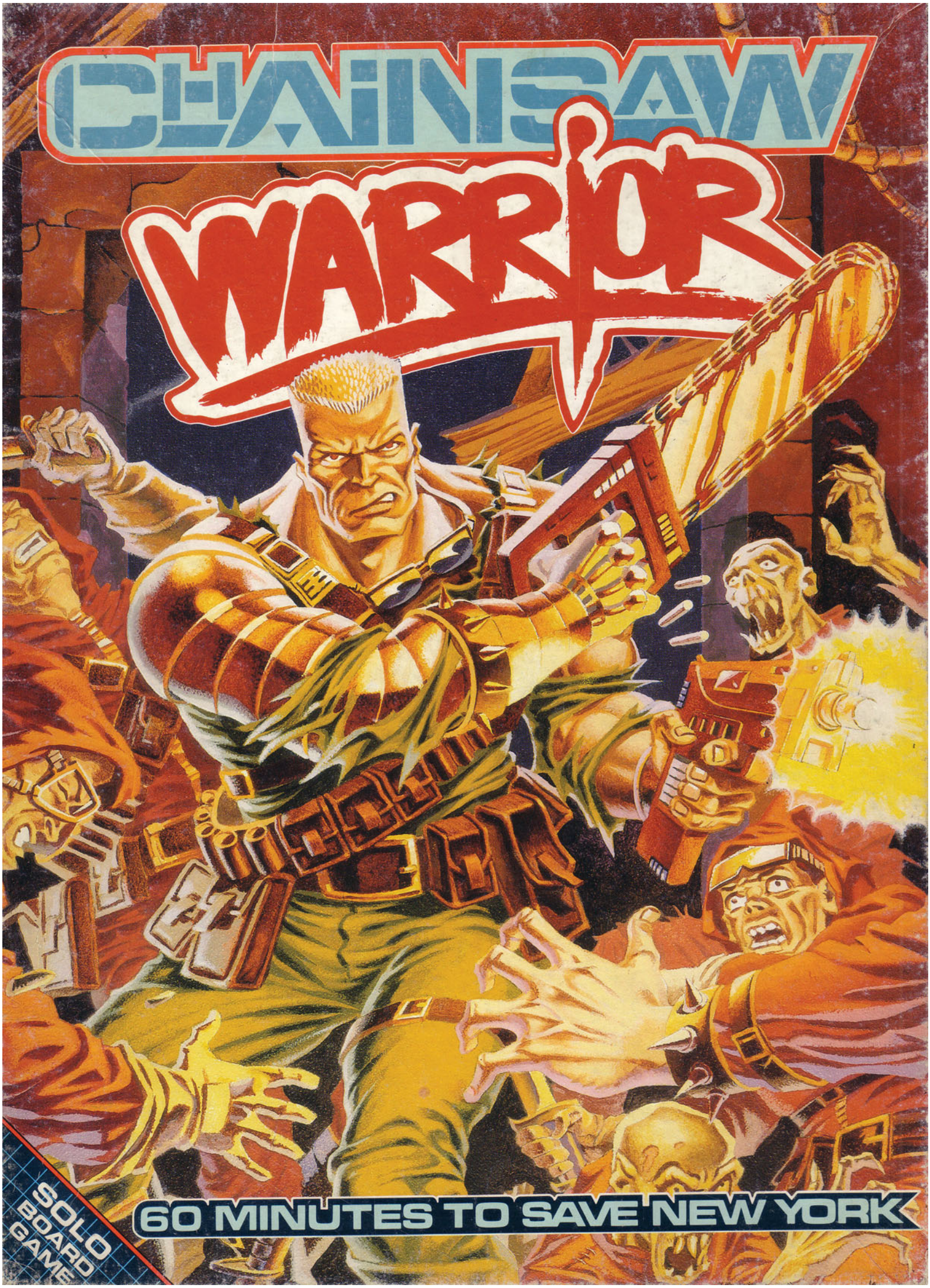
CHAINSAW WARRIOR



60 MINUTES TO SAVE NEW YORK

SOLO BOARD GAME



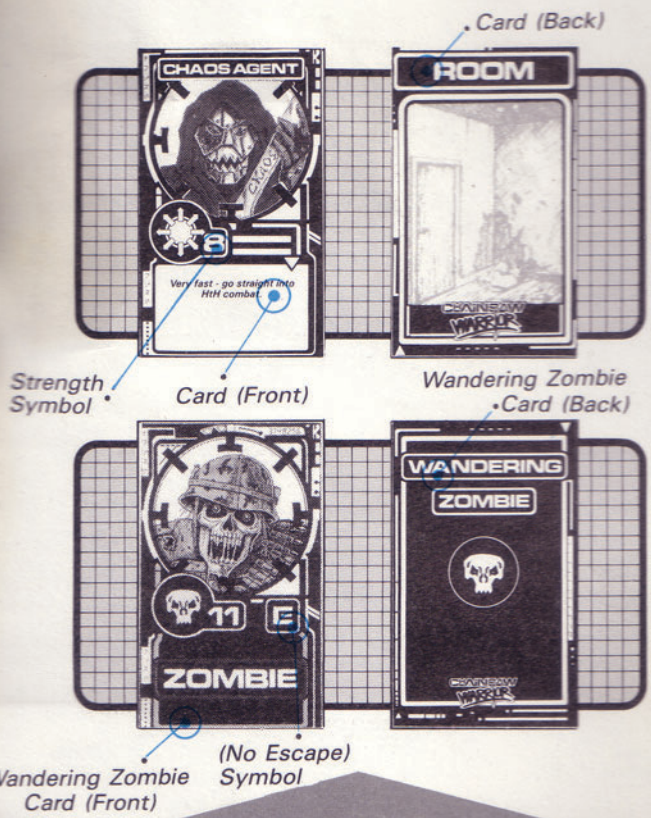
CHAINSAW WARRIOR

MISSION BRIEFING

INTRODUCTION

*Welcome to **Chainsaw Warrior**, a game of danger and excitement for one player. You are the warrior, battle-hardened and trained to a peak of fitness, a walking killing machine. But this time you may well have met your match! The building is the centre of a gigantic warp in space and time, and through it are pouring foul creatures - irradiated mutations, undead zombies and worse. And at the heart of their fearful corruption sits the Darkness, readying itself to destroy the whole of New York City! You must venture into the building, vanquish all the undead opponents Darkness will throw at you, fight your way into the depths of the building, and destroy Darkness before it can obliterate the city.*

