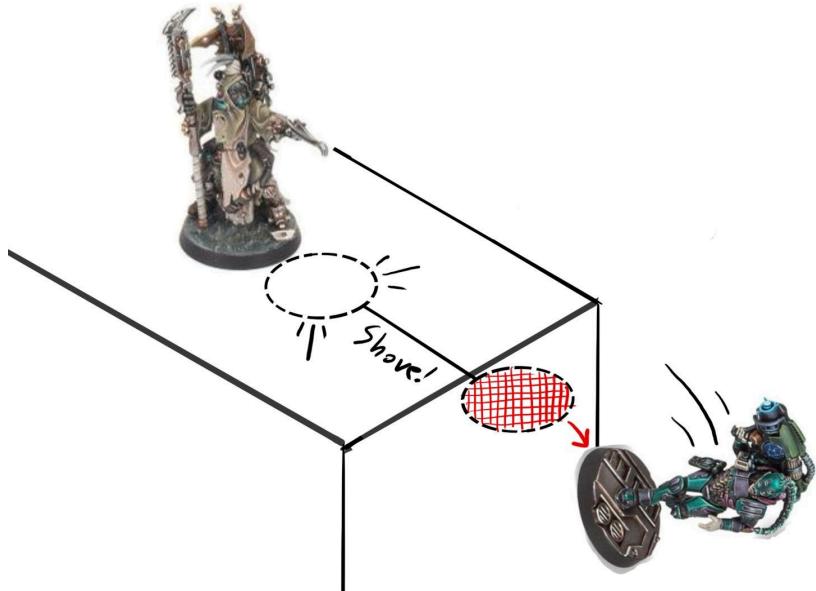


Falling

If the base of a fighter that has been pushed is no longer wholly on a piece of terrain, it might fall. Roll a D6. On a 5+, they manage to cling desperately to the edge. Push the fighter back onto the surface until its base lies wholly on the terrain. Otherwise if the fighter fails the roll, they fall onto the ground below.



If the base of a model would be pushed fully off the surface it was standing on, no roll is made and it immediately falls.



Railings and Barriers

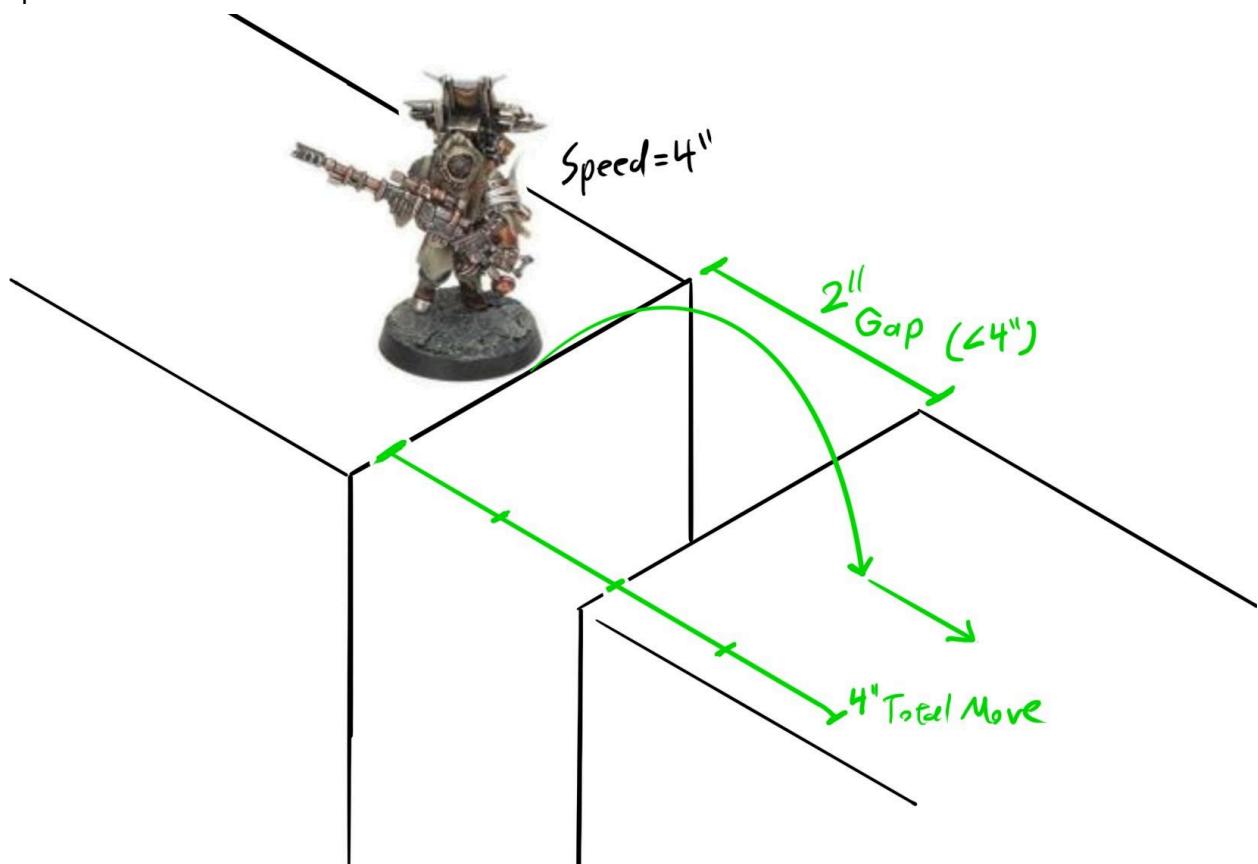
Some terrain platforms have railings or barriers to help prevent Fighters from falling over the edge. If a model is pushed partially over an edge with a railing as described above, it does not need to make a roll to catch itself, it manages to grab hold of the railing and prevents itself from falling over. If it is pushed fully off the ledge as described above, it is hurled over the railing and falls as normal.

Fall Damage

When a model falls, place it on the closest flat surface immediately below the point it fell from. It then takes Damage equal to the number of inches it fell, rounded down. (Armor does not protect against falling damage)

Jumping Gaps

A fighter can jump over gaps and crevasses in terrain when they move or sprint as long as the total distance travelled is less than the fighter's speed.



Actions

When a fighter activates, they may take a number of actions equal to their Action Limit stat. They may choose from any of the following options, and may take any specific action multiple times unless otherwise specified.

Fatigue

Some actions have a fatigue penalty listed (Shown as “*Fatigue: X*”). Whenever an action is taken more than once, it first suffers its fatigue penalty, then continues with the action. This usually means whatever action the fighter takes is less effective each time it's taken consecutively.

E.g. The fighter *El Tigre* activates and chooses to Walk three times in a row. The first time he moves a full 4” up to his speed. The next time his speed is reduced by 1 and he can only move up to 3”. The final time his speed is reduced again and he can only move 2”, but that extra distance manages to barely tuck him safely into cover and set up for the next activation.

Walk

Move up to Speed” and face any direction

Fatigue: -1 to Speed until end of activation (applies to Sprint as well)

Sprint

Face any direction, then Push forward up to Speed+2”

Fatigue: -1 to Speed until end of activation (applies to Walk as well)

Shove

Push a nearby model 3” directly away from this fighter

Drag

Move both this fighter and one nearby model up to Speed, ending with both models still nearby each other

FOCUS

Give this fighter a Focus Token. (You may spend focus tokens before any roll to gain a +1 bonus per token spent).

Fight (4+)

Fight one visible nearby target (summary below, full text later)

1. Choose Your Weapon & Target
2. Strike First or Strike Together
3. Apply Modifiers (Backstab, Gang Up, Focus)
4. Strike & Deal Damage
5. Strike Back

Fatigue: This fighter's subsequent PUNCH Dice suffer -1 to hit during this activation (cumulative)

Shoot (4+)

Shoot one visible target within range (summary below, full text later)

1. Choose Weapon & Target
2. Verify Range and Visibility
3. Apply Modifiers
4. Take Shots & Deal Damage

Fatigue: This fighter's subsequent PUNCH Dice suffer -1 to hit during this activation (cumulative)

Resolving Mortal Combat

Fighting

When a fighter chooses the Fight action, follow this sequence.

