

NEW HOPE CITY BAR FIGHTS

NEW HOPE CITY BAR FIGHTS

Here's a cool little diversion for your characters or a great intro game for players. It's called *New Hope City Bar Fights* and it's about...bar fights. These will usually occur during a Chillin' Encounter (*Urban Renewal page 85*) but you can use them whenever it makes sense. It's set up to use Attributes from the book. Here's how we do it:

- When in a Bar, Tavern or Gentlemen's Club and the Activation dice come up doubles and higher than the Area Law Level a fight has broken out.
- The number of possible opponents will be equal to *twice* the number of PEFs for the Area and Day Part where the fight is occurring (*Urban Renewal page 62*).

BOTTLES AND CHAIRS

Naturally there will be bottles and chairs in the building that can be used as weapons. Here's how we do it:

- Print out the floor plan.
- Roll 1/2d6 for each square.
- If a 1 is scored there is a *bottle* in that square. Put a line through 2 = *Chair* on the square. When the bottle is picked up put a line through 1 = *Bottle* on the square.
- If a 2 is scored there is a *chair* in that square. Put a line through 1 = *Bottle* on the square. When the chair is picked up put a line through 2 = *Chair* on the square.
- If a 3 is scored there are no weapons in that square except if behind the bar. Strike out the lines on the square as previously outlined.

Example – I start with the upper left corner square and roll 1/2d6. I score a 2 so there is a chair in the square. I cross off the bottle. Going to the next square, I roll a 3. I cross off the chair and bottle lines. I continue to roll 1/2d6s and crossing off lines until all squares have been checked.

PLACING THE OPPONENTS

Before the fight can begin we must place the opponents in the building, included in the game. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Start in the upper left corner square.
- Count from left to right a number of squares equal to the d6 result. So if you scored a "4" that would be behind the bar. Place a character in that square.
- Roll another d6 and read the result as rolled. Start with the square where the last character was placed and count to the left, going down to the next row when that row runs out of squares. Place a character in the square. When you reach the last

right most square in the lowest row, return to the top square.

- Continue to place characters as outlined until all the opponents have been placed.
- Now place your characters using the same procedure.

TURN SEQUENCE

Once the bottles, chairs and characters have been placed its time to start the fight. The following turn sequence is used every turn. Here's how we do it:

- Roll 1d6 for activation. *Normal Activation is not rolled during the fight.*
- Activation is carried out from highest to lowest Rep with those with the same Reps going simultaneously.
- Active characters in a square unoccupied by an opponent can move one square in any direction, even diagonally.
- Active characters that start in or move into a square, with at least opponent, must attack one of the opponents.
- The two involved characters take the Mix It Up Test.
- This can move to the Fight Table and then to the Knock Down Table.
- Take a Knock Down Test if directed by the Knock Down Table.
- After this has been completed move to the next active character and repeat the process until all active characters have completed their turn.
- The turn has ended.
- Repeat the Turn Sequence until the fight ends (page ##).

ENDING THE FIGHT

The fight can end in one of two ways. Here's how we do it:

- When the fight starts, subtract the Law Level of the Area for the Day Part, from ten.
- This is the number of times activation is rolled during the fight.
- When the last activation is rolled and that turn completed, normal 2d6 Activation begins.
- This is also the turn that the Police will arrive (*Urban Renewal page 63*).
- Anyone in the building will be charged with Disturbing the Peace (*Urban Renewal page 66*) to start with and will be investigated for more charges (*Urban Renewal pages 64 - 65*).

The second way to end the fight is all of the opposing characters run away or get knocked out.

NEW HOPE CITY BAR FIGHTS

2 **KNOCK DOWN TEST**

(Any score of a "6" is a failure.)

ATTRIBUTE	MODIFIER	ATTRIBUTE	MODIFIER
Brick Wall	+2d6 – Counting best two results.	Hard as Nails	1 st Knock Out becomes No Effect.
Natural Armor	+1d6 Counting best two results.	Resilient	1 st Knock Out becomes Knock Down

PASS 2D6	PASS 1D6	PASS 0D6
<i>No effect</i> – Character remains upright and continues to fight.	<i>Knocked Down</i> - Character knocked to ground. May regain feet after spending one turn of activation on the ground.	<i>Knocked Out!</i> Character out of the fight.

2 **MIX IT UP**

(Taken versus Rep)

ATTRIBUTE	MODIFIER
Coward	-1d6
Leap	+1d6
Poser	-1d6
Rage	+1d6
Runt	-1d6
Terrifying	+1 success
Tough	+1d6
Vicious	+1d6
Wary	+1d6

#D6 PASSED	RESULT
3 more than opponent	Opponent runs away and leaves fight!
2 more than opponent	Move to opponent and go to Fighting Table.
1 more than opponent	Grab weapon and remain in place or go to Fighting Table.
Same as opponent	Both characters remain in place looking for an opening.

REP **FIGHTING**

(Looking for successes)

A score of 1, 2, or 3 is a success

ATTRIBUTE	MODIFIER
Agile	+1d6
Brawler	+1d6
Bullet Move	Count results of "4" as a success but cannot score higher than Evenly Matched when doing so.
Clumsy	-1d6
Rage	+1d6
Slight	-1d6
Vicious	+1d6

CIRCUMSTANCE MODIFIER

<i>Evenly Matched</i> - Attacking an opponent that is Evenly Matched. Modifier is not cumulative!	+1d6
<i>Prone</i> - Attacking a prone enemy	+2d6
<i>Two Hand Weapons</i> – If using a Two Hand weapon.	-1d6

1 **KNOCK DOWN**

(Read result as rolled)

WEAPON MOD

Two Hand (Chair or similar)	+2
One Hand (Bottle or similar)	+1

SCORE RESULT

Score more successes than opponent	<p>Roll 1d6 versus the number of successes scored more than opponent.</p> <p>"1": Opponent Knocked Out.</p> <p>Equal to successes more or lower but not "1": Opponent staggered and knocked directly back into the adjacent zone. If up against the wall them go to left (1 – 3) or right (4 – 6) zone. Take Knock Down Test with 1d6.</p> <p>Score higher than more successes: Take Knock Down Test.</p>
Same number of successes as opponent.	Evenly matched. Remain in melee until next Mix It Up Test

WINDOWS AND DOORS

If knocked into a window or door the character will fly through it and into the street. NPCs will quit the fight while Stars can choose their actions.

NEW HOPE CITY BAR FIGHTS

 2 = CHAIR. 1 = BOTTLE.				
	2 = CHAIR. 1 = BOTTLE.	2 = CHAIR. 1 = BOTTLE.	2 = CHAIR. 1 = BOTTLE.	3 = BOTTLE. 2 = BOTTLE. 1 = BOTTLE.
	2 = CHAIR. 1 = BOTTLE.	2 = CHAIR. 1 = BOTTLE.	2 = CHAIR. 1 = BOTTLE.	3 = BOTTLE. 2 = BOTTLE. 1 = BOTTLE.
	2 = CHAIR. 1 = BOTTLE.	2 = CHAIR. 1 = BOTTLE.	2 = CHAIR. 1 = BOTTLE.	3 = BOTTLE. 2 = BOTTLE. 1 = BOTTLE.

NEW HOPE CITY BAR FIGHTS
