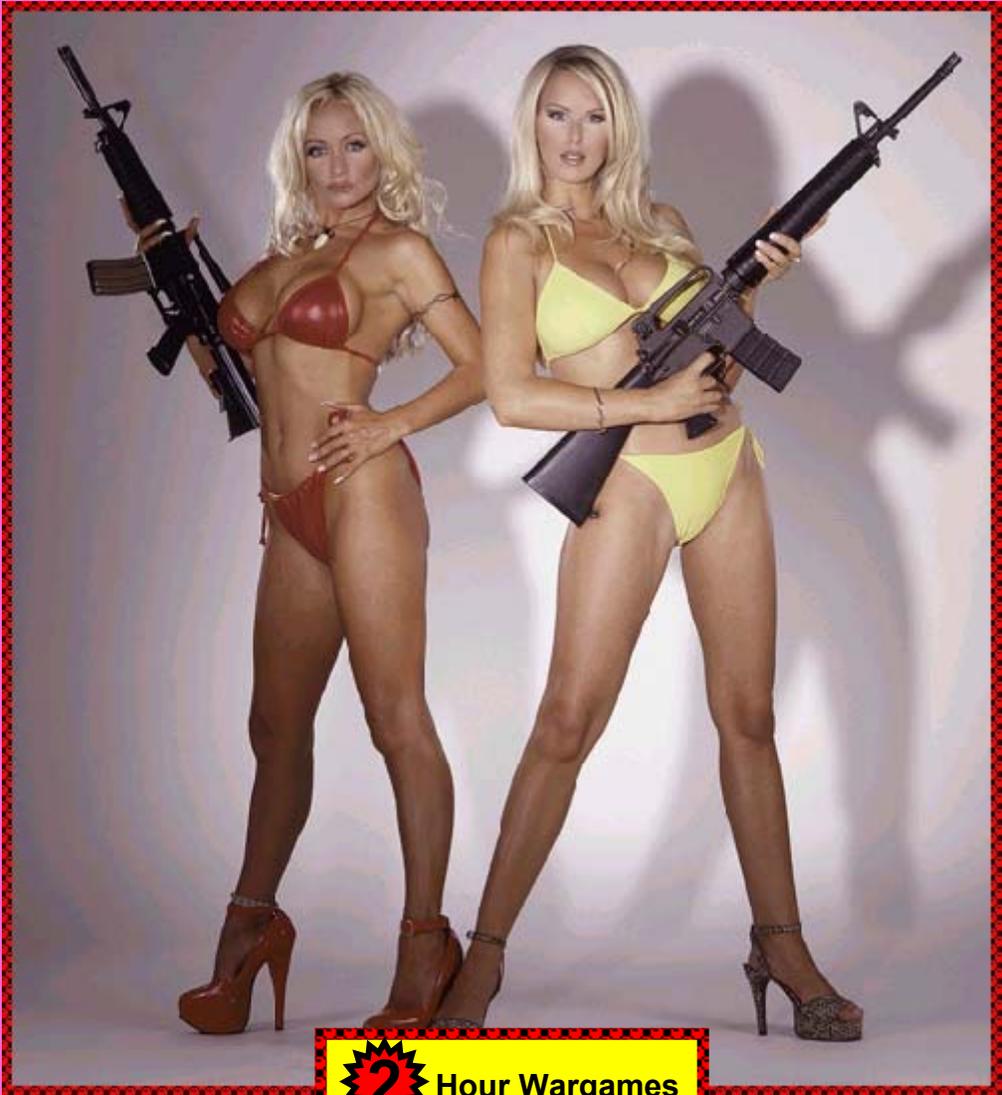


Guns

and

Girls

FAST AND FURIOUS GAME OF HEAVY FIREPOWER



2

Hour Wargames

GUNS and GIRLS

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SPECIAL THANKS TO THE PLAYTESTERS

Geo "Technomancer" Gibson
 "Hannuman the Monkey-God"
 Ken Hafer
 Ron "Baddawg" Strickland

GUNS and GIRLS

INTRODUCTION.

What you have in your hands is a set of rules that can do many things. Any combat that involves modern weapons can now be recreated in a realistic manner. By generating the scenarios for you, GUNS AND GIRLS lets you link all your combats into one long continuous story. Easy to learn game mechanics and a unique "reaction system" combine to make every game different.

The realistic combat system works for a number of genres. We have taken the time to separate them into three major categories. They are Military Operations, near future Gang Warfare, and "B" movies. A wide variety of genres are represented but really the only limit is your imagination. Just remember, when you need realistic firefights, grab the...

GUNS AND GIRLS

Oh, why the pretty girls you ask? One reason is that the miniatures manufacturers of today are producing wonderful "minis" of heavily armed women. We thought it was time that someone brought attention to these fine figures and provided a set of rules for their use. If you see fine looking miniatures of females carrying heavy hardware, pick 'em up, 'cos now you have the rules to use them. Just remember, it ain't a "mans world" anymore!

www.amazonfantasy.com for their wonderful figures.

EQUIPMENT REQUIRED

To play GUNS AND GIRLS you will need the following items-

- Two or more six-sided dice.
- One ruler or measuring device.
- Figures in a consistent scale.
- A flat surface at least 3x3 feet.
- Material to represent buildings and other terrain features.

SCALE AND FIGURES

The easiest way to mount 25mm figures for GUNS AND GIRLS is 1 figure on a 1" square base. Vehicles may not need to be mounted but if they are then use the smallest basing necessary. Figures previously mounted for other rule systems will also work.

You should mount your figures carefully so that they are all facing in the same general direction. This defines the unit's Front. The opposite base edge is the Rear and the other two sides are the Flanks.

DEFINING CHARACTERS

GUNS AND GIRLS is played with individual figures referred to as "characters". There are two types of characters. They are "player characters" and "grunts".

Player Character - Player characters represent you, the player. The main character around which the whole GUNS AND GIRLS campaign

revolves. Either roll on the appropriate "List" or pick your character, whichever you prefer.

"Grunts" – These are the non-player characters that make up your group or entourage. They will come and go as the campaign progresses. These are pre-generated for you in each set of GUNS AND GIRLS.

Players are allowed to recruit one grunt per each point of their player character's Reputation. In the encounters when this is specified each side will write down the number of "grunts" recruited and reveal them simultaneously.

OPTIONAL GRUNT RECRUITING

If agreed upon the following method to recruit "grunts" can be used.

Players can recruit up to their player character's Reputation squared in "grunt" Reputation. Example: Charlie is a 4 Rep. He can recruit up to 16 Reputation worth of grunts. Here are some of the grunts he could recruit.

- Four Rep 4.
- Four Rep 3 and one Rep 4.
- Five Rep 3
- Two Rep 4 and 2 Rep 3.

There are three characteristics that define each character whether they are player or "grunt". They are:

- Reputation
- Defensive Armor
- Weapon

REPUTATION

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are four possible Reputations-

Reputation 5 - These are veterans of numerous successful encounters. Members of Delta Force are Rep 5.

Reputation 4 - These are reliable men and women of some experience. Undercover cops are examples of Rep 4.

Reputation 3 – These are guys of unknown quality who have seen little or no action. Lower ranking gang members are Rep 3.

Reputation 2 - These are green or poor quality "targets" with little motivation or desire for combat. Your average K-Mart shopper would be considered Rep 2.

DEFENSIVE ARMOR

Characters may have some sort of defensive armor such as flak jackets or full out body armor like some 20th century SWAT teams. The protective ability of these are built into the To Hit Table and their availability is found on the "Lists" later on in the rules.

GUNS and GIRLS

WEAPONS

There are two basic ways to inflict damage in GUNS AND GIRLS. The first way is through weapons fire and the other is through hand to hand combat. Trust me on this. Hand to hand is considered to be a last resort.

All characters are assumed to have a ranged weapon whether pistol, sub machine gun, etc. This is clarified in the "Lists" found elsewhere in the book. It is possible for a character to have more than one weapon, a primary weapon and a secondary weapon. For ease of play there are limited ammunition rules as the Reaction Checks handle them in an abstract way.

Each weapon is defined and in some cases weapons have been lumped into broader categories. They are –

Pistol – Although everyone seems to carry a pistol this is really an emergency weapon. Pistols have a range of 12" and may engage 1 target. It has an Impact Rating of 2.

Shotgun – These are all single and double-barreled variety. Awesome in close quarters it has a range of 12" and may engage 2 targets within 1" of each other. It has an Impact Rating of 4.

Carbine – Lightweight low caliber semi-automatic weapon. Range of 24" and may engage 2 targets within 1" of each other. Impact Rating of 2.

Sub-machine Gun – Capable of engaging 3 targets within 1" of each other, this weapon has a range of 24". It has an Impact Rating of 3.

Rifle – It's not just for hunting anymore. Long range of 48" it is limited to engaging only 1 target at a time. Impact Rating of 4. Add a "sniper scope" and it will range out to 60".

Machine Pistol – Capable of auto-fire and often used by police, security, and anti-terrorist forces. May engage 3 targets within 1" of each other and with an Impact Rating of 2. Range of 12".

Assault rifle – These weapons of mass destruction have a range of 48", can engage 3 targets within 1" of each other, and will spank you with a terrifying Impact Rating of 5. Usually a military weapon, however, they are finding their way into civilian hands.

Grenade – This "house cleaning" bundle of joy has a 4" range when thrown, but can engage an unlimited number of targets in a 3" blast radius (6" circle). Perfect for buildings and vehicles the hand grenade has an Impact Rating of 5.

Light Machine Gun – Big brother to the Assault rifle this military issued weapon is becoming more and more common on the streets. Takes a big boy to use and may damage up to 6 targets within 1" of each other. Impact of 5. Range of 48".

Grenade Launcher – Either a separate weapon or combined with an assault rifle in an "over/under" tandem. If an "over/under" then may launch only one grenade per turn or treat as assault rifle with normal firing. May not do both in same turn.