Summary:

1. Choose Your Weapon & Target
2. Strike First or Strike Together
3. Apply Modifiers (Backstab & Gang Up)
4. Take Shots & Deal Damage
5. Strike Back

> Choose Your Weapon & Target

Select a Melee Weapon this fighter is equipped with. Choose a target model that is visible and nearby. The defending model likewise chooses an unused Melee weapon if one is available. (If the defender has a weapon with the Deflect ability, they must declare their intent to use it now).

> Strike First or Strike Together

Compare both fighter's Speeds. Add +1 to the active fighter's Speed if it sprinted immediately before fighting, and was not already nearby the target.

If one fighter has greater speed than the other, they will strike first and deal damage before the other strikes back. If both have equal speed, they strike and deal damage to each other simultaneously.

> Apply Modifiers (Backstab, Gang Up, Focus)

Gain +1 to hit if the striking fighter is within the target's rear arc.

Gain +1 to hit for each friendly fighter also nearby the target that can see the target (i.e. the allied fighter is not facing away).

If either player intends to spend Focus tokens to improve their PUNCH or ARMOR roll, they must do so now before either player rolls dice.

> Strike & Deal Damage (4+)

Roll a number of PUNCH dice equal to the selected weapon's PUNCH value. Each die that rolls a 4+ after applying all relevant modifiers is a success.

If the target has an Armor stat, roll an equivalent number of ARMOR dice. Each die that rolls a 4+ is a success.

(Reminder: Natural 1's always fail and natural 6's count as two successes in both cases.)

Deal damage to the target equal to the number of successes from PUNCH dice, minus any successes from the target's ARMOR dice.

> Strike Back

If a fighter struck first and their target was not Taken Down, the target may strike back following the steps above.

Shooting

When a fighter chooses the shoot action, follow this sequence.

Summary:

1. Choose Weapon & Target
2. Verify Range

3. Apply Modifiers (Facing, Height, Cover, Focus)
4. Take Shots & Deal Damage

> Choose Your Weapon & Target

If this fighter has multiple ranged weapons, choose one and select a target model for your attack. If a fighter is nearby one or more other fighters, it cannot be selected as a target.

> Verify Range and Visibility

Measure to ensure your target is within the weapon's range and in line of sight to the attacker. Check whether the target is in cover. (insert LOS/Cover page reference)

> Apply Modifiers (Backstab, Vantage, Cover)

Apply the following bonuses when rolling to take shots:

- +1 if the attacker is within the target's rear arc
(i.e. shooting the target from behind)
- +1 if the attacker is at least 3" above the target
- 1 if the attacker is at least 3" below the target
- 1 if the target is in cover (insert LOS/Cover page reference)

If either player intends to spend Focus tokens to improve their PUNCH or ARMOR roll, they must do so now before either player rolls dice.

> Take The Shot & Deal Damage

Roll a number of PUNCH dice equal to the selected weapon's PUNCH value. Each die that rolls a 4+ after applying all relevant modifiers is a success.

If the target has an Armor stat, roll an equivalent number of ARMOR dice. Each die that rolls a 4+ is a success.

(Reminder: Natural 1's always fail and natural 6's count as two successes in both cases.)

Deal damage to the target equal to the number of successes from PUNCH dice, minus any successes from the target's ARMOR dice.

Damage and Downed Fighters

Damage dealt is subtracted from a fighter's meat, reducing it until they reach zero. Once a fighter hits zero meat, they cannot continue fighting and are **Taken Down**. Remove all focus tokens from the downed fighter and place their model on its side in the zone as close to its current position as possible. Downed fighters no longer gain ready tokens and cannot be activated. However, downed fighters can be shoved, dragged, and have an opportunity to gain a Second Wind token at the end of each round, allowing them one last chance to get back in the fight.

If a fighter with a Second Wind token is reduced to zero meat, they're knocked out for the rest of the skirmish. Remove them from the Zone.

Skirmish Structure

Summary:

Prologue

1. Determine Scenario
2. Set Up The Zone
3. Introduce Gangs
4. Place Fighters

Skirmish Rounds

1. Ready:
 - a. Distribute Ready Tokens
2. Run:
 - a. Initiative
 - b. Activate Fighters! (Alternate)
 - c. Pressing the Advantage
3. Reset:
 - a. Second Wind
 - b. Run For It
 - c. Return to Ready, Repeat Until Done

Epilogue

1. Collect Campaign Rewards
2. Declare Bounties

Prologue

Determine Scenario

Agree upon a scenario you'd like to play from among the available options, or roll to randomly determine one. (Add scenarios page reference)

Set Up The Zone

Fill the Zone with terrain (following any restrictions laid out in the scenario), place objectives, and review any special terrain rules with your rival.

Introduce Gangs

Each player introduces their gang's fighters, giving an overview of their quirks. Make sure to note each fighter's name and who is the leader of each gang.

Place Fighters

Both players simultaneously place their fighter models within the Zone according to the scenario's setup rules.

Ready

Distribute Ready Tokens

Each standing fighter in the Zone gains a Ready token, either placed near their model or on their card/sheet.

Run

Initiative

Players roll off to see which gang has the first activation at the beginning of each round.

Activate Fighters! (Alternate)

Players alternate activating ready fighters (remove the ready token after selecting a fighter to activate) until no ready fighters remain.

Pressing the Advantage

Before selecting a fighter to activate, if you have at least twice as many ready fighters remaining than your rival, your gang will attempt to press the advantage. Instead of selecting one ready fighter to activate, select two and activate them one after the other before passing to your rival. If you have at least three times as many ready fighters than your rival, activate three fighters instead, and so on.

E.g. It's your turn to activate. You have 4 ready fighters to choose from, and your rival only has 2. Since you currently have twice their number of ready fighters, you'll activate 2 fighters one after the other instead of 1. When your rival activates, they'll have 2 ready fighters and you'll have 2 as well. Since you're currently even, they'll activate one fighter. Once it's your turn again, you'll have 2 ready fighters and they'll have 1. You once again activate 2 fighters in a row, and your rival will activate their last fighter to end the round.

Reset

Second Wind

All downed fighters roll one D6 each to see if they can muster the will to fight again despite their injuries. If a fighter has any allies nearby, add +1 to their roll. On a 6+, they stand back up, return to 1 meat remaining, and gain a Second Wind token. If they hit zero meat again while they have a Second Wind token, they are removed from the Zone.

Run For It

Starting with the player who first activated a fighter this round, each player may declare whether their gang is going to Run For It. If they do, their gang abruptly abandons the battlefield, grabbing whatever they can carry on the way out. The skirmish ends immediately. The gang who Ran For It is declared the loser and their rival is declared the winner.

If, during this step, either gang has no standing fighters remaining, they automatically Run for It, and the skirmish ends immediately.

Return to Ready, Repeat Until Done

If neither gang Runs For It and the scenario has not concluded, return to the Ready step and Proceed to Run and Reset until the game ends.

Epilogue

Collect Campaign Rewards from Scenario

Once the game has ended and the dust has settled, both sides collect rewards for the scenario's main objective as well as any agendas they completed. This is typically in the form of Reputation, Territory, Supply, and Ammo. More details about these resources can be found later. (insert page reference)

Declare Bounties

Both players declare a Bounty on whichever fighter in the rival's gang they deem to be particularly troublesome. Raise that fighter's Bounty by 1 to a maximum of 5. In future games, whenever that fighter is Taken Down, the gang who downed them gains 1 Reputation for each Bounty. Reset their bounty to zero afterward.

Recruiting a Gang

Even dogs know that it's better to hunt in packs. The misfortunate survivors of Instrydia bind themselves together lest they be cast into the gnashing metal teeth of the subterranean abyss. Lead by despots, zealots, cult leaders, warlords, and champions, these packs live by the only creed afforded to them: survive by any means necessary.

It's time to assemble your gang. Grab a handful of your favourite miniatures and get started.

1. Start with 6 fighters (1 leader + 5 recruits)
2. Name your gang
3. Name each fighter
4. Give each fighter 4 different quirks
 - a. The leader gets 1 extra quirk
5. Become Ungovernable

Gang Sheet

[Current Ascii Gang Roster Sheet](#)

Quirks

[Box Text]

Weapons

SLASHER

RANGE: Nearby

PUNCH: 5

Deflect: When attacked by a nearby fighter, you may add this weapon's PUNCH to your ARMOR instead of fighting back

D6 Alt Names:

1. Boot Knife
2. Scrap Machete
3. Jagged Screwdriver
4. Sharpened Nails
5. Dented Cleaver
6. Gnashing Teeth

DECAPITATOR

RANGE: Nearby

PUNCH: 7

Sweep: May attack all nearby fighters instead of picking one. You make one roll.