Here are some examples of the different playing pieces so you can identify them:

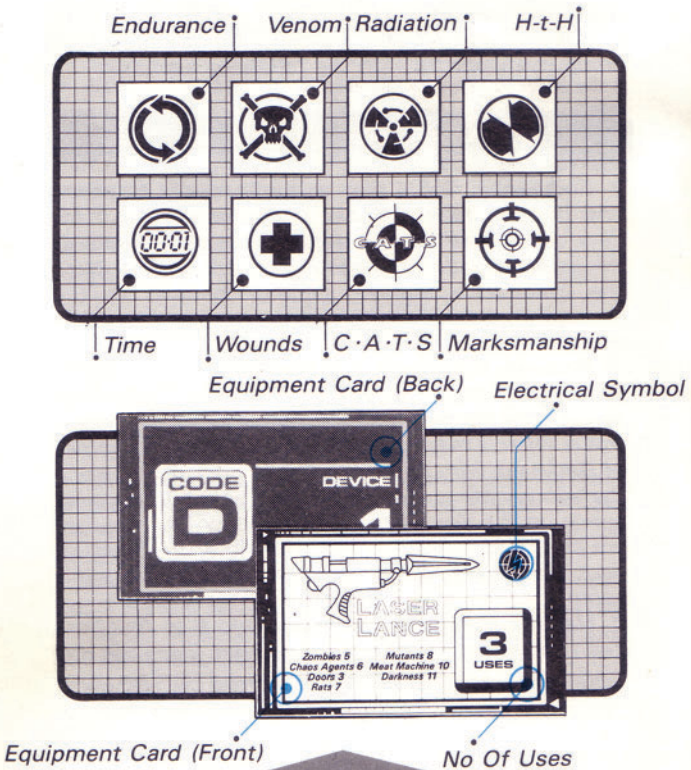


WHAT YOU GET

*The following pieces make up **Chainsaw Warrior**, and should be in the box alongside these rules:*

- ★ *4 piece, jigsaw-cut playing board*
- ★ *168 colour cards, representing rooms, encounters, equipment and weapons*
- ★ *90 small counters for marking the various charts on the board*
- ★ *Comic strip introduction*
- ★ *Rulebook (what you're reading now!)*
- ★ *2 dice*
- ★ *Game box*

If any of these pieces are missing please write to Games Workshop Ltd, Chewton Street, Hill Top, Eastwood, Notts, NG16 3HY.



PREPARING FOR PLAY

▸ *Firstly, assemble the board by slotting the four pieces together. Press out the cards and the small counters using the punched lines, and keep them to one side to refer to. Then read the comic strip, which introduces the game. Now read these rules from start to finish. There aren't many and it won't take you that long. If there's something you don't understand go back and read the rule again, and maybe take a look at the particular cards involved. Don't worry too much about grasping every nuance of the game, though, as you'll find it very easy to pick up once you start playing!*

CREATING YOUR WARRIOR

▸ *The first thing you must do is create your warrior. He is defined in terms of abilities and attributes, numbers which represent strength, fitness, skill with a gun, and so on. Have a look at the playing board while you work through the following sections.*

ATTRIBUTES

▸ ***Endurance:*** *Roll 4 dice and add results together. The number rolled is your Endurance rating. This determines how long you can resist the effects of things like radiation damage and zombie venom! Place the Endurance marker (circling arrows) in the appropriate box on the Endurance track on the game board.*

▸ ***Wounds:*** *Roll 2 dice, and then add 6 to the result. This is your Wound allowance. This value will change as you fight the deadly inhabitants of the house. When this number is reduced to zero you are dead, the forces of Darkness win, and New York is lost! Again, place the appropriate marker (the red cross) on the correct space on the Wound track. Even when your injuries are healed by using the First Aid Kit or the Medi-kit your Wound allowance can never exceed this initial score.*

▸ ***Hand-to-Hand:*** *Roll 1 die and add 6 to find how good you are at Hand-to-Hand combat. Place the HtH marker (two arrows meeting) at the appropriate place on the Hand-to-Hand track on the board.*

▸ ***Reflexes:*** *Roll 1 die and add 5 to find your Reflexes rating. This shows how fast you are at reacting suddenly and favourably to unexpected events. Mark your score on the board with the Reflexes marker (the lightning flash). Your Reflexes can never fall beneath 6.*

▸ ***Marksmanship:*** *Roll 1 die and look up the result on this table:*

Die Roll	Marksmanship
1	-2
2	-1
3 or 4	0
5	+1
6	+2

▸ *Place the Marksmanship marker (the target) in the appropriate box on the board. This number affects your chances of hitting your target with a gun or other ranged weapon in combat.*

SKILLS

▸ *Now we know how physically strong and healthy you are. You also have a skill in which you have trained especially hard. This skill may raise an attribute above that normally possible, or allow special abilities not available to any one else.*

▸ *To find out which skill your character has, roll 1 die and look up the result here:*

Die Roll	Skill
1	Marksmanship
2	Endurance
3	Agility
4	Strength
5	Climbing
6	Hiding

▸ ***Marksmanship:*** *You are a great shot; add 1 to your Marksmanship rating and adjust the marker on the Marksmanship track (for example, from the +2 box to the +3 box, or from the -1 to the 0 box).*

▸ ***Endurance:*** *You are strong and have good stamina. Roll 1 die and add the result to your Endurance score, noting the result on the appropriate track. (For example, you roll a 4 to take your Endurance from 13 to 17.)*

▸ ***Agility:*** *Fit and dextrous, you may add 1 to your Reflexes rating, moving the marker along the track.*