A separate grenade launcher may fire once per turn. Rotating launchers, often holding as many as 12 rounds, may fire as a normal weapon. i.e. more than once per turn. Grenade launcher range 24". Grenades launched will engage all targets in a 3" blast radius and has an Impact Rating of 3.

Flame Thrower – Military and mercenary use only. Great for cleaning out buildings. Will leave path of flame wherever used until battle is over. Can engage all targets in a 3" blast radius. Impact of 6. Range of 12".

SPECIAL – Whenever the operator is shot and hit or is caught in any blast effect circle then roll once on the To Hit chart to see if the tank has been penetrated. If the result is a Bad Wound then the tank will explode and all those within the flame thrower's normal blast circle will take hits.

Those attempting to pass through the flame left behind must take a "Wanting to Charge" Reaction test. If they do pass they may move through the flame as follows:

- Roll 2D6.
- Subtract the Reputation of the character from the dice score.
- Apply the result to the To Hit Chart.

LAW – Light anti-tank weapon used by military, guerrillas, or mercenaries only unless "stolen". This also includes one shot disposable weapons. Range of 48". Impact of 6, and blast radius of 1".

Rocket Launcher – Need a loader and a gunner to fire once per turn, otherwise takes one turn to load by self. Used by military or mercenaries only unless "stolen". Range of 48". Impact of 6, and blast radius of 3" when firing High Explosives while a 1" blast radius when firing anti-armor rounds.

Hand to hand weapons – These include any cutting, slashing, and clubbing weapon used to inflict damage in hand to hand combat. One hand weapons hand (knife, sword, club, etc.) have an Impact of 1 while two hand weapons (bat, bayonet, axe, etc.) have an Impact of 2. When fighting Hand To Hand the Rep of the character is added to the weapon Impact Rating to arrive at the total Impact used. Note that Aliens are always assumed to have 2 handed weapons as an intrinsic Impact value that will be added to their Rep. Any damage done by unarmed combat except by aliens/zombies will count towards unconsciousness instead of death.

MOVEMENT

Movement is not simultaneous. Instead characters may move when their card is drawn. Each side takes a color either red or black. Shuffle the cards and draw two cards.

- If both cards are the same color then that side will move first. The opposite side may then move. This concludes one turn.
- If the two cards are of differing color then the highest card determines which side moves first. Ties cause new cards to be drawn.

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- When using three or more sides in a fight assign one suit to each side and discard any unused suits. Flip one card for each side. The side with the most cards flipped will move first followed by the highest card. If equal cards then use the highest card to determine the order.
- Play continues until either one side is left or ten face cards have been drawn. In encounters this is considered to be the passage of one day.
- When drawing three or more cards per turn add 5 to the number of face cards required for the passage of one day.

Movement is by side starting with the highest Reputation and rolling off ties.

GROUPS

Characters that are grouped together (start the turn within 2" of each other) may function together and suffer the same consequences together. They can move together, fire together, etc. If one figure in the group is fired upon the whole group would take a reaction test. When firing as a group all targets must be declared before any shooting is resolved.

- Characters in groups will count the Reputation of the leader for Reaction Tests if he is with their group. Roll 2D6 versus the leader's Rep and his result is applied to the whole group. This does not include Scratch and Bad Wound results as they are taken individually.
- Characters in a group without a leader with them are still allowed to function together and still suffer the same consequences together. One set of 2D6 are rolled for the whole group when checking Reaction, however, the score is applied to each figure individually. Example – Received Fire check on a group of three figures with Reps of 2, 3, and 4 and no leader. The dice score is a 3 and 4. In this case, the 2 runs away, the 3 ducks back, and the 4 returns fire. (See Reaction Checks.)

ACTIONS

When it is a character's turn to move he may voluntarily do one of the following actions.

- Move up to full distance and fire if desired.
- Stay in place (allowed to change the way faced) and fire if desired.
- Charge into melee at up to one and a half-normal movement rate and melee stopping half way for the target to make a "Being Charged" Reaction Test (explained elsewhere in the rules.).
- Enter or exit a vehicle or building and fire if desired.

INVOLUNTARY MOVEMENT

Characters may be forced to move during battle due to Reaction Checks. The procedure to check Reaction will be described later. However, the possible Reaction forced moves are as follows.

FIRE – Tester must fire at the target that caused the check. If the tester can not fire he may choose to Duck Down instead.

DUCK DOWN – Run to nearest cover AWAY from threat and duck behind cover or move full charge speed away. Those that Duck Down forfeit their next turn of movement, although they may still fire.

RUNAWAY –Quit. Split. Run to exit board at twice normal move or get into vehicle and speed away.

PURSUE BY FIRE

After a character in hand to hand combat forces an enemy to Runaway or Duck Down he rolls 2D6 and compares it to his Reputation. (See Reaction Check.)

- If he passes 2D6 then he is allowed to immediately fire at the fleeing character.
- If he passes 1D6 then he is allowed a shot counting target in cover.
- If he passes 0 dice then he may not fire at all.

MOVEMENT RATES

Those on foot may move up to 8" per turn or "fast move" at four times (4x) their Rep. Characters may not "fast move" two consecutive turns in a row unless running away.

For combat purposes any movement over 8" is considered to be a "fast move". "Fast move" reduces the chance to score a hit in ranged combat regardless if it is the target or firer that has moved

Badly wounded characters have their movement rate reduced by half but may still "fast move".

Characters may carry other characters at up to half their normal movement. Two characters may carry one character at up to their normal movement.

While carrying a character players may still fire but counting target as if in cover.

Vehicles may move up to 48" per turn. However, vehicles may increase speed at 1/4 their top speed or 12" from a dead stop and decrease speed at 1/2 their top speed. *Please note that players may alter vehicle movement distances as they see fit and depending upon size of vehicle.*

SCORING A HIT

The only difference between hand to hand and shooting when it comes to scoring a hit is the range of the weapons. All melee weapons may only be used when in base contact with the enemy. Ranged weapons however may be fired up to their effective range.

To score a hit, first declare who the attacker is and who the target is.

GUNS and GIRLS

- Immediately roll 1D6 and add it to the firer's Reputation. Compare this total to the Hit Table. **There is no need to check any modifiers prior to rolling as the modifiers are already built into the hit table.**
- Total the dice score and read the appropriate line on the table to see if a hit is scored.

If firing at more than one target you still roll only once. There are modifiers to handle the possibility of missing the second or third target. (Note that anytime the third target is referred to it also includes all targets after them.)

Targets of blast effect weapons are always considered to be first targets as the effect is assumed to be all encompassing.

Hit Table results are as follows.

- Miss! The attacker has missed the target.
- Other results apply to certain situations and are treated on a case by case basis. If the situation applies to the target or firer then the result is usually a Miss or Scratch.
- Scratch – Target receives slight wound and rolls 2D6 versus Reputation on Scratch table. Check each die individually. If the score is equal or less than the Reputation then that die is said to be passed. You may pass either two, one, or zero dice.
- Bad Wound – Target receives severe wound and rolls 2D6 versus Reputation on Bad Wound table.

OOPS, WHERE'D THE GRENADE GO

Whenever a "Miss" result occurs when firing a grenade launcher, rocket launcher, LAW, or when throwing a grenade use the following procedure to determine where the projectile landed. Only roll once for each grenade. If the scattered grenade also results in a "Miss" that grenade has no effect.

Roll 2d6 and designate one as the "long" die and the other the "short" die. The total is the distance in inches the projectile landed with the high score determining whether it was long or short. Example – Score of a long 5 and a short 3 would put the projectile 8" long from the target.

Note that if the long and short "tie" then the round was a "dud" and no damage is allocated.

Thrown grenades are handled differently. Follow the same procedure as outlined above except divide the total by 3, rounding down.

Please note that a "miss" can still hit the intended target in its blast radius if the deviation is not very far.

TWO STRIKES AND YOU'RE OUT

Anyone receiving a second Bad Wound is dead.

RESOLVING FIRE

Fire continues between two characters or more until either one side Ducks Down, is forced to Runaway, or is directed by a Scratch or Bad Wound result. It is common for characters to fire multiple times in one turn.

"FLOCK OF SEAGULLS"

Whenever unarmed civilians (innocent bystanders) are exposed to gunfire (within 12" of the shooter) they will immediately take a "Received Fire" check even if they are not the actual targets.

OOPS

Whenever a civilian (including the media) is in the line of fire but is not the actual target and a result of Miss occurs on the To Hit Table, then the shooter must roll on the To Hit Table to see if the civilian was hit by mistake. The civilian then must take any appropriate reactions to the situation.

AMMO

Most of the weapons used in GUNS AND GIRLS do not have ammo restrictions. However, the following weapons do.

Rocket Launchers and LAWS are allowed 2 + 2d6 rounds. Each character may only carry three rounds. Other characters designated prior to battle must lug any additional rounds.

Grenade launchers are allowed 1 + 1d6 grenades for single shot launcher while a "rotating" or multi-shot launcher would have 2 + 2d6 rounds.

OPTIONAL "TIGHT AMMO" RULE

In some situations players may decide to run "tight ammo" rules. This rule represents the characters having a limited amount of rounds. Instead of keeping track just roll 1D6 after a character fires. If a "1" is rolled then the character has expended all his rounds. He may, however, obtain more rounds by either picking them up from other discarded weapons of the same type or borrowing rounds from another character. If the latter option is used BOTH characters will then run out of ammo on a roll of "1 or 2". If three characters share ammo then they will run out on a "1-3" and so on for each additional character.

EFFECTIVE VERSUS LONG RANGE

The range listed for every weapon is its "effective range" or the range that the firer is deemed to have a "reasonable chance" of hitting the target.

OUTGUNNED

Whenever a character is shot at with a weapon that has a HIGHER Impact Rating than the one he has, the character is said to be "outgunned".

If impact ratings are equal then the weapon with the higher rate of fire (can engage more targets) will "outgun" the other.