D6 Alt Names:

1. Goresoaked Chainblade
2. Razortip Lashwhip
3. Misappropriated Rock saw
4. Overcharged Plascutter
5. Improvised Battleaxe
6. Ceremonial Zweihander

BASHER

RANGE: Nearby

PUNCH: 5

Knockback 3

D6 Alt Names:

1. Nail-studded Bat
2. Spiked Brass Knuckles
3. Boxer's Training
4. Electrostatic Truncheon
5. Bloody Crowbar

6. Fourth Arm

PULVERIZER

RANGE: Nearby

PUNCH: 7

Crush: Ignores armor (including from deflect)

D6 Alt Names:

1. Sledgehammer
2. Piledriver
3. Clubbed Tail
4. Pneumatic Spike
5. Rocket Fist
6. Morningstar

SIDEARM

RANGE: Nearby-6"

PUNCH: 5

Reliable: Unaffected by Fatigue, usable when Fighting.

D6 Alt Names:

1. Old Reliable
2. Stolen Six Shooter
3. Rusty Pipegun
4. Throwing Knives
5. Projectile Quills
6. Laser Eyes

BOOMSTICK

RANGE: 2-12"

PUNCH: 4

Both Barrels: Fires Twice, Knockback 2

D6 Alt Names:

1. Big Double 0
2. Standard Issue Pump Action
3. Concussion Amplifier
4. Dismounted Slagbuster
5. Concentrated Psyche-blast
6. Saferoom Sweeper

LEADSPITTER

RANGE: 2-12"

PUNCH: 6

Spray and Pray: Also attacks fighters nearby the target. You make one roll.

D6 Alt Names:

1. Mark-10 Automatic
2. Rapid Laser Emitter
3. Over-Modified Autopistol
4. Acidic Ooze Blast
5. Repressurized Nail Gun
6. Experimental Needle Launcher

LONGSHOT

RANGE: 2-24"

PUNCH: 5

Uncontrolled Bursts: May reroll 1 die when shooting with this weapon

D6 Alt Names:

1. Looted Plasrifle
2. Helm-AR Mk5
3. Railspike Crossbow
4. Compact Irradiator
5. Pneumatic Cannon
6. Bioaugmetic Wormthrower

HEADSHOT

RANGE: 18-36"

PUNCH: 6

Unsteady Execution: -1 to hit, but natural 5's and 6's count as two successes each.

D6 Alt Names:

1. HB-25 Marksman Rifle
2. Unstable Railgun
3. Concentrated Plasma Fusil
4. Precise Mind Rupture
5. Ultralaser
6. Customized Scope-Pistol

IMMOLATOR

RANGE: 2-16"

PUNCH: 5

Special: Blast 3

D6 Alt Names:

1. Volatile Chemthrower
2. Grey Goo Test #851
3. Consecrating Flames
4. Nanite Swarm
5. Toxic Breath
6. Blood Hose

‘NADES

RANGE: 2-6"

PUNCH: 6

Special: Blast 2, Scatter D3, Knockback 1

D6 Alt Names:

1. Antipersonnel Fragmentor
2. Repurposed Fuel Canister
3. Bursting Pustules
4. Brittle Warpcrystal
5. Thermal Detonator
6. Pipe Bomb

DESTRUCTOR

RANGE: 12-24"

PUNCH: 6

Special: Blast 4, Scatter D6, Knockback 2

D6 Alt Names:

1. Shoulder-mounted Rocket
2. Rotary Grenade Launcher
3. Autonomous Mining Charges
4. Psychronic Screech
5. Gravity Manipulator
6. Meteoric Cannon

Gear

LIGHT ARMOR

Add 2 to this fighter's Armor value. A fighter may only have 1 Armor Quirk.

HEAVY ARMOR

Add 4 to this fighter's Armor value and subtract 1" from their speed. A fighter may only have 1 Armor Quirk.

MEDPACK

Downed nearby allies get +3 to their rolls to gain a Second Wind instead of the normal +1. Additionally, this fighter gains the following action:

Stop the Bleeding: One nearby fighter regains half of their missing meat rounding down.

LUCKY CHARM

This fighter may reroll one die, once per round.

WALLCLIMBER SPIKES

This fighter halves the distance required to climb surfaces. (e.g., climbing a 4" wall only counts as 2" of movement).

COMMLINK

This fighter gains the following action:

Coordinate: Give a Focus Token to an allied fighter who also has a Commlink.

AKIMBO HOLSTER

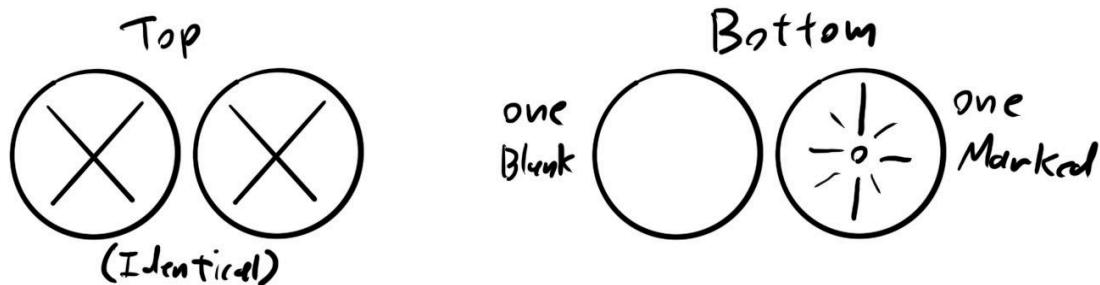
Only fighters equipped with a Sidearm, Leadspitter, Slasher, or Basher may take this quirk. Select one of those weapons for this fighter to Dual Wield using the Akimbo Holster.

Dual Wield: In the Apply Modifiers step when Fighting or Shooting, you may take an additional -2 modifier to double the PUNCH value of the selected weapon until the end of the action.

TRIPWIRE MINES

During the prologue, place 2 Tripwire Mine markers in the Zone. These markers should be identical on one side and marked on the other to indicate one live marker and one false marker. All markers must be at least 4" away from each other and at least 6" away from the edges of the Zone.

Whenever a fighter moves within 2" of a Tripwire Mine marker, flip that marker over. If it's marked, it explodes and makes a PUNCH 6 attack against that fighter (who rolls armor as normal). Remove it from the Zone afterward. If it's blank, simply remove it from the Zone. Once the markers have been placed and the skirmish has begun you cannot check to see if a marker is blank or marked.



GRAPPLEWIRE

This fighter gains the following action:

Zip: Select a point on a piece of terrain within 8" of this fighter. Remove this fighter from the Zone then place it within 1" of that point. Fighters can only zip once per activation, and a fighter may not walk or sprint in the same activation it zips.

Abilities

HOT AS HELL

This fighter gains the following action:

Taunt: Choose a fighter both facing and visible to this fighter. Push that fighter 2" directly toward this fighter. The affected fighter cannot climb during this movement, and stops at the edge of elevated terrain before falling off.

FANATIC

When this fighter has half or less of their maximum Meat remaining, increase their speed by 1, and gain an additional +1 to PUNCH dice when Fighting immediately after Sprinting.

When your fighters are reduced to zero meat while Fighting, they may still strike back before being Taken Down.

TELEKINETIC

This fighter gains the following action:

Force of Will: Choose a target within 12" and roll 4d6. For each 3+, Push that model 1" in a direction of your choosing. For each unsuccessful die, take 1 damage.

LIGHTWEIGHT

Increase this fighter's speed by 1".

This fighter cannot have armor.

BONDED

Two of Hearts: This quirk must be given to exactly two fighters in your gang.

Beat as One: When choosing a fighter to activate, if both BONDED fighters are nearby each other you may activate both of them instead of just one, taking their actions in whatever order you choose.

JACKED

Add 1" to the knockback value of melee weapons this fighter is equipped with. When this fighter uses the shove action, increase the distance pushed from 3" to 5".