▸ ***Strength:*** *Add 1 to your Hand-to-Hand rating, to indicate that you are strong and powerful in a close fight.*

▸ ***Climbing:*** *If you ever encounter the Chasm card, you can ignore its effects (but still adding 30 seconds to the time as usual). The Chasm is treated as though it were a Clear card, though you don't need to roll for a Wandering Zombie. If you fall into a Spiked Pit, you may still be injured, but needn't spend any time climbing out again. Furthermore, you may treat any Elevator card as though it were a Clear card (no need to roll for a Wandering Zombie). In this instance you simply climb the elevator shaft instead of entering the cabin where a nasty may lurk!*

▸ ***Hiding:*** *You are an expert at hiding in shadows and blending into the background when danger threatens. Whenever you encounter a creature, you may try to hide from it (before Testing Reflexes, etc). Roll a die; if you roll a 6 you are successful. Discard the creature, and continue to the next area as usual. If the creature was a mutant you must still take their radiation damage - you can't hide from gamma rays! Of course, if you rolled something other than a 6 you must encounter the creature as normal.*

SCORE MARKERS

▸ *Once you have defined the characteristics of your Warrior, there are a few more counters to be placed on the board. These are placed as follows:*

▸ ***Time Marker:*** *Place the Time marker (the digital clock) in the '0' box of the Time Track. As soon as you enter the building this will start slowly ticking off the minutes - remember, you only have an hour to complete your mission!*

▸ ***Radiation Marker:*** *Place the Radiation marker (radiation symbol) in the '0' box of the Endurance track. As you are exposed to more and more radiation this marker moves further along the track. If it reaches your Endurance marker you have succumbed to radiation poisoning and the game is lost!*

▸ ***Venom Marker:*** *The Venom marker (the skull) is also placed in the '0' box of the Endurance track. On your mission you will encounter many undead Zombies, who will try and bite you. Once you have been bitten once, the venom will thrive and slowly spread through your whole body! As you are corrupted by the zombie venom the marker is moved along the Endurance track. If it reaches your Endurance marker you turn into a Zombie! Darkness wins.*

THE PLAYING CARDS

▸ *Separate the cards into three decks. The Wandering Zombie deck is made up entirely of Zombies, the Equipment deck includes all the items you could be equipped with, and all the remaining cards comprise the House Deck (this last bunch will be referred to as the House cards).*

▸ ***The House Deck:*** *This represents the house, which has been infested by Darkness and its minions. Look at the backs of the cards and you will see that each depicts a part of the house, under one of five categories: Room, Corridor, Elevator, Stairs and Balcony. It is these cards that you must explore, turning them over one at a time to reveal heaven-only-knows what nasties! Because the house is constructed in this random way every game of* ***Chainsaw Warrior*** *will be very different from the last.*

▸ *Before you shuffle the House Cards, remove the Darkness card. Then shuffle the whole deck and split it into two equal piles. Take one of the two piles and place it face down in the 'Deck One' box on the upper part of the board. This deck is always used first.*

▸ *Add the Darkness card to the second pile, and shuffle it thoroughly before placing it in the 'Deck Two' box on the board. You only start turning over cards in the second deck once all of the cards from Deck One have been discarded. You didn't expect your greatest enemy to be hiding round the first corner, did you?*

KITTING OUT

▸ *All that remains now is for you to collect your equipment and weapons. Take all the Equipment cards, remove the Laser-lance card, and divide them into separate piles according to the different codes on their backs. Shuffle each pile and place it face down alongside the board.*

Code	Type	Cost	Code	Type	Cost
D	Clothing	1			
D	Devices	1	H	H-t-H Weapon	1
G	Gun	2	W	Hvy Weaponry	3

- ***Laser-lance:*** *Place this card in the allocated space on the upper part of the board. You must take the Laser-lance with you, as it is the only thing (except only for the Implosion Waistcoat) which can destroy Darkness. However, it doesn't cost you any of your Equipment Allowance to take with you.*
- ***Equipment Allowance:*** *To determine which equipment you can choose, you must find out your Equipment Allowance by rolling one die and adding 2. The result is the number of equipment points which you may spend (for example, a roll of 2 gives you 4 equipment points).*
- *Each type of equipment has a cost given on the back of the card and in the table above. You may choose as many items as you wish, up to your Equipment Allowance. However, you may only ever have a maximum of one gun and one heavy weapon at any one time, and you may never have more than 13 pieces of equipment in total.*
- ***For example, if you roll a 3 to get an allowance of 5, you could choose 1 heavy weapon (3 points) and 2 devices (2 x 1 point); or 1 HtH weapon, 1 article of clothing and 3 devices; and so on.***
- *When you come to choose the items, you must pick them at random from the top of the face-down piles. Once you have chosen all the equipment and weapons you are allowed, place them in the boxes on the board.*
- *Each Equipment card has a brief description of its uses. You will find a more detailed description in the Reference Section.*
- ***Limited Use Items & Reloading:*** *Some Equipment cards can only be used once, while others may only be used a certain number of times. Items which have a limited number of uses have a small box on them, together with a note of the number of shots or uses the item has. Place one of the small numbered counters corresponding to this number in the box. Every time the item is used, replace this counter with the next number down, and so on. In this way you'll keep track of how many uses are left in your equipment - how many shots your gun has fired, how many charges are left in your Laser-lance, how many Flash Bombs you have thrown, etc.*
- *When the uses number reaches 0, the equipment can no longer be used, as it has run out of charges, bullets or whatever powers it.*
- *Equipment that no longer has any uses remaining may be discarded, or kept in the hope that you'll find a Dump (see the Dump Card explanation in the Reference Section). If you find a Dump before you have used all of your ammunition you may refill the weapon, or instead you may take along a completely fresh set of uses for the item. Take a Spare Clip counter and keep it alongside the card. When the uses number reaches '0' simply trade in the Spare Clip for a fresh set of ammunition or charges (doing this takes you 30 seconds, or one move of the Time counter).*
- *Equipment marked as being for* ***One Use Only*** *may not be recharged at a Dump. The card should be discarded after use.*
- ***Equipment Breakage:*** *Certain traps may damage or break some of your equipment. When this happens the card must be removed from play and placed to one side. Such weapons cannot be repaired or refilled.*
- *All this done, leave the piles as they are, as you may d more equipment later in the game.*