GUNS and GIRLS

LINE OF SIGHT

To shoot something you must see it. A straight line from the shooter to the target is called a Line of Sight. Line of Sight extends across the whole table and is blocked only by terrain, buildings, and sometimes weather.

- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods is reduced to 12" in the daytime and 6" at night.

LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

TARGET SELECTION

On a character's turn he may fire at the end of his movement at any target in line of sight. In addition, more than one target may be fired upon if they are within 1" of another eligible target and the weapon allows for it.

Those in a "blast effect circle" are all eligible targets and are treated as follows. The firer nominates the spot or target that he is aiming for and the circle is measured from that spot if a hit occurs.

When a character is forced to take a "Shot At" Reaction Check he may only fire at the target that caused the check.

FIRING AT VEHICLES AND BUILDINGS

Characters in vehicles or buildings may be attacked in one of two ways.

1. The firer declares the intent to shoot at a character that is visible. The target is said to be "unbuttoned" (with a portion of their body exposed directly or visible though a see through substance.)
2. The firer declares the intent to shoot at the vehicle or building whether the character can be seen or not be seen. Unseen characters are said to be "buttoned up" (inside a building/vehicle).

When targets are "unbuttoned" they are subject to fire attacks from any weapon type, count as in cover, and the To Hit procedure is carried out normally. Targets can be "unbuttoned" with any vehicle, even armored ones as they could be riding on top, peeping out of the turret, etc.

When the targets are "buttoned up" they cannot be harmed by any weapons except anti-tank weapons, heavy artillery (naval gunfire support counts as heavy artillery!), aerial cannons, rockets and bombs. (Exception – See Heroic Attacks.) Targets may only be "buttoned up" in armored military style vehicles or buildings. The following rules apply to the use of these weapons on "buttoned up" targets.

All "Scratches" are treated as non-penetrating hits that the occupants are aware of, and they will test reaction on the Building/Vehicle Scratch Table for being shot at by a weapon capable of penetrating their cover.

All "Bad Wounds" are treated as damaging hits on the vehicle or building and the occupants must make a Reaction Check for receiving a "Bad Wound" on the Vehicle/Building Bad Wound Table.

VARIABLE BUILDING/VEHICLE TOUGHNESS.

Vehicles except tanks and buildings can take 2 Bad Wounds before destruction unless suffering a Catastrophic Hit.

Tanks take 3 Bad Wounds to destroy unless a Catastrophic Hit occurs.

CATASTROPHIC HITS

When a Bad Wound result occurs on a building or vehicle roll 1D6. On a score of "6" a Catastrophic Hit has occurred. Roll again on the Catastrophic Hit table. Some of the results may not apply to certain vehicles, example, a car does not have a turret. When this occurs ignore the result and re-roll until an applicable result is found.

HEROIC ATTACKS

Tanks are capable of being knocked out of action by a heroic individual. He climbs aboard the tank, and (if lucky!) finds the crew has forgotten to secure the turret hatch (roll of higher than crew leader's Rep on 1D6). He then lifts the hatch and tosses in a hand grenade or two! Add the grenades Impact Rating to 1D6 to determine the result on the Heroic Attack Table.

LOSING CONTROL

If the driver of a vehicle is hit he will lose control of the vehicle if he fails a check versus his Rep on one or two dice. If he is killed he will automatically lose control.

Failing on one die means the vehicle will veer to the left or right as determined by a 1D6 roll and either crash if there is something in its path or roll to a stop at normal deceleration rate. If the vehicle does crash all occupants must roll on the Hit Table using 2D6 instead of 1D6 plus Reputation.

If the driver fails on two dice then the vehicle will roll over either crashing if there is something in its path or settling to a stop. In either case all occupants will roll on the Hit Table using 2D6 and adding 2 to the score.

HAND TO HAND COMBAT

Characters may be attacked by more than one enemy at a time. Up to two enemies may attack a character to his front while only one enemy may attack each flank and rear.

Melee or hand to hand combat will continue until one side is forced to break off the combat by a result from either the Scratch or Bad Wound table.

Bottom line is, if you find yourself in Hand To Hand and have a gun, then use it!

HOW TO CHECK REACTION

GUNS and GIRLS

The "Reaction Check" represents the effect of various stressful situations on a character's ability to perform tasks.

Taking a "Reaction Check" involves taking the character's Reputation and applying the appropriate modifiers from the Reaction Check Modifier table in the back of the book.

Next roll 2D6 and compare each die score individually to the modified Reputation of the checking character.

If the score is equal or less than the modified Reputation the character is said to have "passed" that die. It is possible to pass 2, 1 or 0 dice. Check the number of dice passed under the appropriate Reaction table.

WHEN TO TAKE A REACTION CHECK

Reaction checks are taken for the following reasons.

"FIRST SIGHT" CHECK

Anytime a target moves into range to their front or flank, a non-active character must take this check.

RECEIVED FIRE CHECK

Whenever a character is fired at and not hit he must make a Received Fire Check. Characters that have been hit will already have their reactions determined by the Scratch or Bad Wound tables.

WANTING TO CHARGE CHECK

Characters wanting to charge into hand to hand combat must take a "Wanting to Charge Check".

BEING CHARGED CHECK

Characters being charged must take a "Being Charged Check".

LOSS OF NERVE

If a character scores a "Runaway" result without taking any wounds he or she will automatically drop one Reputation permanently. Such characters are said to have "lost their nerve".

SURRENDER

Those scoring a Runaway result will surrender instead if they are surrounded. Players may also ask for someone to surrender or volunteer to surrender but the players must handle the details of that!

GAINING EXPERIENCE

Each time a character survives an encounter without losing consciousness or running away, and inflicts damage upon an enemy, he has gained experience. His Reputation is immediately increased by 1 point.

Only Reputation 2 and 3 may increase in experience and can never exceed a Reputation of 4.

TRACKING CHARACTER STATUS

There are only three things that need to be kept tracked of when it comes to characters during an encounter. They are

1 – Any Bad Wounds they receive.

2 – How many turns they must Duck Down.

3 – Are they running away.

You may use dice, chits, or any other method to signify these conditions.

RECOVER DAMAGE

Characters recover from Scratches immediately following the end of the encounter.

Those with Bad Wounds roll 2D6 versus their Reputation and compare the results to the table below.

"RECOVER" CHECK

Pass 2D6

- Miss 1 month of action

Pass 1D6

- Miss 2 months of action

Pass 0D6

- Miss 2 months of action and lose 1 Reputation permanently due to severity of wound. May not recover the loss via "gaining experience."

This is the end of the combat rules. What follows is the campaign section.

CAMPAIGN GAME

The following rules will allow players to tie together all of the encounters that they have while playing GUNS AND GIRLS. But before the campaign can begin the players must decide on the genre of the game.

GENRE – OR "WHAT IN THE HECK KIND OF GAME IS THIS?"

GUNS AND GIRLS will work for ANY genre that uses heavy firepower "modern" weapons. Having said that let me outline the three major categories that we have divided the rules into.

- Military Operations from approximately the "turn of the century to the "near future"?
- Dark future Gang Warfare.
- "B" movies & "Alien" encounters.

Each of these will have specific rules that will apply to them.

Let's start with...

GUNS and GIRLS

MILITARY OPERATIONS

These include any and all battles between "armies". Typically the combatants are soldiers or guerrillas. There may be a civilian population present but in general the battles are fought between two different armed forces. These may be traditional forces such as the US Army versus the German Army during WW2. Or this may be an action where governmental forces are waging a campaign against guerrillas, such as Castro in Cuba in the 1950's.

Another aspect would be instead of a national military force there could be mercenary Soldier of Fortune units instead. This would be prevalent in the Third World.

Most of the forces will consist of Reputation 4 and 5 with the higher Reps being Elites such as Rangers or Delta Force. Military encounters would include Ambush, Firefight, Garrison, Patrol, Pursuit, Raid, Recover, Siege, and Sweep. All of these encounters will be explained later on in the book.

MILITARY

Military characters are usually grouped into squads of 5 or 10 soldiers. They will have 1, sometimes 2, leaders chosen after the NPCs are rolled up. They can be armed with either assault rifles, rifles, carbines, or submachine guns for the standard weapon.

At least one member of the squad will carry a Grenade Launcher, LMG, LAW, Flame Thrower, or Rocket Launcher. There may not be more than 1 Specialist per 5 figures. All military personnel may also carry one or two grenades each.

When recruiting Military NPCs roll 2D6 the appropriate number of times and consult the table below.

MILITARY

Score	Who	Rep	Arm	Weapon
2	Private	3	flak	varies
3	Private	3	flak	varies
4	Private	3	flak	varies
5	Private	4	flak	varies
6	Private	4	flak	varies
7	Private	5	flak	varies
8	Special	4	flak	*
9	Private	4	flak	varies
10	Private	3	flak	varies
11	Private	3	flak	varies
12	Private	3	flak	varies

* Grenade Launcher, LMG, LAW, Flame Thrower, or Rocket Launcher.

MERCENARIES

Mercenary characters are a "sub-species" of the military and are usually grouped into squads of 5 or 10 soldiers. They will have 1, sometimes 2, leaders chosen after the NPCs are rolled up. The major difference of mercs is the variety of weapons they

may have. They can be armed with either assault rifles, rifles, carbines, or submachine guns and need not carry standard weapons.

One of the squad will be a Specialist with a Grenade Launcher, LMG, LAW, Flame Thrower, or Rocket Launcher. They are not restricted in the number of Specialists that they can have. All mercs may also carry one or two grenades each.

When recruiting Mercenary NPCs roll 2D6 the appropriate number of times and consult the table below.

MERCS

Score	Who	Rep	Arm	Weapon
2	Soldier	3	flak	varies
3	Soldier	3	flak	varies
4	Soldier	4	flak	varies
5	Soldier	4	flak	varies
6	Soldier	5	flak	varies
7	Soldier	4	flak	varies
8	Special	5	flak	*
9	Soldier	4	flak	varies
10	Soldier	3	flak	varies
11	Soldier	3	flak	varies
12	Soldier	3	flak	varies

* Grenade Launcher, LMG, LAW, Flame Thrower, or Rocket Launcher.