ICONIC

This fighter gains the following action:

Inspire: Give a focus token to an ally within 3".

BLOODTHIRSTY

No Second Chances: When this fighter reduces a rival to zero Meat, immediately remove them from the Zone.

STALKER

Blood in the Water: This fighter gets a +1 bonus to PUNCH dice rolled against a rival with half or less of their Meat remaining.

Quirk Keywords

Knockback X

When this weapon deals damage, it may push the target X" directly away from the attacker. If combined with Blast X, the target is pushed X" directly away from the blast marker instead.

Blast X

When a fighter attacks with this weapon, instead of selecting a target, place a blast marker within range and line of sight of this fighter. You roll PUNCH dice once, then targets within X" of that marker roll ARMOR dice to defend.

Scatter X

After placing a blast marker but before rolling PUNCH dice, roll a scatter die. If you roll a hit/no-scatter, continue the attack as normal. Otherwise, push the blast marker X" in the indicated direction, then roll PUNCH dice once, then targets within X" of the marker's new position roll ARMOR dice to defend.

The Zone

Hissing pipes and sparking wires, churning gears and hollow spires. The abandoned shell of Instrydia is a deadly playground of catwalks and access hatches leading to mechanical traps and treasures alike. As resources dwindle, desperate survivors look to their rivals not as fellow unfortunates, but as convenient stockpiles to be looted and discarded.

All Scenarios take place in the Zone, a 3" x 3" square play area filled with terrain to evoke a slice of apocalyptic mega-industrial cybercity. Scenarios may contain particular stipulations for terrain inclusion and placement, so check any requirements a scenario may have before placing terrain in a Zone.

Terrain Setup Guidelines

The correct amount of terrain is MORE.

- If you think you have enough terrain in The Zone, you should add more terrain. If you think you might have just a *little too much* terrain in The Zone, it's probably perfect.
- Try to Have at least three levels of verticality represented in the terrain at the table. I.e.:
 - Ground Level - The tabletop itself
 - First Layer - Tops of shorter platforms, containers, etc
 - Second Layer - Rooftops, lookout towers, etc
- Place a healthy mix of heavy and light terrain. Save for a few rare long alleys and clearings, the ground level should have lots of sightline-blocking terrain.
- Terrain should get sparser the higher it is, with second layer elevations having little if any cover at all.
- Placing bridges and walkways between platforms is highly recommended to allow movement between elevated terrain features.

Terrain Features

Depending on the terrain you play with, some pieces may have particularly modeled or noted features. Here are some specific rules for some of the most common features, but please feel empowered to generate your own special rules for any cool piece of terrain you may have lying around or feel compelled to bash together!

Ladders

Ladders (or similar climb-assisting features) in The Zone halve the amount of movement required to climb up them. For example, climbing up an 8" tall surface with a ladder would only require 4" of movement.

Doors

Any articulated and moveable doors begin closed. Nearby fighters can take the following action:

Operate Door: While near this terrain feature, Open or Close this door. Can only be taken once per door per activation.

Explosive Objects

Explosive Objects are unstable elements of the environment that could go nuclear at a moment's notice. This could be volatile waste, barrels or canisters of explosive materials, exposed power cells, or anything else that feels dangerous enough to suddenly detonate.

Explosive Objects are targetable just like fighters, can be dragged, shoved, and knocked back. When an explosive object takes damage, make a PUNCH 5, Knockback 3" attack against all targets within 3" of it and then remove it from the Zone.

Terrain

Heavy & Light

All opaque terrain at least 2" tall is **Heavy** and can both provide cover and block line of sight.

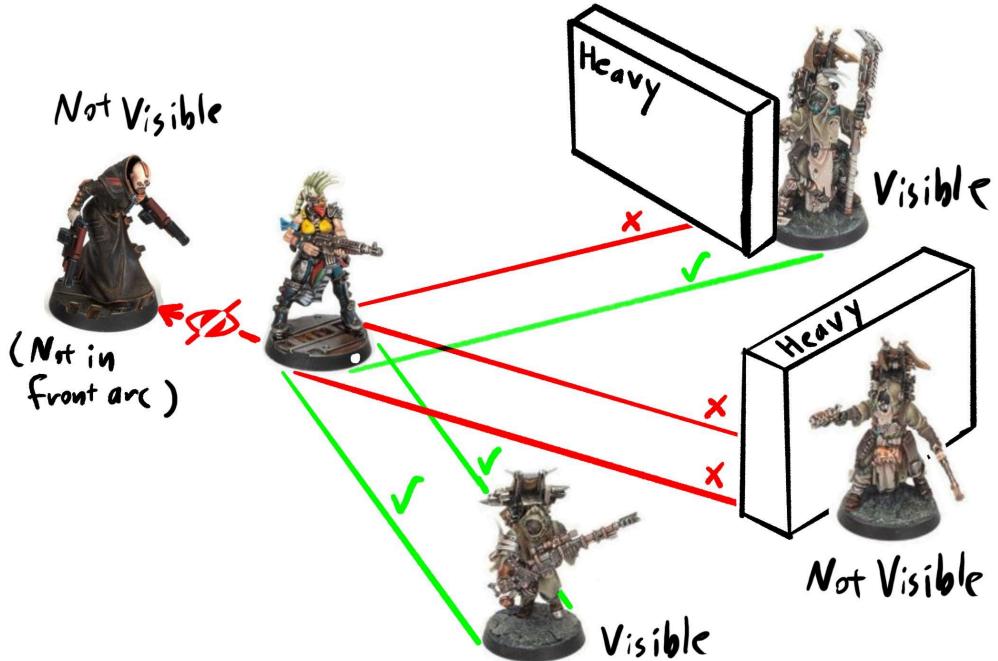
All opaque terrain under 2" is considered **Light** and can provide cover, but cannot block line of sight.

Some larger pieces of terrain may have both heavy portions and light portions, and different levels of opacity such as windows or grating.



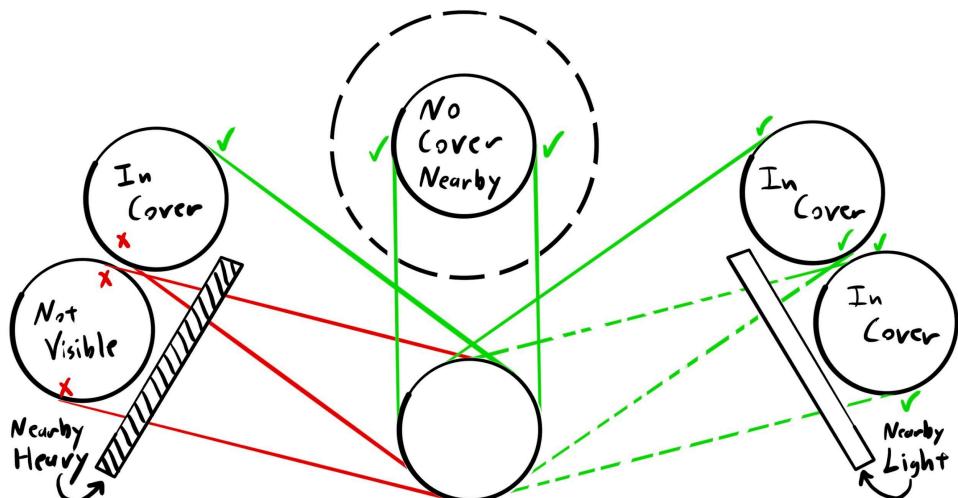
Lines of Sight

A model is considered visible to/within line of sight of an observer if it's within the observing model's front arc, and lines drawn between the edges of either base (called sightlines) are not completely interrupted by heavy terrain. Like measurements, sightlines are 3-dimensional, and can pass over or under pieces of terrain depending on elevation.