WANDERING ZOMBIE DECK

- *Finally, shuffle the Wandering Zombie Deck and place the pile face-down to one side alongside the board.*
- *Now you are fully trained and equipped you must enter the house and defeat Darkness and its deathless minions. The future of New York is in your hands!*

PLAYING THE GAME

- *All the rules you'll need to play* ***Chainsaw Warrior*** *now follow. Don't worry if you don't understand every last detail as you read them through; when you start playing you'll find you rarely need to refer to them at all.* ***Chainsaw Warrior*** *is a simple game to play, but incredibly difficult to win. If at first you don't succeed just create a new warrior and have another go!*

RULES PRECEDENCE

- *House cards which vary with the rules take precedence over the rules, and Equipment cards take precedence over House cards. If there is any doubt over a rule follow the order of precedence and apply common sense.*

SEQUENCES OF PLAY

▸ ***Time Phase:*** *Move the Time marker one box along the Time Track. This shows that 30 seconds have passed during the Exploration Phase.*

▸ *When the timer reaches 30 minutes night falls, and you must reduce your HtH by 1 point. When the timer reaches 60 minutes you are out of time and Darkness has won!*

▸ ***Exploration Phase:*** *Turn over the first face-down card of the current pile. Deck One is always used first; when that runs out move to Deck Two. Place this card face-up on the appropriate discard pile and respond to the encounter. Each of the cards has a brief explanation on it; for more details you will find the cards listed alphabetically on the Reference Sheet.*

▸ *When the encounter is resolved the turn ends. Return to the Time Phase.*

▸ *Play continues until you find and destroy Darkness, its minions destroy you, or the clock ticks out and you run out of time (see* ***The End of the Game*** *a little later).*

FIGHTING CREATURES

▸ *When you are faced with one or more of the inhabitants of the hellish house - be they a Zombie, Chaos Agent, Mutant or Darkness itself - you must fight it (though there may be a chance to escape after one round). Follow the steps given below. If there is more than one creature facing you, refer instead to the section on* ***Multiple Opponents****.*

1. *If the creature is a* ***Mutant****, roll one die and move your Radiation marker that amount along your Endurance track. There is no way of avoiding this. If the Radiation marker reaches your Endurance counter you are dead and the game is over.*
2. *If the creature is a* ***Zombie*** *and you are already venom infected, roll one die. If you score a 5 or 6 you must move the Venom marker 1 box along the Endurance track. If the Venom marker reaches your Endurance marker you have turned into a Zombie and the game is over.*
3. *Do you want to shoot the creature? If so go to 4; if not skip two sections and go to 6.*
4. *First of all, Test your Reflexes by rolling two dice and comparing the result to your Reflexes score.*

If you roll higher than it the creature jumps you before you can fire and you must engage it in Hand-to-Hand combat by going to 6. If you roll equal or under your score, though, you are quick enough to get a shot off; go to 5.

5. *Look at the weapon you wish to use (it must be a Gun, Laser-lance, Heavy Weapon or Knife). You will see a list of creatures and numbers. If your opponent is not on the card you cannot shoot it; go to 6 to fight it Hand-to-Hand. If you can hit it, roll two dice and add or subtract your Marksmanship rating to or from the roll. If the roll is equal to or higher than the number listed on the card, the creature is killed and the turn ends. Don't forget to tick off the bullet you've fired by replacing the number of shots left with the next number down.*

   If your roll is less than that required, you miss and must fight Hand-to-Hand by going to 6. Remember, again, to reduce your shots left by one.

▸ ***For example, you have just stumbled across a Zombie. You are carrying a Blaster and have a Marksmanship of -1. The card says a 7 is needed; taking your poor aim into account you need to roll an 8 or more to beat the foul creature.***

6. *Roll 2 dice and add the score to the creature's HtH number, which is listed on its card. Then roll 2 dice and add the result to your current HtH score. Compare the two results. If they are equal there is a draw, with neither of you overpowering the other; go to 7. If you score higher skip the next section and go to 8; if you score lower go to 9 instead.*
7. *You may now try to get off a lucky shot by going to 10. If you don't want to, or can't, you must start a new round of HtH combat; add 30 seconds and return to 6 above.*
8. *As long as the creature is not Darkness, you have killed it! The turn ends; continue play as usual. If your opponent is Darkness you have managed to hold it off; you may go to 10 and try a lucky shot, or add 30 seconds and continue the fight by returning to 6. Remember that Darkness can only be killed by a blast from your Laser-lance.*
9. *You have been wounded. Move the wound marker one space along the Wound track (if the creature's*

card states that it does more than one wound you should follow that instruction instead). Now roll 2 dice and consult the Extra Wound table, following its instructions:

Roll	Result
2	Narrow miss. You are not wounded (move your counter back).
3	Opponent unbalanced. +2 to your HtH next round only.
4	Pushed apart. If trying for a Lucky Shot add 1 to the die roll.
5 – 6	No extra effects.
7	No extra effects. May not try an escape next round.
8	Lose balance. -1 HtH next round only. No lucky shot this round, or escape in the next.
9	Dazed. -2 HtH next round only. No lucky shot this round or escape in the next.
10	Floored. -3 HtH next round only. No lucky shot this round or escape in the next.
11	Savage cut. Take 1 extra wound. No lucky shot this round.
12	Arm damaged. Reduce your Marksmanship by 1 **permanently**. No lucky shot this round.

If the creature which hurt you is a Zombie you are now infected with its venom (unless you managed to roll a 2 on the Wound Table). Move the Venom marker to the first box of the Endurance track. Then go to 7.