GUERRILLAS

Guerrillas are normally outgunned by the military and usually grouped into squads of 5 or 10 soldiers. They will have 1, sometimes 2, leaders chosen after the NPCs are rolled up. The major difference of guerrillas is the lack of standardization in their weapons. Most are armed with whatever they can find or more likely the remnants of the past war. They can be armed with either assault rifles, rifles, carbines, or submachine guns and normally will have a few of each type in use. They will not have a standard weapon.

One of the guerrillas acting as a Specialist will carry a grenade launcher, LAW, or Light Machine Gun. Guerrillas may not have more than 1 Specialist per each 10 characters. Grenades are rare but they can have LAWS.

When recruiting Guerrilla NPCs roll 2D6 the appropriate number of times and consult the table below.

GUERRILLAS

Score	Who	Rep	Arm	Weapon
2	Guerrilla	2	none	carbine
3	Guerrilla	3	none	carbine
4	Guerrilla	3	none	carbine
5	Guerrilla	3	none	assault

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6	Guerrilla	4	none	rifle
7	Guerrilla	4	none	assault
8	Guerrilla	3	none	carbine
9	Guerrilla	5	none	smg
10	Special	4	none	*
11	Guerrilla	3	none	rifle
12	Guerrilla	2	none	carbine

* Grenade Launcher, LMG, LAW.

DARK FUTURE GANG WARFARE

This would include all “apocalyptic future” games where society is in decay and criminal activity runs rampant. Rival gangs strive to eliminate each other as well as grow in wealth. The setting could be either rural or urban such as the Wasteland setting used in our Wasteland Warriors game.

Most of the forces will consist of Reputation 3 or Reputation 4. The civilian presence will be strong and innocent bystanders will be common. Non-player characters can be taken from the Gang, Police, Civilians, Mercenary, or Military lists.

Dark Future encounters would include Ambush, Firefight, Raid, Recover, Robbery, Siege, and Sweep.

GANGS

Gangs will be loosely organized into groups of from three to eight characters. There is usually only one leader and rarely a second in command. When the leader dies or is disabled the gang typically falls apart. The leader may be designated from the non-player characters that are rolled. Weapons will vary with the lower Reputation gang members having the weakest weapons. Gangs are allowed no more than 1 Specialist per eight characters.

When recruiting Gang NPCs roll 2D6 the appropriate number of times and consult the table below.

GANG

Score	Who	Rep	Arm	Weapon
2	Meat	2	none	pistol
3	T-Guy	3	none	pistol
4	Special	3	none	*
5	T-Guy	3	none	shotgun
6	Soldier	4	none	shotgun
7	Soldier	4	none	assault
8	T-Guy	3	none	pistol
9	B-Dude	5	none	smg
10	T-Guy	3	none	m-pistol
11	T-Guy	3	none	pistol
12	Meat	2	none	pistol

*LMG or Grenade Launcher.

POLICE

Police will be organized into groups of two to eight characters. If desired police can be assumed to be within 1D6 turns of their vehicles and have the option to “up gun” to shotguns and assault rifles if the

situation warrants it. However, in general they will be armed with pistols.

There will always be one leader and command will fall to the next person in line.

In some encounters the police player may decide to use a SWAT team in which case upgrade the armor of all the police to “body armor” and arm them as a Military force. Tear gas grenades may also be available (Count damage from the grenade as if unarmed hand to hand combat.)

When recruiting Police NPCs roll 2D6 the appropriate number of times and consult the table below.

POLICE

Score	Who	Rep	Arm	Weapon
2	Rookie	3	none	pistol
3	Veteran	5	none	pistol
4	Officer	4	none	pistol
5	Rookie	3	none	pistol
6	Officer	4	none	pistol
7	Veteran	5	none	pistol
8	Officer	4	none	pistol
9	Rookie	3	none	pistol
10	Rookie	3	none	pistol
11	Officer	4	none	pistol
12	Rookie	3	none	pistol

* May upgrade to body armor with shotguns or assault rifles as SWAT team.

“B” MOVIES AND ALIEN ENCOUNTERS

This category runs the gamut from encounters with “aliens” to the “classic ‘B’” movie Zombies.

Forces could be from any of the previous lists as well as the Civilian list that follows. Not all Civilians need be armed. These could represent army personnel, local sheriffs or even “innocents” stopping in a deserted town only to find it inhabited by Zombies and Ghouls. Here are the rules that govern “Them”.

ALIENS

On the “wild side”, Aliens have the following rules applied.

- There are two types of Aliens, little ones (Rep 4) and big ones (Rep 5).
- As the Aliens usually do not have ranged weapons treat all reaction results of “Fire” as “Charge”. They may only inflict damage in hand to hand combat.
- Aliens automatically pass two dice “Charge or Being Charged” tests. They don’t care.
- Aliens do not Duck Back, instead, when suffering a Duck Back result they stop in place and scream, and if in hand to hand combat they will stagger back 1” and still face the enemy. They are subject to a Runaway result.

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- In addition, flak jackets and body armor do not count in melee versus Aliens, Alien encounters would include Ambush, Firefight, Garrison, Pursuit, Raid, Recover, and Sweep.

ZOMBIES

Now Zombies and ghouls, they're different.

- Zombies and ghouls are Reputation 3.
- They also may only inflict damage in hand to hand but flak jackets and body armor do have an effect.
- Zombies may also use weapons such as baseball bats, knives, etc.
- If they kill or knockout their target they will spend 1/2d6 turns eating. After 1 turn even an unconscious victim is dead.
- Like Aliens, Zombies and ghouls automatically pass two dice on "Charge" and "Being Charged" tests.
- Zombies and ghouls also do not Duck Back or Runaway, instead, if those results are called for they stop in place, and if in hand to hand combat they will stagger back 1" and still face the enemy.
- Zombies are not allowed to "fast move".

"B" movie encounters could be almost anything. Typically the characters will encounter Zombies in "regular" settings such as a town, etc. The easiest way is to approach it from the Zombie's point of view...let's eat!

THE CAR WON'T START!

In "B" movies if a character must start a vehicle in a hurry, oh, let's say because a Zombie is trying to crash through the window, then it will only start on a 1D6 roll of 1 - 3. This may be attempted each turn.

"HARRY, ARE YOU OKAY?"

Another rule is the "Harry, are you okay?" rule. The first time a character is "Scratched" or worse by a Zombie or ghoul that character must roll 1D6. Add his Reputation to the score and if the total is 7 or higher he is okay. If the total is 6 or less then the character will "turn" or become infected in 1/2D6 turns. He then takes the attributes of a Zombie with no chance of recovery. Or maybe not if they can find the antidote! Hmm, sounds like a Recover mission to me.

CIVILIANS

This group represents citizens who arm themselves for personal defense. They are a staple of the "B" movie/Aliens genre, as they wouldn't do well against most other groups.

Civilians are loosely organized in "bands" of from 3 to 12 characters. There is almost always just one leader and when he is eliminated the "mob" will soon disperse. The leader may be designated from

the non-player characters that are rolled. Weapons will vary greatly. Civilians are not restricted in the number of Specialists they may have.

When recruiting Civilian NPCs roll 2D6 the appropriate number of times and consult the table below. The vast majority of Civilians will be men and any woman will probably be in charge!

CIVILIANS

Score	Who	Rep	Arm	Weapon
2	Goober	2	none	bat
3	J Blow	3	none	pistol
4	Special	3	none	*
5	Goober	2	none	shotgun
6	Goober	2	none	pistol
7	Veteran	4	none	rifle
8	J Blow	3	none	pistol
9	Veteran	4	none	rifle
10	Goober	3	none	shotgun
11	J Blow	3	none	pistol
12	Goober	2	none	pistol

*Assault rifle or machine pistol.

GUNS AND GIRLS AND THE MEDIA

"If it bleeds it leads" is a popular media saying. Reporters are always around it seems so here are the rules governing them.

When an encounter begins roll 1D6 on the coverage table below.

MEDIA COVERAGE TABLE

1 - 2 = Full coverage, media crew present.
 3 - 4 = Possible coverage, roll on table next turn.
 5 + = No chance of coverage.

Modify the die roll as follows:

Rural area	+1
"B" Movie	+1
"Aliens"	+3
Urban	-1
Dark Future	-1
Military 1980's +	-2

WHO WANTS TO BE A NEWS ANCHOR?

Media crews are always "two man teams" with one Tech (cameraman) and one Reporter. Remember that either may be male or female!

The Reporter is always the leader.

Media crews always move last and do not use cards.

For media types to gain encounter points use the following methods.

Cameramen must roll on the "To Hit" table to get the "shot". These "shots" gain the points. Getting a photo shot has the same restrictions (cover, etc.) as using a weapon. Range is 12".

Reporters must get into "hand to hand combat" and score a Hit to get an interview. A Scratch result is good for a "sound bite" and a Bad Wound will give a "lead story". But before the reporter

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is allowed to roll on the To Hit Table he or she must get access to the target. Approaching to within 2" of and rolling 2D6 versus the Reputation of the target does this.

- Pass 2D6 then the interviewee will "push the reporters away".
- Pass 1D6 and the reporter gets a "no comment". Counts as "sound bite" but interview is over!
- Pass 0d6 and the target is ready to "spill their guts." Time to roll on the To Hit Table.

This allows for lower level types to "mug" for the camera whereas higher types are less likely to grant interviews.

Only once per turn can a reporter ask questions (roll on the To Hit table) although interviews may last as long as desired.

Media do not carry weapons, although possibly a driver, (Rep 2 or 3) who may be armed, and/or a bodyguard, (Rep 4) who will be armed, may accompany them.

Remember that Media Crews are subject to the OOPS rule but not the "Flock of Seagulls" rule.