Cover

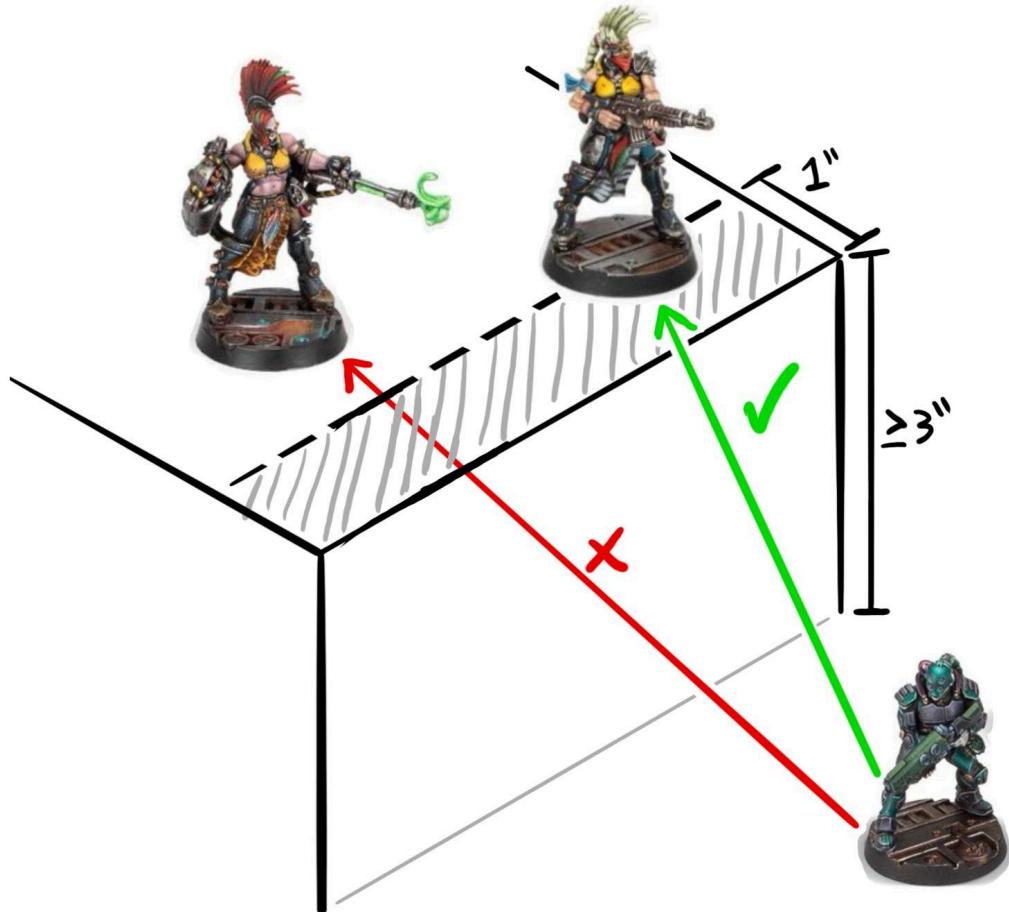
A model is in cover from an observer if it is nearby an intervening piece of terrain and is not fully blocked from the line of sight of the observer.



Differences in Elevation

If a model is on a piece of terrain at least 3" above another model, then it's on high ground.

Line of sight to and from models on high ground is blocked unless they are nearby an edge on the elevated terrain, in which case they can see and be seen over that edge.



Common Sense

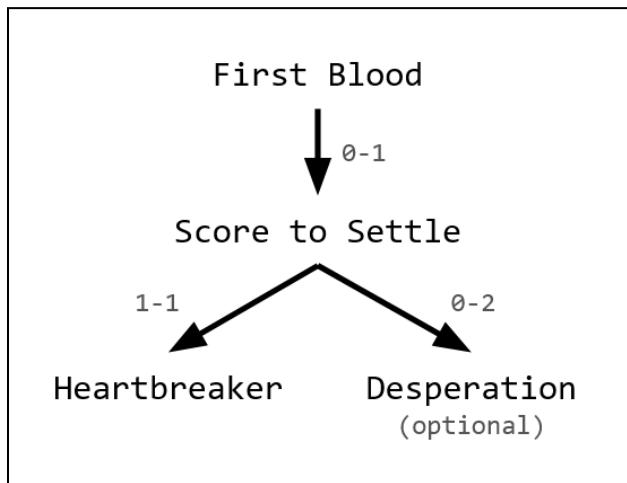
There's a good chance that the pieces of terrain upon your tabletop will not be perfectly squared-off, easily-adjudicated, and devoid of taxonomic ambiguity. A completely taxonomy-adherent board of terrain sounds fucking boring. Complex, convex, and concave crevices make for great scratch-bashed apocalyptic, so you're bound to run into some issues soon enough.

Do your best to collaborate with your playmate to determine what makes the most sense in the fiction of the fight. Consider what would change if the

fighters on each base were crouching, pressed up against a nearby wall, leaning out from a window, or simply in good communication with their fellow squadmates. If all else fails, roll off to decide the immediate truth and move on.

Arcs

An Arc is a short series of 2-3 connected skirmishes that introduce, escalate, and ultimately resolve a conflict between two rival gangs. An arc is structured like the following:



First Blood

Gangs clash on an even playing field. Both of you are just in the wrong place at the wrong time. It's nothing personal... but it's about to be.

Score to Settle

Eye for an eye. They got you down but you always bounce back.

Desperation

You lost your chance to get even, but you've still got a chance to make it hurt. Ends justify means, so don't hold back.

Desperation scenarios are deeply asymmetrical and generally unfair, requiring gangs to take long shots and big gambles just to get a taste of vengeance.

Heartbreaker

Both of you still have something to prove and it's winner takes all. Show them what real undercity legends are made of.

Ideally, you can play through a whole arc in an afternoon, or spread it out between different nights of gaming. A gang can also participate in multiple arcs between different rivals at the same time, jumping around between different conflicts as time and scheduling allows.

Resources and Reputation

Over time, your gang will gain a variety of resources as rewards for different skirmishes that they can hoard for notoriety or spend for benefits:

- **Supply.** The food, medicine, equipment, and small survival comforts available to members of your gang.
- **Territory.** The areas of the undercity you've managed to carve out and protect as your own. An empire of concrete and oiled steel.
- **Ammo.** The collected weapons, munitions, gear and miscellaneous tools of violence your gang possesses.
- **Reputation.** The frequency with which your gang's deeds are boldly proclaimed in drunken glory or fearfully uttered in hissed whispers.

Within your own collections of gangs within Instrydia, intermittently compare each gang's resources. The leader of the gang with the most of each resource is granted the following title. If a gang qualifies for more than one, they must choose one and the other is granted to second place.

Quartermaster, for the gang leader with the most Supply.

Conqueror, for the gang leader with the most Territory.

Warlord, for the gang leader with the most Ammo.

Legend, for the gang leader with the most Reputation.

Resource Actions

Once you've acquired enough resources, you may spend those resources between games to do the following:

Falsify Scarcity

Cost: 3 Supply

Take 1 Territory or Ammo from another gang.

Eat your Fill

Cost: 6 Supply

In the next skirmish, three of your fighters start with 1 Focus Token.

Protection Racket

Cost: 3 Territory

Take 1 Ammo or Supply from another gang.

Set the Stage

Cost: 6 Territory

You choose the scenario for the next skirmish from all available First Blood, Score to Settle, or Heartbreaker scenarios. During the Prologue, place four Tripwire Mines in the Zone according to the rules on ([page reference](#)). You activate the first fighter in the first turn rather than rolling to determine the first player.

Demand Tribute

Cost: 3 Ammo

Gain 1 Supply or Territory from another gang.

Prepare for War

Cost: 6 Ammo

In the next skirmish, three fighters in your gang temporarily gain 1 additional Weapon or Equipment Quirk of your choice.