10 Choose which weapon you are going to use (Gun, Laser-lance, Heavy Weapon or Knife only), then roll a die and look up the result on the Lucky Shot table:

Die Roll	Result
1 or less	In the confusion you shoot yourself! Roll one die and take that many wounds.
2	You don't manage to shoot. Your weapon is smashed (set it aside).
3	You don't shoot. Lose another wound.
4	You miss the creature.
5	Test as normal to see if you hit (but do not test Reflexes).
6 or more	The creature is killed; turn finishes.

If you rolled 4, 5 or 6 tick off one shot from the weapon's supply as usual. If the creature is not dead add 30 seconds to the Time Track and return to 6.

▸ **Escaping:** If you are still in HtH combat after the first full round you may escape (or try to) in a subsequent round. After you've added 30 seconds, but before you've gone to step 6 again you should look up the creature's Escape Rating:

Creature	Roll needed
Zombie	2 or more
Rat Pack	3 or more
Chaos Agent	4 or more
Mutant	5 or more
Meat Machine	6

▸ Opponents marked with ***No Escape*** [E] on their cards cannot be escaped. Any Wandering Zombies encountered while you are stuck in a trap marked likewise cannot be escaped either.

▸ You must roll the creature's Escape Rating or higher on one die to get away from it. If you roll less than the number listed you have failed to escape. Take the maximum number of wounds the creature could deliver you (for example, the Meat Machine would give you its full 3!). Make a roll on the Extra Wound table, and then proceed to 6 as usual.

▸ If you make the roll you have managed to escape. Roll one die and move the Time marker that many boxes (ie, taking up between 30 seconds and 3 minutes of time). The turn ends and you can start the next one.

▸ **Multiple Opponents:** In some cases (such as the result of the Ambush card) you will be faced with more than one opponent. On such occasions you may try and shoot one of the creatures, but after that you must fight them using HtH combat, one after the other, in an order decided by yourself. You may try a lucky shot, against one creature, at the end of each HtH round as usual.

ESCAPING THE BUILDING

▸ *If you have your Laser-lance stolen or smashed, or it runs out of ammunition and you are unable to find any more, or you cannot cross the Chasm house card, you will have to leave the building. However, unless you are equipped with a Teleport Implant you will first have to find the way out. Roll 2 dice. That number of cards must be revealed and encountered before you are out of the building.*

▸ *Once you are free of the building you must do the following. First roll one die and add that many minutes (not boxes) to the Time Track. You may recover one die roll of wounds, and gain a further Equipment Allowance equal to the roll of one die. One of these points must be spent on a new Laser-lance. Items of equipment already held cannot be exchanged, but you may spend 2 points on a refill or spare clip for any item. Gather up all the House cards and form a new pair of decks just as you did at the start of the game. If you had reached the second deck you may start at the top of that; otherwise you must start from the beginning again.*

MISSING DARKNESS

▸ *Some equipment cards allow you to skip cards. If one such discard turns out to be Darkness, stop what you are doing, reshuffle the second deck and start it again.*

NIGHT TIME

▸ *After 30 minutes of play it gets dark, as indicated on the Time Track. This has two effects: you must subtract 1 from your HtH rating (unless you have an equipment card which counteracts this), but you can now use certain items which rely on light for their effect, such as Flash Bombs.*

PAUSING AND RELOADING

▸ *You are allowed to wait in any clear or empty area (either an area that was empty to begin with or one with a very recently deceased inhabitant). However, for every 30 seconds you wait you must roll for a Wandering Zombie (see* ***Wandering Zombies*** *below).*

▸ *To reload a weapon using a Spare Clip you must again be in a free area. Reloading takes 30 seconds (advance the Time marker 1 box), during which time you should roll for a Wandering Zombie as usual. If the roll indicates that one arrives you may assume that it turns up* ***after*** *you have reloaded.*

TESTING REFLEXES

▸ *Some of the cards call upon you to Test your Reflexes (to make a split second jump out of the way of falling rocks, for example). To succeed you must roll your Reflexes rating or less on 2 dice.*

▸ ***For example, if your Reflexes are 8, a roll of any number from 2 to 8 is a success, while a roll of between 9 and 12 is a failure.***

WANDERING ZOMBIES

▸ *Whenever you encounter a Clear or Empty area you should roll 1 die. If you roll between 1 and 5 nothing untoward happens, and you may continue as usual. If you roll a 6, however, a Wandering Zombie turns up to do battle. Flip over the first card on the face-down Wandering Zombie pack. All the normal rules apply. Once the Zombie has (hopefully) been dealt with, return it to the pile and shuffle thoroughly.*

THE END OF THE GAME

▸ *You can die in one of two grisly ways while hunting for Darkness' lair:*

- *If the Radiation marker reaches your Endurance limit you die of radiation exposure.*
- *If your Wound marker reaches zero you will die of wound damage.*

▸ *Furthermore, if your Venom marker reaches your Endurance limit you will pass from a living to an undead state and become a Zombie under the thrall of Darkness! The game will end in a victory for the forces of Evil as the clock ticks out New York's final minutes.*

▸ *Please note - there is no complete cures for venom infection!!*

▸ ***Chainsaw Warrior*** *ends when one of the following things happens:*
- *Darkness is hit by a shot from the Laser-lance.*
- *You die, either from radiation sickness or from your wounds.*
- *You become a Zombie.*
- *You fail to find Darkness in 60 minutes and New York implodes!*

▸ *Killing Darkness and emerging alive is a full win - well done! Killing both Darkness and yourself in a desperate suicide by using the Implosion Waistcoat is a draw, but earns you an honourable mention. Dying, turning into a Zombie or running out of time is a lose.*

EXAMPLE OF PLAY

▸ ***I am the warrior. I have the following ratings: Endurance 15, Wounds 14, Hand-to-Hand (including +1 for Strength skill) 11, Reflexes 9 and Marksmanship +1. My Equipment Allowance was 6, so I picked a Gun (Sub-Machine Gun), 2 items of Clothing (Infra-Red Goggles and Steel Gloves), and 2 Devices (Sonic Amplifier and a Lock-Pick Set). Now I am ready to enter this infernal hell-hole...***

▸ *In through the door... directly ahead of me there are stairs, but there's no-one around. Phew, this place is creepy!*