MEDIA CREW

Score	Who	Rep	Arm	Weapon
2	Reporter	3	none	mike
3	Tech	3	none	camera
4	Reporter	4	none	mike
5	Tech	3	none	camera
6	Tech	4	none	camera
7	Reporter	3	none	mike
8	Reporter	4	none	mike
9	Tech	4	none	camera
10	Reporter	5	none	mike
11	Tech	3	none	camera
12	Tech	3	none	camera

WHO'S GOT WHAT

The previous lists can be used to generate random non-player characters.

The lists are suggestions and players are encouraged to use as many or as little of them as desired. Often I just match what they have to what the figure looks like.

THE NECESSARY EVIL - POINTS

You all hate 'em. You all want 'em. The necessary evil ... the points system. There are three ways to conduct your encounters or battles. The first is to use the guidelines outlined in each encounter. Roll once on each list for each point of rep of the leader to recruit your "grunts".

The second is the "Chinese Menu" system outlined below. You agree on a number of points per side and build your own force by paying points for each figure on the list. This includes weapons, armor, vehicles, etc. The points list is as follows:

Character Reputation is:

Rep 2 = 4 pts. Rep 3 = 6 pts.
Rep 4 = 8 pts. Rep 5 = 10 pts.

Armor

Flak = 3 pts. Body Armor = 9 pts.

Vehicles* Does not include crew or weapons (must be purchased separately)

Unarmored = 20 pts.

Armored = 50 pts.

Plus an additional 20 points for each Bad Wound taken to destroy. Tanks require a commander, gunner, loader, and driver at least. Usually they would also have a machine gunner.

Character Weapons

Pistol = 4 pts.

Shotgun = 7 pts.

Carbine = 6 pts.

SMG = 8 pts.

Rifle = 9 pts.

M-pistol = 6 pts.

Grenade = 11 pts. each

Assault rifle = 12 pts.

Grenade Launcher = 9 pts.

Grenade Launcher rotating = 9 pts.*

Grenade round = 9 pts.

Over and Under = 24 pts.

LMG = 15 pts.

Flamer = 12 pts.

LAW = 12 pts.

LAW round = 8 pts.

Rocket Launcher = 16 pts.

HE Round = 12 pts.

AP Round = 9 pts.

* Rotating launcher costs same, the big expense will be in the amount of rounds fired.

The third and perhaps best way to determine the characters in the encounter is do what you want and how you want to do it!

LOCALES

GUNS AND GIRLS can take place in any locale from a crowded city to the blistering desert. The choice of location is up to you.

Some encounters may specify what the terrain will look like but in general just be sure to populate the board with appropriate scenery. This could be burned out buildings, rural terrain, a luxury liner, or just about anything. Let your imagination run wild!

TERRAIN FEATURES AND SCENERY

This section describes general terrain and what effect it may have on the characters. For ideas on terrain and buildings I would suggest viewing movies of the appropriate genre.

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Each terrain piece should be represented by a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be clearly marked. It is easy to use a piece of felt for this purpose. Upon this can be laid out trees, rocks, scrub, etc. with the edge of the felt outlining the terrain boundaries. The types of terrain are as follows:

"No effect" scrubs – Low lying bushes that provide cover but do not hinder movement.

Impassable rock formations - Base of inaccessible mountains or sheer cliff side. Movement not allowed.

Dry riverbed – Three or four inches across. Runs from one table edge to the adjacent one. Those in the riverbed count concealed from those out.

Undulating terrain – Gullies, washes, and small ridges. Moving through a gully or wash will be at normal speed; cutting across them will be at ½ speed.

Rough terrain or wooded area – Movement reduced to half speed through area. Also visibility reduced to 6" inside.

Definite road – Whether a four lane highway or a dirt road.

Built up urban areas – Cities and towns. Dense buildings with streets usually 12" or more wide. Entering and exiting buildings will normally take one turn.

River - This terrain feature must be at least 6" wide and may be up to 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at a "free" lake of no more than 24" x 24" or a shoreline of an ocean or bay.

After placing a river roll 1D6. On a roll of 1 the river is not fordable and a bridge must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length. Forging is performed as follows:

1. The character must stop at the river's edge and forfeits any remaining movement.
2. Next turn, the character moves to the opposite edge and stops inside the river.
3. On subsequent turns, the character moves out of the river at the normal rate.

Characters in rivers are considered "downhill" of units on the river's bank.

TIME IN THE CAMPAIGN

The campaign starts in early January of any year the player deems as appropriate and dependent upon the genre played.

Months are divided into early and late such as early January, late March, etc.

GUNS AND GIRLS is played in bi-monthly turns. At the start of each turn each player rolls 2D6. If a character rolls a 7 then there is an encounter. Any other roll results in no encounter.

ENCOUNTERS

Encounters are the scenarios for GUNS AND GIRLS. They form the basis for the campaign. All encounters follow a similar pattern, which is:

- 1 – What the Encounter is.
- 2 – Who is involved in the Encounter.
- 3 – Where the Encounter will occur and what the terrain is like.
- 4 – How victory is determined.

To determine what type of encounter occurs roll 2D6 for each encounter listed below and modify the score by the appropriate genre modifier. The high score is the encounter that will happen. If an encounter reads NA then it is not available.

	Military	Gang	"B"
Ambush	0	-1	0
Firefight	+2	+1	NA
Garrison	+1	NA	+1
Pursuit	-1	NA	1
Raid	+2	+1	0
Recover	-1	0	0
Robbery	NA	+2	NA
Siege	0	0	-1
Sweep	+2	0	NA

TYPES OF ENCOUNTERS

There are a variety of encounters in GUNS AND GIRLS. They are:

AMBUSH

In this encounter one side will attempt to escort 1D6 vehicles from one edge of the table to the opposite far edge. The other side will attempt to stop the convoy from exiting.

Roll 1D6. On a roll of 1 – 3 the player is being ambushed while a 4 – 6 means the player will set the ambush.

The ambushed may recruit up to 1 "grunt" per point of Rep of the leader.

The ambushers may recruit up to 1 "grunt" per point of Rep of the leader.

On a roll of 1 on 1D6 there will be 1D6 civilians present with the ambushed.

The terrain is placed and the moving party decides which direction to move from. The ambushers are not placed on the table but instead the following procedure is used.

Every turn roll 2D6. On a roll of 7 the ambushers will open fire from suitable cover and at a distance of 1 to 36". This is arrived at by rolling 2d6 and multiplying the scores. The direction they come from will be determined by rolling another 1D6.

- 1 or 2 they will come from the front of the group.
- 3 to the right flank.
- 4 to the rear.
- 5 to the left flank.

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- 6 means the ambushers remain concealed and the ambushed do not know where the fire is coming from. They however may move if desired. If they do move then the location of the ambushers is done as outlined above on the next turn with the original spot of the ambushed being the reference point for the placing of the ambushers.

The ambushers will receive full encounter points if the entire enemy party is killed or captured, half points if any escape, and zero points if at least ½ of the moving party leaves by the exit point. The ambushed receive encounter points in a similar fashion based on how many of their party escape.

FIREFIGHT

In this encounter two opposing groups will meet each other in an unexpected Firefight.

The player may recruit up to 1 “grunt” per point of Rep of the leader.

The non-player side may recruit up to 1 “grunt” per point of Rep of the leader.

One side deploys terrain and the other decides which edge he will enter from. The other force enters on the opposite edge.

A side receives full encounter points only if it succeeds in driving off the other force. If the side loses 50% or more of its force while driving the enemy away then only ½ encounter points are rewarded.

GARRISON

In this encounter one group is the defensive force protecting a building or buildings while the other side is the attacker.

Players will be the garrison on a roll of 1 – 3 on 1D6. Otherwise on a 4 – 6 they will be the attackers.

The garrison may recruit up to 1 “grunt” per point of Rep of the leader.

The attacker may recruit up to 2 “grunts” per point of Rep of the leader.

On a roll of 1 on 1D6 there will be 2D6 civilians present.

Both sides then roll 1D6 and add it to the Reputation of the leader of each group. If the Garrison total is half or less than the attackers’ score they have been surprised and the attackers are allowed to approach to within one move of the building(s). Otherwise, each turn the garrison rolls 1D6 and on a roll of 1 the attackers are spotted.

The Garrison side deploys the buildings and its adjoining terrain. They are then allowed to deploy their forces using concealment if desired. All concealed forces must be noted on paper.

The other force then enters the table from whichever direction they desire.

The Garrison receives full encounter points if the attackers are driven off. The attacker receives full encounter points if he successfully drives off or

eliminates the Garrison. Either side will receive ½ encounter points if their losses equal 50% or more of their force.

PURSUIT

This encounter covers all situations where one group is tracking and attempting to catch another. Pursuers can be recruited from any list, however, if the pursued are all in vehicles, the Pursuers must also be so.

Sides are divided into Runners and Chasers.

Pursuit encounters are sometimes automatic due to the result of a previous scenario. Otherwise the players will be the Running side on a roll of 1 – 3 on 1D6 and on a 4 – 6 they will be the Chasing side

The Runners may recruit up to 1 “grunt” per point of Rep of the leader.

The Chasers may recruit up to 1.5 “grunts” per point of Rep of the leader.

On a roll of 1 on 1D6 there will be 1D6 civilians present with the Running force.

Terrain is generated as usual. The Pursuit encounter is handled as followed:

1. The Chasers start at a distance of 50” behind the Runners.
2. The Runners enter the board from any direction he desires. Their objective is to exit the opposite edge of the board.
3. Roll 1D6 and add 2 to the roll for the Runners. Add this score to the lowest Reputation of the Runners. Move the Runners this far in inches onto the table. Add this total to the 50” distance between Runners and Chasers.
4. Roll 1D6 for the Chasers. Add this score to the lowest Reputation of the Chasers. Subtract this from the distance separating the Runners and Chasers. If the Chasers score exceeded the Runners score then reduce the number added to the Runners next score by one. Continue doing this each time the Chasers score exceeds the Runners score. Eventually the Runners will go from +2, to +1, to 0, to -1, to -2 etc.
5. Place the Chasers on the board whenever the distance between parties allows. If the Runners exit the board on the opposite side that they entered, then note the distance between the parties and have the Runners re-enter the board at the edge to their right. They repeat the above process over and over until the encounter ends.
6. The encounter will end when a) the distance between Runners and Chasers equals 100 inches or more, or b) the distance has been reduced to 32” and the Runners are forced to make a stand on the board, or c) the Runners

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decide to voluntarily make a stand somewhere on the board.