Scenarios

Dead Drop (First Blood)

Premise

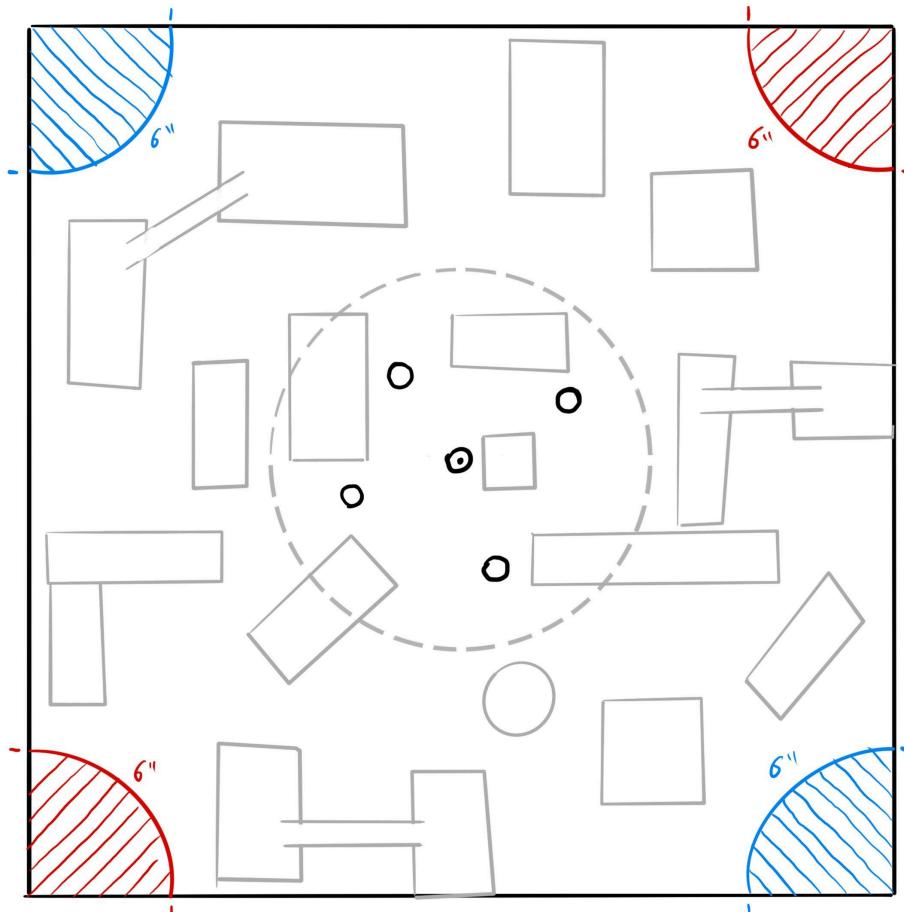
Rival gangs have both acquired the location of an abandoned cache of supplies from some unscrupulous broker. Unfortunately for everyone, looks like your

broker was an Authority informant. There isn't enough to go around and a Death Squad is on their way, so take what's rightfully yours and get out.

Prologue

The Zone

Set up terrain as normal (Pack the Board). Place 1 Cache marker in the center of the board, then place 4 more Cache markers within 8" of the center of the board, roughly evenly spaced and not within 3" of each other.



[MAP DIAGRAM]

Deployment

Roll off. The winner picks a corner of The Zone and places all fighters in their gang within 6" of that corner. The other gang places their fighters within 6" of the opposite corner.

Special Rules

Caches can be pushed and dragged. Whenever a fighter moves a Cache within 6" of the edge of the table, they may Extract it. Remove it from The Zone and set it aside.

Endgame

Once one gang has extracted 3 Caches, they win and the skirmish ends immediately. If the skirmish has not yet concluded by the beginning of the 6th turn, the Authority Death Squad arrives and both gangs immediately Run For It.

Epilogue

- Each gang gets 1 Supply for each cache extracted
- The gang who extracted the most Caches gains 2 Reputation
- If either gang Ran For It, they lose 1 Reputation but gain their choice of 1 Supply or 1 Ammo

Seize Production (First Blood)

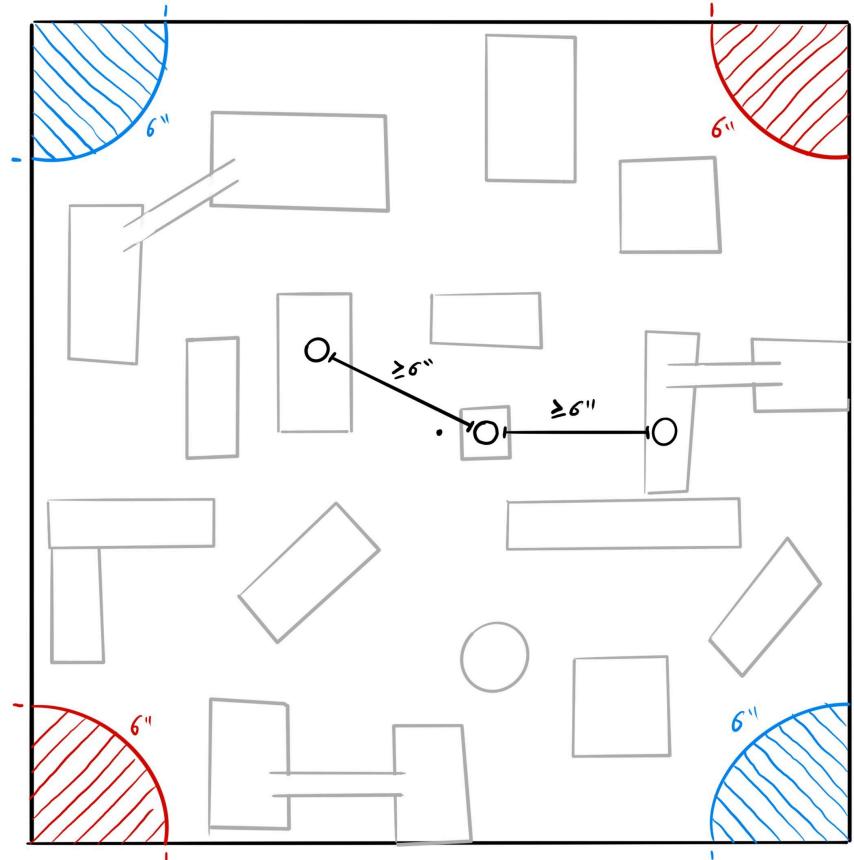
Premise

A dormant manufactory has resumed production of Fresh Product. Alerted by the activity, rival gangs in the area rush to seize control of its overseer algorithm and turn the flesh-tearing machinery against their rivals.

Prologue

The Zone

Set up terrain as normal (Pack The Board). Additionally, place 3 Factorium Control Terminals (Objective Markers) on the board along the center diagonal of the Zone. Objectives must be at least 6" away from each other and should be placed on elevated terrain where convenient.



Deployment

Roll off. The winner picks a corner of The Zone and places all fighters in their gang within 6" of that corner. The other gang places their fighters within 6" of the opposite corner.

Special Rules

Each gang may attempt to break through the factorium's security protocol interface and gain control of the facility. Fighters in this scenario gain the following action:

Seize Control: A fighter may take this action while they and no rival fighters are nearby a Factorium Control Terminal. Roll a die:

1-3	4-5	6+
Gain 1 Control Point	Gain 2 Control Points	Gain 3 Control Points

After rolling, place a LOCKOUT token next to that Factorium Control Terminal. While a terminal has a LOCKOUT token, nearby fighters cannot take the Seize Control action. All LOCKOUT tokens are removed during the Ready step.

Endgame

When one gang has reached 10 or more Control Points, they win and the skirmish ends immediately.

Epilogue

One gang has successfully wrested control of the factorium from the clutches of their rivals, turning its security grid onto the fleeing scum as they begin planning how they'll take advantage of the valuable equipment.

- The winning gang gains 1 Reputation and their choice of 2 Territory or 2 Supply.
- The losing gang gains their choice of 1 Territory or 1 Supply
- If either gang Ran for It, they lose 1 Reputation but gain their choice of 1 Supply or 1 Ammo

Catch and Release (Score to Settle)