▸ ***Empty area, check for Wandering Zombie. Roll a 5, nothing encountered. Move the timer on one box, and up the stairs...***

▸ *There's dust everywhere, but no footprints... I wish these stairs'd stop creaking! God only knows what the noise will attract... Now what's at the top? It's a small room, but again there's no-one here... What's THAT? Oh, thank goodness, it's only the shadows...*

▸ ***An empty room, and again the check reveals nothing. The clock moves on another box, and it's...***

▸ *Another room, just like the first but even filthier and dustier, if that's possible... and still with those creepy shadows... There goes my sonic amplifier - there's something nearb... Oh God! The shadow's moving... it's human, but it's obviously been dead... for some time... Flesh, peeling away in strips... and look at the teeth...*

▸ ***It's a room, with a Zombie inhabitant (Attack: 8). I let loose with my SMG immediately, as the Sonic Amplifier negates the need for a Reflex Test. SMG against Zombies is 5, but I've got a +1 Marksmanship so I need a 4 or more. A roll of 7 and there's one (hopefully truly) dead Zombie. Change the number of bursts remaining on the SMG from 10 to 9, and move on... The clock ticks on another box, as always, and it's into the next area.***

▸ *Into the corridor quickly... let's hope I don't meet too many more of those... things back there... No one about, so let's creep down to the other end... SMG at the ready... come on you nasties, I'm ready for you now... corridor turns into another one, and... Unnghggh!*

▸ ***And there before me is Chaos Agent 2, waiting in ambush. He leapt at me as I came around the corner, taking me by surprise so I didn't have time to shoot him. He's got an Attack of 9, compared to my HtH 11 score. He gets a pair of 6s, giving an attack score of 21 (gulp!); I counter with a 3 and a 1, for a score of 15 and he's hit me! My Wound Marker moves from 14 to 13, but a roll of 7 on the Extra Wound table indicates only that I can't attempt an escape next round. Fat chance - I want this sucker!***

▸ ***I refrain from attempting a tricky Lucky Shot. The clock ticks on a box, and it's the second round of combat. The Agent rolls a total of 6, giving him an attack score of 15; I counter with a roll of 10 to give me 21. Got him, and he's out of it!! That'll show these creeps I mean business... Pause for breath... then on we go. The clock ticks inexorably on, and...***

▸ *And it's out of the corridor and onto a balcony. There's no-one about, so it's on to... another corridor. This one is empty too ... but at the far end is an elevator, its door standing invitingly open... If they think I'm going into such an obvious trap they've got a... no, wait, the reason the door's open is because there's a First Aid Kit blocking its track. It must have been left by one of Johnson's people. Should just be enough room in my pack for it... OK, let's chance this elevator then...*

▸ ***In the elevator I found the First Aid Kit, which now resides among the other items on my Equipment display. The clock ticks ever on... have I really only been in here five minutes?***

▸ *Right, creeps, just you be waiting for me when this thing reaches the top, eh? Here we are, SMG ready... and there's no-one about. Hmm, appears to be some sort of sneaky passage. Well, I never was one for going by the most obvious route...*

I've found a Secret Passage. I roll a 9, and can skip up to that many cards. Since I'm only on Deck One there's no chance of missing Darkness, so I'll ignore all 9 of them. It turns out I missed a Dump, but also 3 Traps, so I didn't do badly, and I saved all that time too.

But now where am I?....

DESIGNERS NOTES

It was back in May 1986 when I first came up with the notion for a new game. My university degree course was drawing rapidly to an end, and everything was passing in the usual flurry of sleepless nights and barely-met dissertation deadlines. Yet in those gaps where I paused to preserve my sanity, I began to toy with the idea of designing something a bit different.

I wanted to do something exciting for the solitary player, something which would be so much fun it would compensate for the lack of player interaction. Indeed I hoped to create a system which would provide the illusion of an intelligent opponent inherent in the design itself. And I wanted the game to be fast and undemanding — a kind of up-market Patience. After playing Avalon Hill's classic 'Up Front' my eyes were opened to the freedom and, so far, unexploited potential of a simple pack of cards. I decided to make my game a card game, bearing in mind the natural relationship between cards and solitaire play.

My choice of subject came about as a result of two factors. I have often thought that there were not enough good horror games on the market and I wanted to try and rectify that situation (indeed, I hope this game sees the start of a new trend). The more futuristic aspects were derived from watching too much telly (and some films of a very dubious nature) while revising. The portrayal of Carpenter-esque, ultra-violent horror breaks new ground in the gaming industry, steering away from the more traditional — though highly enjoyable — gothic approach. The hero himself had to be some form of walking tank, though I see him more as a character of comic fiction than a Stallone clone. The game itself had to be fast, varied and difficult to keep the player interested; and it had to be a challenge. By June I had my story line sorted out and had started to list all the creatures, weapons, traps, etc as well as some rudimentary rules. With time, the more specific mechanics came to suggest themselves too.

A major influence on the game was the nature of the house explored by our hero. I had considered boards, tiles, and geomorphic lay-outs but none of these gave the proper impression of the labyrinthine building. The answer came from a consideration of solo gamebooks. My rules, story and required degree of involvement were on roughly the same level as those to be found in the books. Yet, as we all know, the books are exhaustable — they only have a limited number of uses before everything becomes boringly predictable. I wanted to build a house that could be explored in gamebook fashion, yet could never be exhausted. I hope that you are as pleased with the solution as I am.

However, my final exam was due and so the project had to be shelved... or so I thought. I kid you not when I say that I had only one day left in which to revise for the last exam, so far had I fallen behind schedule. A pile of books beckoned but... I had to get that damned game out of my system! So I went to the shops, bought the necessary raw materials for a finished prototype and returned — to find that I had thrown away my notes by accident! Which is why I ended up, one rainy afternoon, delving into the vast smelly rubbish skip in the campus car park until at last I regained my sheets of green felt-tipped manuscript! That night the game was on the receiving end of some heavy testing. Luckily it worked out first time: the closest thing to a video game without the electricity! Around 10 pm that night, I started revising for that dreaded exam...