7. If the Runners decide to make a stand there is a possibility of them setting up an ambush. Both sides roll 1D6 and add it to the Reputation of the leader of each group. If the Chasers total is half or less than the Runners score they have been surprised and the Runners have successfully set up an ambush. Go to the Ambush encounter and the Chasers are now the ambushed. Otherwise, each turn the Chaser rolls 1D6 and on a roll of 1 the Runners are spotted if they were attempting to be concealed.

The Runners will receive full encounter points if they escape. The Chasers receive full encounter points if they capture or kill all the Runners.

RAID - LOOT

In this encounter one party enters from one table edge and attempts to raid a building or buildings defended by the other party. Players will be the raiders on a roll of 1 – 3 on 1D6. Otherwise on a 4 – 6 they will be the defenders.

The defender may recruit up to 2 “grunts” per point of Rep of the leader.

The attacker may recruit up to 1.5 “grunts” per point of Rep of the leader.

Both sides then roll 1D6 and add it to the Reputation of the leader of each group. If the defenders’ total is half or less than the attackers’ score they have been surprised and the attackers are allowed to approach to within one move of the building(s). Otherwise, each turn the defender rolls 1D6 and on a roll of 1 the attackers are spotted.

The defending side deploys the buildings and any adjoining terrain. They are then allowed to deploy their forces using concealment if desired. All concealed forces must be noted on paper.

The other force then enters the table from whichever direction they desire.

The defender cannot gain anything less than full encounter points. Either side will receive full encounter points if the entire enemy party is driven away, killed, or captured. The raiders will gain half points if they enter at least half of all the dwellings and those figures exit the board as they are assumed to have looted the interior. Any other result for the raiders will yield zero points.

Any survivors of the raid will take part in retribution with a Raid on a roll of 1 or 2 on 1D6. If desired this raid could be a Recover encounter or even a Sweep. This encounter immediately follows.

RECOVER

In this encounter one party enters from one table edge and attempts to raid a building or buildings defended by the other party. Unlike a Raid their objective is to recover either hostage(s) or item(s).

Players will be the recovering side on a roll of 1 – 3 on 1D6. Otherwise on a 4 – 6 they will be the defenders.

The defenders may recruit up to 1 “grunt” per point of Rep of the leader.

The attackers may recruit up to 1.5 “grunts” per point of Rep of the leader.

Both sides then roll 1D6 and add it to the Reputation of the leader of each group. If the defenders’ total is half or less than the attackers’ score they have been surprised and the attackers are allowed to approach to within one move of the building(s). Otherwise, each turn the defender rolls 1D6 and on a roll of 1 the attackers are spotted.

The defending side deploys the buildings and any adjoining terrain. They are then allowed to deploy their forces using concealment if desired. All concealed forces must be noted on paper.

The other force then enters the table from whichever direction he desires.

In addition, the defender must designate one dwelling as containing 1/2D6 hostages from the other side’s group. The hostages may not be moved by the defender or on their own until contacted by the raiders.

The defenders will receive full encounter points if they succeed in retaining the hostages while driving off the raiders. The raiders receive full encounter points if they enter the dwelling where the hostages are and escort them off the board. Partial encounter points are not available in this encounter.

Any survivors of the raid will take part in a Pursuit encounter immediately following.

ROBBERY

This encounter ranges from liquor store holdups to hijackings of various vehicles. Both Gangs and Police will partake in Robbery encounters.

The Robbers may recruit up to 1 “grunt” per point of Rep of the leader.

The Police may recruit up to 1 “grunt” per point of Rep of the leader at the start and can be reinforced with 1-2 additional characters each turn thereafter.

At the end of the turn that the robbery occurs the alarm will be sounded on a roll of 1 – 4. Repeat this procedure until the alarm is sounded (silent alarm for banks, etc.) The police will then respond on the next turn that they move first.

The Gang must exit the board by moving down the street. If a vehicle is used to getaway then refer to the rules dealing with autos in the “B” Movies section. Better to leave the car running. After the robbery is over, there will automatically be a Pursuit encounter.

Players receive full encounter points if they actually rob the bank and escape. The Police will receive encounter points only if the robbery is stopped.

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SIEGE

This encounter covers when one side is “holed up” and surrounded. The objective of the besiegers is to kill or capture the defenders. Those being besieged must escape off the board or hope the besiegers’ morale breaks (See special morale rules listed below.)

The besieged may recruit up to 1 “grunt” per point of Rep of the leader.

The besiegers may recruit up to 2 “grunts” per point of Rep of the leader.

Besiegers are subject to special morale rules. At the end of each day count up the number of dead or incapacitated characters and add 1D6. Now count up the number of characters still alive and add 1D6. If the modified dead score is higher than the live score, then the Besiegers will disappear and the encounter is over. Otherwise continue to fight the next day.

This does NOT apply to Police actions. In this case the besiegers must escape off the board.

Full victory points are given to the besiegers only if the besieged are killed or captured. The besiegers will gain full victory points only if any of them escape. If they do escape this will trigger a Pursuit encounter on a roll of 1 –3.

SWEEP

In this encounter one group is the defensive force protecting a building or buildings from attack while the other side is the attacker.

Players will be the attacking side on a roll of 1 – 3 on 1D6. Otherwise on a 4 – 6 they will be the defenders.

The defenders may recruit up to 1 “grunt” per point of Rep of the leader.

The attackers may recruit up to 2 “grunts” per point of Rep of the leader.

This encounter is handled as if a Raid encounter except that the attackers have a definite objective. The objective of the attackers is to capture or kill the enemy force.

The attackers will receive full encounter points for successfully killing or capturing the enemy. They will receive only a percentage of points equal to the percentage of enemy they have eliminated if at the end of the encounter some of the enemy has escaped. In addition they may earn double points if they succeed in eliminating all of the enemy forces. Defending groups will receive full encounter points only if they succeed in driving away the enemy forces and will receive half points if they have casualties of 50% or higher.

SALVAGE AND SCAVENGING

If after an encounter one side controls the battlefield they are allowed to scavenge and salvage any of the weapons, armor, etc. left behind by the loser. This may either be exchanged for their own weapons or stockpiled in a designated location and could become the basis for an encounter.

WINNING THE CAMPAIGN

The GUNS AND GIRLS system is designed to tie together all of the encounters played into a continuous campaign. Encounter points are designed to determine how well you have done.

Encounter points are given out as follows.

1 – Regardless of the outcome of the encounter, every time a character kills an armed enemy, a cameraman gets a 3” shot, or a reporter scores a “lead story” he receives 40 points.

Every time he causes an enemy to Runaway, a cameraman gets a 12” camera shot, or reporter scores a “sound bite” he receives 20 points.

2 – Every time a player completes an encounter successfully he receives up to 400 points modified by the victory conditions. These points are further divided by the total of player characters and “grunts” used by the player, NOT by the number left alive! Example – Sammy uses his player character and three “grunts” in the encounter. During the encounter he kills one enemy and causes one to Runaway. The total points won would be 100 points for the successful encounter plus 60 points for the kill and Runaway for a total of 160 points.

3 – Media crew do not gain additional points as outlined in #2 above. But in addition to gaining points in section #1 they can also gain points in this section. Instead reporters will gain points each time they interview any of the following people. Cameramen get ½ points for getting 3” shots of the same.

Rep 5 = 40 points

Rep 4 = 20 points

Rep 3 = 10 points

Rep 2 = zero

The higher point total wins the campaign.

It should be pointed out that the player usually has the option to recruit as many characters as he desires. This will allow for the player to outnumber the enemy if so desired. However, it should be noted that each character recruited will reduce the encounter points for the player. When two or more players are playing they are competing against each other and each will garner points. It is important to recruit the right amount of characters to gain the maximum amount of encounter points.

DESIGNER NOTES

“B” movies, “Bug Hunts”, WW2, Colonial Wars, Vietnam, Dark Future Gangs, and Al Capone. What do all these things have in common? Heavy firepower. These rules will work for a lot of different time periods or genres. This started out as a “gang warfare” set of rules. That was until I met four very creative playtesters who began to try them in all kinds of situations.

After the first “different” battle report came back the dam broke loose. I remember not quite

GUNS and GIRLS

Machine Pistol he screams out loud, “Stop!” and throws the axe onto the ground. Courtney has scored a 3 and 2 on her “First Sight” Reaction Test and could fire if she wants, but decides to see what the tall guy is “all about”.

Just as he is explaining how he is hiding from the ghoulish creatures that inhabit the area, they hear Annie screaming.

TURN 2 – Cards are flipped and the girls go first as they’re 6 of Hearts is higher than the Zombies 4 of Spades. The bike finally kicks over for Annie and she tears out of the gas station. But as she does a Zombie takes a swing at her and rolls a 5 for a score of 8 or a Bad Wound. Although Annie was on the bike she hadn’t gotten her speed up to count as “fast movement”. Annie rolls 2d6 on the Bad Wound Table and scores a 1 and a 5 which means she must roll 1D6 versus the Impact of the Zombie’s attack. The Zombie rolls a 1 plus his Rep of 3 is a 4. Annie is a Rep 4 and rolls a 2 for a total of 6. The Zombie does not kill her outright, but does cause a wound strong enough to knock her unconscious.

Bobbie comes out of the store and takes a “First Sight” check for seeing the three Zombies. Scoring a “pass 2 dice” she fires at the lead Zombie and scores a Scratch. The Zombie rolls 2d6 on the Scratch Table and passes on one dice. The result is a Duck Back, but Zombies don’t Duck Back and instead he stops in place.