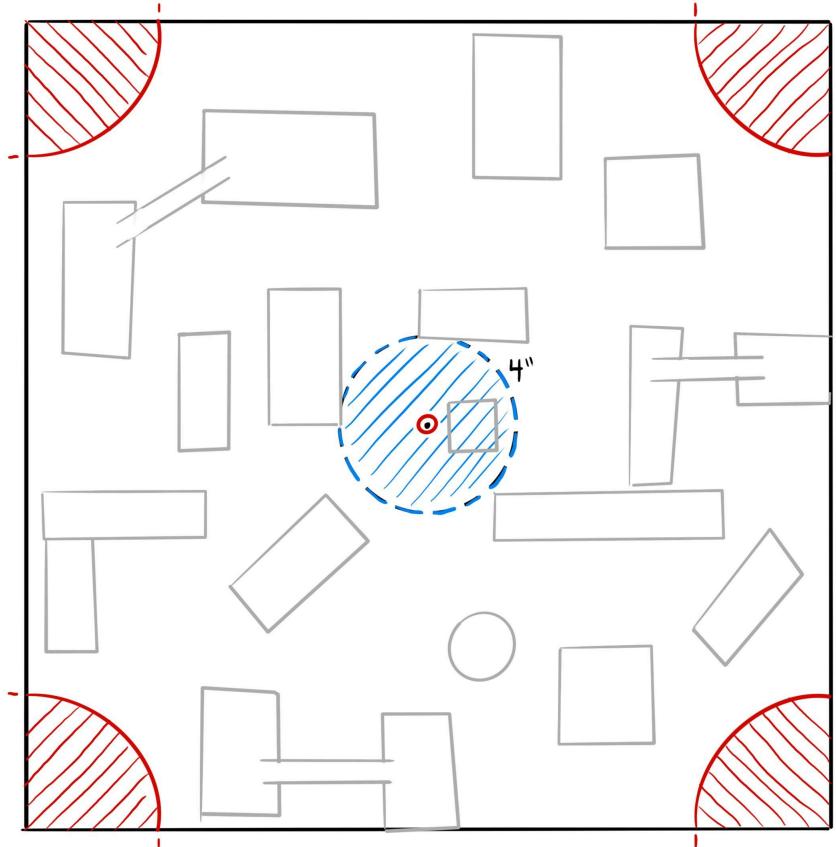
Premise

Enraged by their prior thrashing, a lone fighter is captured and taken hostage by a rival pack of dogs. The hostage's allies must free their friend before they are dragged out of the Zone.

Prologue

The Zone

Set up terrain as normal (Pack the Board). Leave enough room in the center of the board for one gang to place their fighters. The losers of the previous skirmish are the Captors and winners are the Rescuers.



Deployment

The Captors select one non-Leader fighter from the Rescuer's gang to be the Hostage and places them in the center of the board, then places all of their own fighters within 4" of the Hostage. The Rescuers then place their remaining fighters within 6" of each corner of the Zone.

Special Rules

The Hostage does not receive Ready tokens during the Ready step and since cannot be the target of attacks (they're clearly more valuable alive than dead). They can, however, be shoved, dragged, pushed, and moved by normal means.

Once per round when the hostage is nearby an ally, the allied fighter may take the following action:

Loosen Maglocks: The Hostage gains a Ready token and activates immediately after the end of the current activation. During the Hostage's activation, they may only take the Walk, Sprint, and Shove actions.

Endgame

If the Captors drag the Hostage within 3" of any edge of the Zone, they win and the skirmish ends immediately.

If the Rescuers move the Hostage within 3" of any edge of the Zone and there are no enemy fighters nearby, they win and the skirmish ends immediately.

Epilogue

- If the Captors Win, they gain 2 Reputation and 1 Territory
- If the Rescuers Win, they gain 2 Reputation and 1 Supply
- If either gang Ran For It, they lose 1 Reputation but gain their choice of 1 Supply or 1 Ammo

Name (Score to Settle)

Premise

Prologue

The Zone

Set up terrain as normal (Pack the Board).

[MAP DIAGRAM]

Deployment

Roll off. The winner picks a corner of The Zone and places all fighters in their gang within 6" of that corner. The other gang places their fighters within 6" of the opposite corner.

Special Rules

Endgame

Epilogue

Winner Takes All (Heartbreaker)

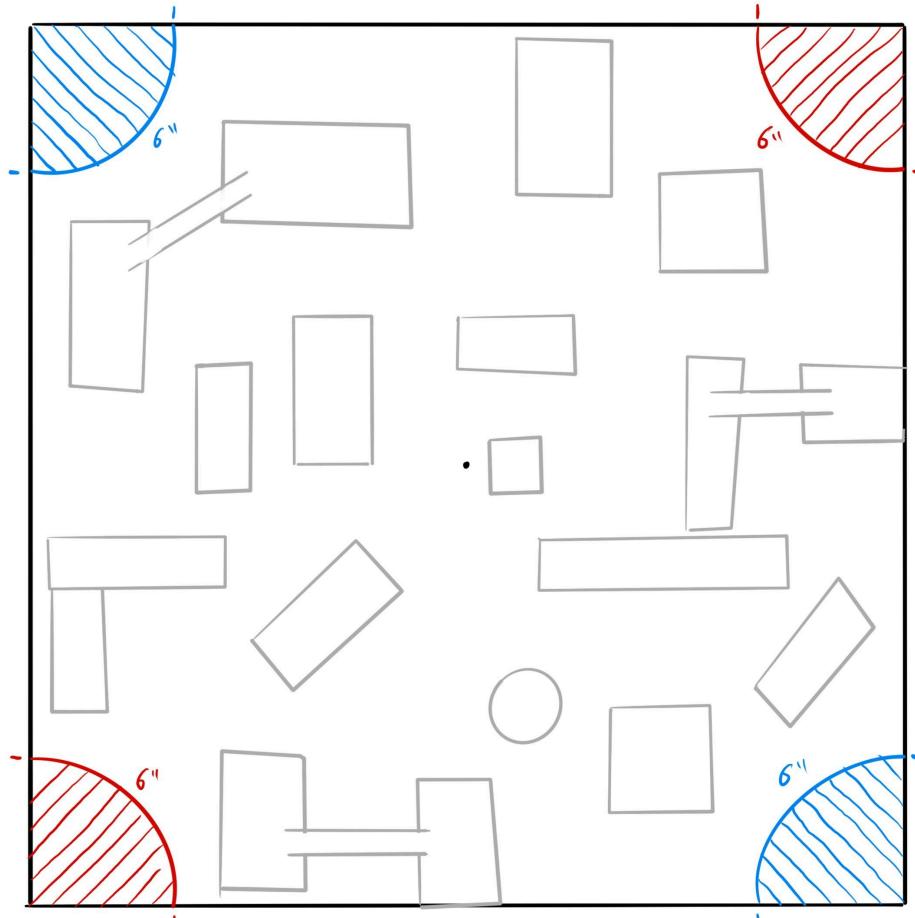
Premise

After a successful joint scavenging operation, both gangs are laden with supplies and are eyeing their rival's stash jealously. In the blink of an eye, weapons are drawn and it's winner takes all.

Prologue

The Zone

Set up terrain as normal (Pack the Board).



Deployment

Roll off. The winner picks a corner of The Zone and places all fighters in their gang within 6" of that corner. The other gang places their fighters within 6" of the opposite corner.

Special Rules

All fighters gain a Loot token at the beginning of the game. If a fighter would be removed from the Zone due to combat, place their loot token in the Zone as close to their miniature as possible before removing the fighter.

All fighters gain the following actions:

Swipe: Remove all loot tokens from a nearby fighter (rival or ally) and give them to this fighter.

Scoop: Remove a nearby loot token from the Zone and give it to this fighter.

Endgame

The skirmish ends immediately if either gang controls 9 or more loot tokens.

Epilogue

- The winning gang gains their choice of 3 Ammo or 3 Supply
- If either gang Ran For It, they lose 1 Reputation but gain their choice of 1 Supply or 1 Ammo

NAME (Heartbreaker)

Premise

Prologue

The Zone

Set up terrain as normal (Pack the Board).

[MAP DIAGRAM]

Deployment

Roll off. The winner picks a corner of The Zone and places all fighters in their gang within 6" of that corner. The other gang places their fighters within 6" of the opposite corner.