After informal playtesting by my usual cronies the game underwent a few minor alterations. It was noticeable from the very start that my players were becoming addicted — good! Indeed, as far as I know, the game has only been beaten three times out of a multitude of sessions (the gauntlet is thrown!).

Since 1985 I had been very loosely involved with ***Games Workshop*** *and various potential projects resulted. One such project was accepted for publication only to be subsequently rejected because of copyright difficulties, and others followed a similar path. Nice games Steve, shame about the subjects.*

Imagine my surprise, then, when 'Zero Hour' (the game's original title) was virtually contracted on the spot! Months of labour had paid off.

Well, I haven't seen my felt pen original for quite some time now, but from what I've seen at the time of writing, GW have done a fine job. Changes have been very few and minor — the Workshop staff will testify to my tenacity in such matters — but where they have occurred, they've mainly been in the areas of background and presentation. I am pleased with the way it's turned out, being particularly happy with the artistic embellishing of my equipment rules (eg, the 'McDonnell Helium-Cooled Blaster' as opposed to my original plain 'blaster') and the idea of presenting my prose introduction in comic form was a stroke of genius. I'd like to know if Brett was reading my mind when he drew the fight scene, as his depiction of the creatures tallied so well with my mental picture. I was amazed and delighted.

Hot off the felt tips is the sequel (groan) which sees our hero joined to steal a certain old spear from a remote Alpine fortress. Easy... unless you want to take into account the neo-Nazi stormtroopers, the skeletal SS guards, the horde of thirsty vampires and... but that would be telling. Of course, whether the game comes out is entirely up to you out there.

To wrap up, no flattery or mutual back-slapping intended, but I really must thank all those at Workshop from whom I have received encouragment in one form or another. Oh, what's that you say, "How'd the exam go?" Well, all modesty aside, the right questions came up and I got an 'A', which goes to show that ***Chainsaw Warrior*** *is good for your education, if not for the health of some verminous, rotting zombies!*

Stephen Hand
February 1987

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If you require an answer please enclose an SAE or 2 IRCs, and try to phrase your queries so they can be answered with a simple 'Yes' or 'No'. Thank-you!

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• REFERENCE SECTION •

HOUSE CARDS

▸ *These cards have back designs representing the different parts of the building you will explore as you creep or blast your way through the house. The designs represent the following areas: Balconies, Corridors, Elevators, Rooms and Stairs.*

Chaos Agents

▸ *These fearsome warriors are trained to the peak of fitness. Worse, they seem to have strange mystical powers which allow them to control the Zombies, and which make them truly dangerous opponents. There are nine Agents, each with different powers and strengths.*

▸ ***Agents** 1 and 2 are so quick they will not allow you to fire a shot. Go straight into Hand-to-Hand combat. You may try lucky shots later.*

▸ ***Agent 3** is as quick as Agents 1 & 2, and will go straight into HtH combat. Furthermore, this agent also has a mission. Every time he wounds you, lose an item of equipment instead (your choice). The item is destroyed - remove it from the game.*

▸ ***Agent 4** is a specialist at knock-out blows. If you lose a round of combat you don't take a wound. Instead you must roll 3 dice and immediately lose that many minutes! When you awake discard the Agent card and continue as normal.*

▸ ***Agent 5** attacks with venom-coated knives. If he wounds you take normal damage - but you're now infected with zombie venom, just as if you'd been bitten by a Zombie. The Helmet will not stop you becoming infected from this venom attack.*

▸ ***Agent 6** is a martial arts assassin with lightning speed. When attempting to shoot him you must subtract 3 from your die roll, and when fighting HtH you must reduce your HtH rating by 3 as well. Lucky shots are unaffected, but you cannot escape.*

▸ ***Agent 7** is a one-man suicide squad! Unless you can shoot him before he attacks (and he's so fast your die roll must be reduced by 1) he will dive at you and set off explosives wrapped around his body. Roll one die and take that many wounds, and roll a die for every piece of equipment you have. On a roll of 5 or 6 that piece is destroyed and should be removed from the game. After checking for each item discard the agent.*

▸ ***Agent 8** is an expert with knives. Before doing anything roll a die. If you roll a 5 or a 6 take one wound - he's thrown a knife at you! Once you've done this go straight into Hand-to-Hand combat.*

▸ ***Agent 9** is not alone - he's brought two friends with him! Upon revealing this card you should draw two Wandering Zombie cards (normal venom infection rules apply). Add one minute to the time, and start to fight by Testing Reflexes to get a shot at one of the Zombies. The agent and any surviving Zombies must be fought using the Multiple Opponents rules - but don't forget to keep the time ticking off!*

Clear

▸ *Certain stairways and balcony areas are empty and no encounter ensues. Don't forget, though, to roll a die to check for Wandering Zombies before continuing.*

Contaminated Rat-Pack

▸ *If these creatures manage to score a hit on you, take one wound and 1 die of radiation damage.*

Darkness

▸ *The main villain of the piece, Darkness is a billowing shapeless mass of pure Evil! If you can hit it with a shot from your Laser-lance or the blast from the Implosion Waistcoat it will be destroyed but otherwise it is invulnerable, and inescapable! If Darkness wounds you, take 2 wounds instead of one. Also, for every 30 seconds spent in its company roll one die - on a roll of 4, 5 or 6 advance the Venom marker by one space! (but only if infected already). Darkness is highly poisonous, with the power to make you die just by being in its presence, and so nasty you'll wish you hadn't found it!*

Dump

▸ *Dumps are fortuitous stores of weapons and equipment, possibly left behind by those previous squads who lost their lives attempting to clear this hellish place. Each may have something useful you can take with you. See the Limited Uses section in the rules for more explanation. If you can't take either of the items offered discard the card.*

▸ ***Dump 1** - Take a random Clothing card to add to your equipment, or a refill or Spare Clip for one item you already have.*

▸ ***Dump 2** - Similar to Dump 1, except that you may take a random Gun card, a refill or a Spare Clip.*

▸ **Dump 3** - As Dump 1, except that the items on offer are a random Device, a refill or a Spare Clip.