By now Harry, the tall guy, has turned the corner and makes a First Sight check. Harry, Rep 3 rolls a 1 and a 5 and must roll off versus the closest Zombie. Harry rolls a 2 and that added to his Rep of 3 gives him a total of 5. The Zombie rolls a 1 and scores a total of 4 so Harry gets a chance to attack first. He swings his axe and rolls a 4 for a score of 7 or a Scratch on the Zombie. The Zombie rolls on the Scratch Table and scores a 2 and 3 and ignores the Scratch and attacks back. The Zombie scores a die score of 3 + 3 for Rep for a total of 6 and a Scratch on Harry. Harry rolls on the Scratch Table, fails one die and Ducks Back behind the gas station.

Courtney however, turns the corner and passing a “First Sight” check unloads at the three Zombies. She rolls one die and scores a total of 8. This causes the first Zombie to receive a Bad Wound and the other two to receive Scratches. Each Zombie rolls and the first one rolls a 4 and 6, failing both, and results in a dead, dead Zombie. The second Zombie scores a Duck Back result while the other scores a Runaway. However, being Zombies they don’t Duck Back and instead all it does is stop them in their tracks.

After Courtney has fired it is the Zombies turn. The first Zombie who is closest to Bobbie shuffles towards Bobbie who takes a “Being Charged” Test and passes on one die and cannot fire. The Zombie moves up and attacks, scoring a total of 8. Lucky for Bobbie she is wearing a flak

jacket so the Bad Wound from the Zombie is deflected to a Scratch. Bobbie rolls 2d6 on the Scratch table and passes both dice. Stepping back she fires her pistol and Bad Wounds the flesh eater. The Zombie rolls 2d6 on the Bad Wound Table and fails both miserably. Dead, dead.

The last Zombie now moves toward Bobbie and she takes a “Being Charged Test”. Rolling a 5 and 5 she fails both dice and scores a Runaway” result which sends her scurrying into the “Qwikie Mart” at top speed. The Zombie reaches where she was and runs out of movement.

It is the end of the turn and both Bobbie and Harry have been Scratched by the Zombies. Both of them must now roll 1D6 and add to their Rep to see if they will “Turn” into Zombies. Bobbie rolls a 6 and with her Rep of 4 is fine. Harry rolls a 1 and with his Rep of 3 scores a 4. Being less than 7 total Harry is “turning” like a ripe banana! Harry rolls to see how long it will take before his transformation is complete. Oops, a “1” means he’ll be a Zombie in two turns.

TURN 3 – Cards are flipped and the remaining Zombie goes first. He begins to shuffle towards Courtney and she takes a “Being Charged” check, passes two dice and blasts the Zombie with a Bad Wound. The Zombie stops in place as he passes on two dice (it takes 2 Bad Wounds to die)

It is now the girls turn and Courtney unloads on the Zombie, rolls a 5 for a Bad Wound and finishes off the last Zombie.

TURN 4 – Flipping cards Harry, who had now turned into a Zombie, attacks Courtney from behind. Courtney rolls some hot dice and even with the -1 for being charged to the rear passes both dice. She cannot fire but will stay in place. Harry swings his axe and scores a total of 7 for a Scratch (she got hit by the axe so she has no chance to “turn” into a Zombie.) Rolling 2D6 she fails one die and scores a Duck Back. This allows her to move away from Harry to behind the motorcycles.

Courtney can not move and decides to blast away at Harry. Rolling a 5 scores a total of 9 and gives Zombie Harry a Bad Wound result. Harry rolls a 4 and a 6, fails both dice, and is one dead, dead Zombie.

The encounter is over and points are divided up amongst the girls. The girls and Harry, split 400 points, yes, Annie didn’t do squat but she could have and Harry became a Zombie but he could have done something good instead.

Annie receives 100 pts. for the encounter. In addition, Annie drops 1 Reputation for “losing her nerve” as she was running away without a wound when she got whacked by the Zombie.

Bobbie receives 100 pts. plus 80 points for killing 2 Zombies for a total of 180 pts.

GUNS and GIRLS

Courtney receives 100 pts. and 120 more for killing 3 Zombies (remember Harry?) for a total of 220 pts.

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WASTELAND CAMPAIGN GAME

Welcome to the Wasteland. This is a dark future post-apocalyptic genre game. It takes place after the "end of the world" as we know it. Lists from this section are compatible with all the others in GUNS AND GIRLS.

FACTIONS – IT’S A WAY OF LIFE...AND DEATH.

Life in the area of the old US Southwest known currently as the "Badlands" is cruel and deadly. Death can come as a result of a wrong word uttered at the wrong time or maybe just having something someone else wants. Few and far between are the "loners" in the Badlands. Almost everyone belongs to one group or another. It is these "Factions" as they are called that can save you from a violent and swift death.

CHOOSING A FACTION

After a player has generated the attributes for his character as outlined elsewhere in the rules he must choose a Faction. Roll 2D6 and consult the table below. Or choose what you like. This decision will determine the possible encounters that the player will have.

FACTION TABLE

Total	Result
2	Your choice
3	The "Firm"
4	Tribal or Fraternal
5	Feudal States
6	Outcasts
7	Your choice.
8	Outcasts
9	Feudal States
10	Tribal or Fraternal
11	The "Firm"
12	Your choice

OUTCASTS

Outcasts are a dying breed. Shunning groups for unknown reasons these characters are few in

number but usually hardy. Preferring a nomadic life these people recognize no authority. Sometimes they will cooperate with Tribal groups but often have a fervent dislike for everyone else.

- 2 = Reputation 4, no armor, and armed with rifle.
- 3 = Reputation 4, no armor, and armed with shotgun.
- 4 = Reputation 3, no armor, and armed with pistol.
- 5 = Reputation 4, flak jacket, and armed with rifle.
- 6 = Reputation 5, no armor, and armed with shotgun.
- 7 = Reputation 4, no armor, and armed with assault rifle.
- 8 = Reputation 5, no armor, and armed with pistol.
- 9 = Reputation 3, no armor, and armed with rifle.
- 10 = Reputation 4, no armor, special training, and armed with assault rifle.
- 11 = Reputation 5, no armor, and armed with pistol.
- 12 = Reputation 5, no armor, and armed with assault rifle.

Outcasts may also have one vehicle available per every four characters in the group and only on a 2D6 roll of 8 – 12.

TRIBAL

Similar in some respects to Outcasts these people have a common heritage, affiliation, or family bond uniting them into small to medium sized groups. Mostly nomadic, Tribes are usually found in RV's and other caravans moving from campground to campground. Although they will trade with most they are quick to distrust outsiders and close ranks in a crisis.

- 2 = Reputation 5, no armor, and armed with rifle.
- 3 = Reputation 3, no armor, and armed with SMG.
- 4 = Reputation 2, no armor, and armed with pistol.
- 5 = Reputation 4, no armor, and armed with rifle.
- 6 = Reputation 3, flak jacket, and armed with SMG.
- 7 = Reputation 4, no armor, and armed with assault rifle.
- 8 = Reputation 5, no armor, and armed with shotgun.
- 9 = Reputation 3, no armor, and armed with pistol.
- 10 = Reputation 2, no armor, and armed with rifle.
- 11 = Reputation 5, no armor, and armed with pistol
- 12 = Reputation 3, no armor, and armed with pistol

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Tribals may also have one vehicle available per every three characters in the group and only on a 2D6 roll of 7 – 12.

FEUDAL

Living in permanent settlements these people owe allegiance for their lands to their “Boss” by whatever name he goes by. This “pyramid” style of government has the ones on the lowest levels paying taxes or service to the next level above them. Feudals view themselves as the closest thing to the old style countries and consider themselves superior to all others. This, however, doesn’t stop them in trading and working with people of other factions.

- 2 = Reputation 4, no armor, and armed with assault rifle.
- 3 = Reputation 4, flak jacket, and armed with rifle.
- 4 = Reputation 3, no armor, and armed with shotgun.
- 5 = Reputation 5, no armor, and armed with pistol.
- 6 = Reputation 4, no armor, and armed with assault rifle.
- 7 = Reputation 4, flak jacket, and armed with shotgun.
- 8 = Reputation 5, no armor, and armed with pistol.
- 9 = Reputation 3, no armor, and armed with pistol.
- 10 = Reputation 3, no armor, and armed with rifle.
- 11 = Reputation 5, no armor, and armed with pistol.
- 12 = Reputation 3, no armor, and armed with pistol.

Feudals may also have one vehicle available per every six characters in the group and only on a 2D6 roll of 8 – 12.

THE “FIRM”

Do they exist is the question? Yes, but few people have ever met them and if they have no one is telling. Is it one man or a group, no one knows for sure? All that is known is that the “Firm” wields immense power in the upper circles of government in the Republic of California. Power best demonstrated by the “Black Ops” commandos. Clad in black these deadly and silent killers bring death and terror wherever they go. If the “Black Ops” are looking for you then you must be someone important...and not long for this world.

When recruiting “Black Ops” only one team as outlined below is allowed. Any additional forces needed will be recruited from the Feudal faction. A “Black Ops” team consists of

- 1 Reputation 5 Leader, body armor, armed with SMG, 2 grenades, and sword of rank.
- 1 Reputation 5, body armor, armed with rocket launcher w/4 rounds rifle, and 2 grenades.
- 1 Reputation 4, body armor, armed with flame thrower, and 2 grenades.
- 2 Reputation 4, body armor, armed with SMG, and 2 grenades.

“Black Ops” will always have one vehicle available per team and it can carry up to six characters.

LOCALES

Wasteland Warriors takes place in three locales. Although the Badlands are centered on the territory that was Arizona and New Mexico this area is greatly affected by its neighbors, Old Nevada and the Republic of California.

Whenever it is necessary to determine whom the enemy is during an encounter just go to the appropriate locale and roll 2D6. The score will tell you which NPC faction table to roll on for the enemy.