Special Rules

Endgame

Epilogue

Headhunters (Desperation)

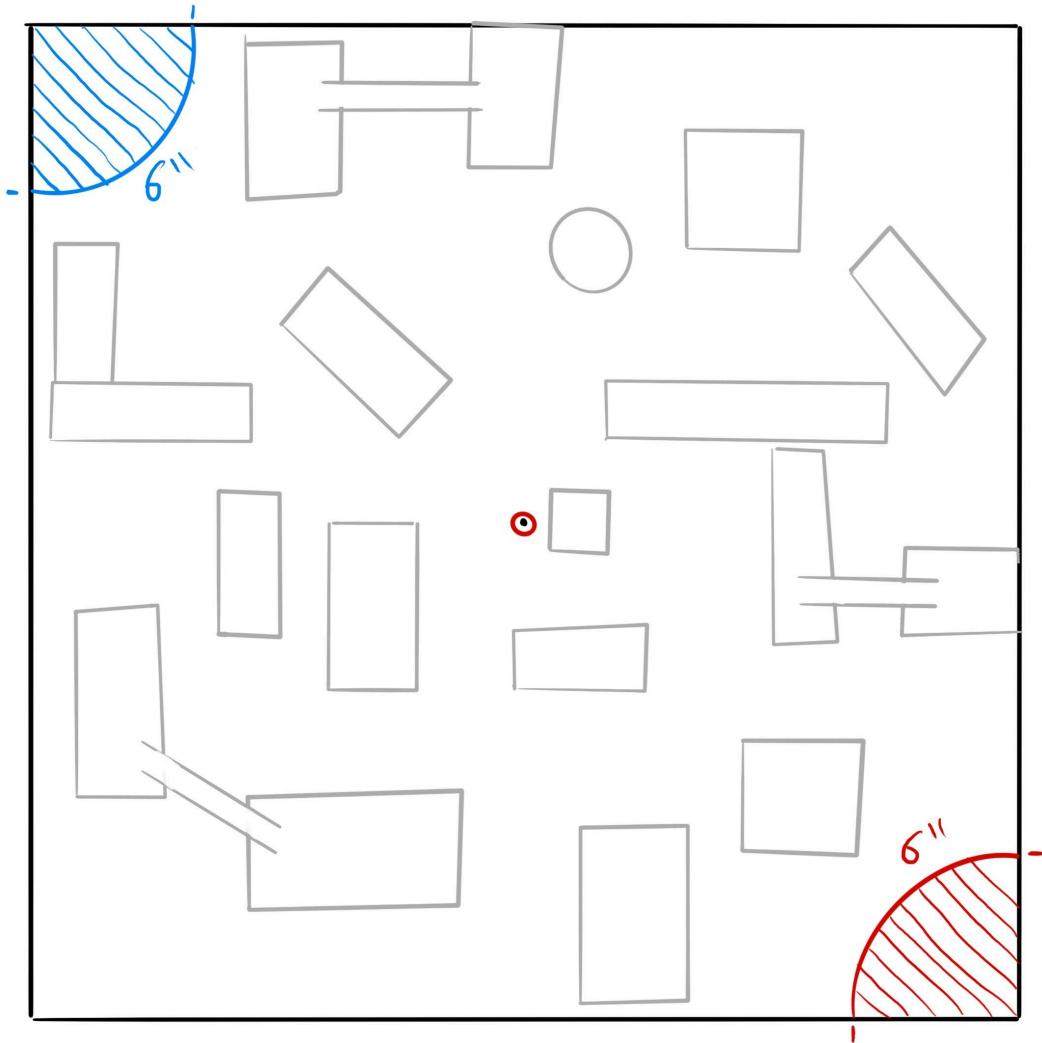
Premise

A disgruntled gang seeks to take down the rival leader and take home a trophy to prove to other underscum that they are not to be trifled with.

Prologue

The Zone

Set up terrain as normal (Pack the Board).



Deployment

The losers of the previous skirmish are the Hunters and previous winners are the Prey.

The Hunters gang picks a corner of The Zone and places all fighters in their gang within 6" of that corner. The Prey selects either their gang leader or a fighter with a Bounty of 3 or greater and places them in the center of the board, then places their remaining fighters within 6" of the opposite corner.

Special Rules

Fighters on the Hunters gang gain the following action:

Seize Trophy: If this fighter is nearby a rival leader or rival fighter with a Bounty of 3 or greater, give this fighter a Trophy token.

Endgame

If a fighter on the Hunters' side with a Trophy token ends their activation within 3" of any edge of the Zone, the skirmish ends immediately and the Hunters win.

If during the Reset step, the Hunters have two or fewer standing fighters, the skirmish ends immediately and the Prey wins.

Epilogue

- If the Hunters won, their gang gains 4 Reputation and the Prey loses 2 Reputation.
- If the Prey won, their gang make take 2 Supply, 2 Ammo, or 2 Territory from the Hunters gang.
- If either gang Ran For It, they lose 1 Reputation but gain their choice of 1 Supply or 1 Ammo

Cornered Animals (Desperation)

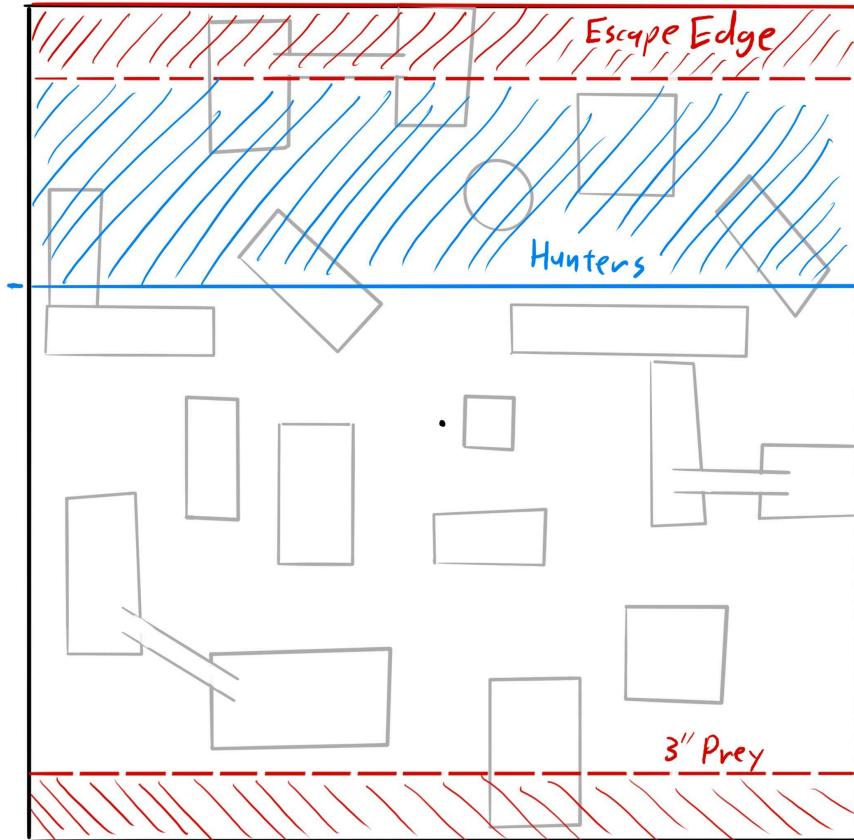
Premise

One gang corners the other and they must make a mad dash to escape before it's too late.

Prologue

The Zone

Set up terrain as normal (Pack the Board).



Deployment

The losers of the previous skirmish are the Hunters and previous winners are the Prey. The Prey select a board edge. The Prey place half of their fighters, rounding up, within 3" of the selected edge (the remaining half will arrive on the second turn to help their allies). The edge opposite of the one they selected will be the Escape edge. The Hunters then place all of their fighters between 3" and 12" of the Escape edge.

Special Rules

Escape the Trap: Whenever a Prey fighter ends their activation within 3" of the Escape edge, they may remove that fighter from the Zone. They have escaped.

Delayed Reinforcements: During the Ready step of the second turn, the Prey gang places all remaining fighters within 3" of the escape edge and gives each of those fighters a ready token.

Endgame

If two of the initially-placed Prey fighters manage to escape, the skirmish immediately ends and the Prey win.

If the Prey Run For It before they can escape, the skirmish ends immediately and the Hunters win.

Epilogue

- If the Hunters win, they gain 2 Reputation and 1 Territory
- If the Prey win, they gain 2 Reputation and the Hunters lose 1 Reputation.
- If either gang Ran For It, they lose 1 Reputation but gain their choice of 1 Supply or 1 Ammo

Creative Catalysts

These are just some of things I was drawing reference from while working on this project! If you're looking for vibes and inspiration for your hobby time with this game, definitely check these out.

- Every single issue of 28-Mag
- Hardware (1990)
- Dredd (2012)
- Escape From New York (1981)
- Demolition Man (1993)
- Assault on Precinct 13 (1976)
- BLAME
- Fallout 2
- Bioshock
- I Have No Mouth and I Must Scream
- Warhammer 40k: Darktide
- RUINER
- Battletech (2016)
- Necromunda Magazine
- CY_BORG
- Cyberpunk Red

Quick Reference