Players choose in which locale they begin the game. If a player desires to change locales it is simply done by noting this in their “journal or diary”. It will then take 1 month to travel to the new locale. They still are subject to encounters while they are transferring to a different locale.

The Badlands – From the high country in the east to the Colorado River that forms the “west coast” of Arizona, this area is composed mostly of nomadic factions. This barren and dry land separates the Republic of California from the Kingdom of Texas. Fiercely independent and sparsely populated this area is home to numerous outlaws and misfits.

- 2 = “The Firm”
- 3 = Outcast
- 4 = Feudal
- 5 = Tribal
- 6 = Tribal
- 7 = Feudal
- 8 = Tribal
- 9 = Tribal
- 10 = Tribal
- 11 = Outcast
- 12 = “The Firm”

Old Nevada – Nothing but desert, desert and more desert. Oh yeah, that and Las Vegas. Old Nevada is a loose confederation of factions that revolves around the city still known as Las Vegas. Independent but coveted by the Republic of California, Las Vegas is the hub of a large network of merchants and hustlers that can get you anything from anywhere...at a price. Many who live in Old Nevada are considered belonging to a Feudal faction by nature.

- 2 = “The Firm”

GUNS and GIRLS

- 3 = Outcast
- 4 = Feudal
- 5 = Feudal
- 6 = Tribal
- 7 = Tribal
- 8 = Feudal
- 9 = Feudal
- 10 = "The Firm"
- 11 = Outcast
- 12 = "The Firm"

Republic of California – California is the largest populated area in all of the former United States. Having said that it is also known as the Black Hole for it's insatiable appetite for resources, money, and everything else that makes life worth living. Always looking for more, this Republic has made numerous raids into both the Badlands and Old Nevada. California is home to all types of factions as well as the shadowy group known only as the "Firm".

- 2 = "The Firm"
- 3 = Outcast
- 4 = Tribal
- 5 = Feudal
- 6 = Tribal
- 7 = Tribal
- 8 = Feudal
- 9 = Feudal
- 10 = "The Firm"
- 11 = "The Firm"
- 12 = "The Firm"

SETTLEMENTS

Some encounters take place in settlements. These range from small one-shack hideouts to larger towns. Players may use the following guidelines to generate settlements. After a player generates a settlement he should keep the information in a binder for future use.

DETERMINING SETTLEMENT SIZE

To determine the size of a settlement a player should roll 1D6. Modify the die roll by a +2 if the locale is California, -1 if the Badlands, and no modifier for Old Nevada.

- 1 = Small hideout or ranch of 1 structure.
- 2 = Small nomad settlement or cluster of 1D6 structures.
- 3 = Small nomad settlement or cluster of 1D6 structures.
- 4 = Small settlement or village of 2D6 structures.
- 5 = Good sized nomad settlement or campground of 3D6 structures.
- 6 = Good sized settlement or town of 3D6 structures.

DETERMINE WHAT STRUCTURES ARE IN THE SETTLEMENT

The following guidelines will help determine what types of structures will be found in each settlement.

Small Settlement	Dice Score
Bar & Entertainment*	7 or 8
Food & Stores*	2, 6 or 9
Government	3 or 11
Hardware	4 or 10
Mechanical	5 or 12

* Mandatory structure.

Small Sized settlements will have 2x the number of residences versus other structures.

Good Sized Settlement	Dice Score
Schoolhouse	2
Government*	3
Warehouse	4
Mechanical*	5
Food & Stores*	6
Bar & Entertainment*	7
Hardware*	8
Water*	9
Medical	10
Power	11
Armory	12

* Mandatory structure.

Good Sized settlements will have 4 x the number of residences versus other structures.

DETERMINING THE SETTLEMENT LAYOUT

Set up terrain as outlined before. Once terrain is set up place structures in a square or rectangular pattern with the "*" structures in the center and other structures surrounding them. Be sure to leave "streets" no less than 12" apart. In any settlement that is classified as nomad, the residence may be Outcasts (small size or only) or Tribal and all of the residential structures are considered to be vehicles, especially RVs!

GUNS and GIRLS

WEAPONS TABLE			
Weapon	Range	Targets	Impact
Pistol	12	1	2
Shotgun	12	2	4
Carbine	24	2	2
Submachine Gun	24	3	3
Rifle	48	1	4
Machine Pistol	12	3	2
Grenade	4	3"r	5
Assault Rifle	48	3	5
Grenade Launcher (O&U)	24	3"r	3
LMG	48	6	5
Flame Thrower	12	3"r	6
LAW	48	1"r	6
Rocket Launcher	48	3"r HE 1"r AP	6

To Hit Table	
#	Results
3	Miss!
4	Miss!
5	Miss!
6	Target in cover, fast movement, second weapon firing, second or third target, flak jacket, or body armor count Miss, all others Scratch!
7	Target in cover, body armor, or third target count Miss, all others Scratch!
8	Target in cover, fast movement, second weapon firing, second or third target, flak jacket, or body armor count Scratch, all others Bad Wound!
9	Target in cover, body armor, or third target count Scratch, all others Bad Wound!
10	Bad Wound!
11	Bad Wound!

SCRATCH TABLE

Pass 2D6 = Target ignores wound and continues action. Those unable to fire or are outgunned will Duck Down instead.

Pass 1D6 = Roll 1D6 and subtract Reputation. Target will Duck Down this many turns with minimum of one.

Pass 0D6 = Target will Runaway.

BAD WOUND TABLE

Pass 2D6 = Roll 1D6 and subtract Reputation. Target will Duck Down this many turns with minimum of one.

Pass 1D6 = Roll 1D6 and add to Impact of weapon that fired at target.

Roll 1D6 and add to targets Reputation.

If Impact score exceeds Reputation score then character is dead.

If Reputation score exceeds Impact score then target becomes unconscious due to wounds and may not function until after battle.

Pass 0D6 = Target Dead

CATASTROPHIC HIT TABLE

1 – 2 = Occupants roll on To Hit Table versus weapon fired.

3 - 4 = Vehicle immobilized but still allowed to fire, while building will suffer damage, occupants must vacate area of building equal to blast radius. This area is no longer considered to provide cover.

5 = Turret jams in current position and not allowed to traverse while building will collapse causing all to roll on Heroic Attack Table below.

6 =**CATASTROPHIC HIT!** The vehicle or building explodes in a truly impressive fashion, all occupants are killed automatically, and the flaming remains spend the rest of the battle cooking off ammo stores, fuel reserves, etc. if it had them

HEROIC ATTACK TABLE

Add 1 for each additional grenade tossed in.
Add 2 for Molotov Cocktail (petrol bomb).

6 to 7 = Scratch

8 to 9 = Bad Wound

10+ = Dead

GUNS and GIRLS

All "Scratches" are treated as non-penetrating hits that the occupants are aware of, and they will test reaction for being shot at by a weapon capable of penetrating their cover.

BUILDING/VEHICLE SCRATCH TABLE

Pass 2D6 = Occupants ignore the hit and soldier on, returning fire or continuing to move.

Pass 1D6 = Roll 1D6 and subtract leader's rep. Vehicles will Duck Down as normal while occupants of buildings will "hunker down" behind the walls and remain under cover this many turns with a minimum of one.

Pass 0D6 = Vehicles Runaway! If unable to Runaway, occupants bail out, leaving the vehicle, if crew is surrounded "I surrender Dear!" time. Occupants of buildings will leave and Runaway or if surrounded will surrender.

All "Bad Wounds" are treated as damaging hits on the vehicle or building and the occupants must make a Reaction Check for receiving a "Bad Wound".

VEHICLE/BUILDING BAD WOUND TABLE

Pass 2D6 = Roll 1D6 and subtract Reputation. Vehicles will Duck Down as normal while occupants of buildings will "hunker down" behind the walls and remain under cover this many turns with a minimum of one.

Pass 1D6 = Roll 1D6 and add to Impact of weapon that fired at target.

Roll 1D6 and add to targets Reputation.

If Impact score exceeds Reputation score then character is dead.

If Reputation score exceeds Impact score then target becomes unconscious due to wounds and may not function until after battle.

Pass 0D6 = Target Dead

REACTION CHECK MODIFIERS

Secure flanks and rear by terrain or by friends within 3"	+1
In cover or inside a vehicle.	+1
Attacking someone from behind	+1
"First Sight" test taken when in vehicle or to flank	-1
Attacked to flank or rear	-1

"FIRST SIGHT" CHECK*

Pass 2D6

- Fire.

Pass 1D6

- Firer and target roll 1D6 and add to their Reputation. High score reacts first. May fire or finish movement if active.

Pass 0D6

- Duck Down.

"RECEIVED FIRE" CHECK

Pass 2D6

- Chargers continue while others return fire. Those unable to fire or outgunned will Duck Down instead.

Pass 1D6

- CHARGERS will stop in place and fire instead if possible. Others will Duck Down.

Pass 0D6

- Runaway..

"WANTING TO CHARGE" CHECK

Pass 2D6

- Charge into hand to hand combat.

Pass 1D6

- Remain in place and fire instead if possible. Otherwise Duck Down.

Pass 0D6

- Duck Down instead

"BEING CHARGED" CHECK

Pass 2D6

- Fire if can, others will remain in place and fight.

Pass 1D6

- May not fire. Those charged to flank or rear will Runaway, others will remain in place and fight.

Pass 0D6

- Runaway.

"ZOMBIES, AND GANGSTERS, AND BABES, OH MY!

World War II, "Bug Hunts", Colonial Wars, Vietnam, "B" movies, and Al Capone. What do all these things have in common? Heavy firepower.

Whether you're patrolling the front lines, leading a gang of survivors in a "dark future" Wasteland, or rooting out Zombies, yes, Zombies, GUNS AND GIRLS provides the rules. Any combat that involves modern weapons can now be recreated in a realistic manner.

By generating the scenarios for you, GUNS AND GIRLS lets you link all your combats into one long continuous story. Easy to learn game mechanics and a unique "reaction system" combine to make every game different.

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