Empty Rooms, Corridors & Elevators

▸ Certain areas of the house contain no hazards - except, possibly, for a random Wandering Zombie, which will appear on a roll of 6 on one die.

First Aid Kit

▸ Take this item and add it to your equipment (unless of course you already have 13 items, in which case you must leave one item behind). When you are in an empty or clear area you may use this to heal your Wounds. Add 30 seconds to the time and check for a Wandering Zombie as usual. If one does not appear, roll 1 die, recover that many wounds and discard the kit to the current discard pile. If a Zombie turns up, though, you must postpone your healing and fight it off. Once it is defeated you should move the Time marker on another box and start again - but don't forget to check for another Wandering Zombie!

The Meat Machine

▸ The Meat Machine is a bizarre device, part human and part robot, a sentient metal ghoul that roams the house searching for new flesh to graft onto its repulsive body! It is, of course, a vicious killer. If it wounds you in HtH combat roll a die:

Die Roll	Number of wounds taken
1-2	1
3-4	2
5-6	3

▸ Even worse, each time it hits you the Meat Machine cause you to suffer a **permanent** reduction of one point from either your Reflexes or your HtH rating! You must choose which, adjusting your chart accordingly. Neither score can be reduced below the minimum number listed. When either characteristic reaches this point all further reductions must be taken on the other characteristic until it too reaches the lowest value; from then on any further reductions can be ignored - you're in such a bad shape it's not going to make any more difference!

Mutant Thing

▸ These revolting mutants carry fatal radiation with them. Before you engage in combat or do anything else you should roll one die and advance the Radiation marker that many boxes! If you are still alive you may now proceed to combat.

Rat-Pack

▸ Unless you can shoot them first these packs of vicious black rats will swarm all over you, biting and scratching. Whenever they score a hit they cause the number of Wounds listed on their card.

Secret Passage

▸ You've found a short cut through the house. Roll 2 dice. You may immediately discard up to that number of cards without any additional time loss. Turn over each card in turn; you may stop at any time, deciding before the next card is revealed. If Darkness is skipped in this way you must follow the rules in the section headed **Missing Darkness.** Once you decide to skip a card it must be discarded, regardless of what it is. There are no encounters for any of these cards.

Slime

▸ Sentient slime - a revolting mass of oozing death! If you have Acid, a Flare Gun, a Flamethrower or the Laser-lance you must use it to kill the Slime before it can get to you. Do not Test Reflexes; roll 2 dice and adjust it for Marksmanship. If you score 7 or more you've singed it badly and it retires out of the way to allow you to pass. Roll less than 7, though, and you'll be engulfed in it with no escape - for you the mission is over! Not having any useful weaponry brings the same result. Good luck - you'll need it!.

Trap - Ambush

▸ Roll 1 die and draw that many Wandering Zombies from the WZ pile. Check for venom infection as usual; you may then shoot one without Testing Reflexes if you wish. Each Zombie must be fought in turn. Don't forget to add 30 secs for each round of combat after the first.

Trap - Ceiling Cave-In

▸ You are halfway to the other end when the ceiling cracks and falls in on you! Test your Reflexes. If you succeed you manage to leap to safety. If you fail, though, you are caught by the falling masonry and must dig yourself out. Roll one die and lose that many minutes, and take 1 wound. Also, roll 1 die for every item of equipment you have. A roll of 6 means that the item was caught in the fall and damaged beyond repair - discard that card.

Trap - Chasm

▸ *An immense hole in the floor blocks your route through the house. Unless you have a Rope Launcher or the Climbing skill you will have to retrace your steps and start again. Remove this card from the game and see* ***Escaping The Building*** *in the rules. Be warned: your time is running out fast!*

Trap - Locked Door

▸ *If you have the Lock Pick this card has no effect. If not you must either shoot or smash the door open, or find another route. Breaking down the door is done just like combat. On each weapon's card there is a rating for smashing a door. You must roll this number or higher on 2 dice to remove the door. If you fail add 30 seconds, check for a Wandering Zombie, and either try again or retrace your steps. Don't forget to cross of the shots you use.*

▸ *To retrace your steps you must shuffle the discard pile of the current pack and deal off the first five without looking at them. Add these five to the current pack and shuffle it. If there are less than five cards on the discard pile use as many as there are left.*

Trap - Lunatic

▸ *Before you do anything a half-crazed beggar leaps out of the shadows, grabs something from you and flees again! He may grab anything except an item of Clothing; select an item at random and remove it from the game.*

Trap - Magnetic Field

▸ *There's a strong electrical current charging this room which could disrupt your equipment. Roll 2 dice and place a blank marker that many minutes ahead of the Time marker on the Time Track. From now until then you may not use any item powered by electricity - these are marked with a ● symbol on their card. You could wait in an empty room for the time to run out (see the* ***Pausing & Reloading*** *section of the rules), but don't forget to roll for Wandering Zombies - and that the room with this trap in is not empty.*

Trap - Mines

▸ *Without warning, several limpet mines go off, triggered by a trip wire. Test your Reflexes, adding 2 to the die roll. If you succeed you manage to leap out of the way without suffering any damage. If not, roll one die, add 1 and take that many wounds. Then roll one die for each item of equipment you own. On a 6 that item is damaged beyond repair and must be removed from the game.*

Trap - Net

▸ *All of a sudden a large net drops from the ceiling, trapping you in its folds. If you have a Wire-cutter, Chainsaw, Acid, Laser-lance, or Knife you may cut yourself out and lose only 30 seconds (and one use if the weapon has limited uses). If not, you must roll one die and lose that many minutes as you struggle free. Check for a Wandering Zombie every minute. If one turns up you can only shoot it with a Gun (you may not use a Heavy Weapon or a Knife). If the combat proceeds to HtH, the Zombie fights with an extra 3 points added to its attack rating.*

Trap - Rad Cannister

▸ *There's a large radioactive device in this room - and it's leaking! Roll one die and add 3 to the result - and lose that many points of radiation damage, moving your Radiation marker accordingly.*

Trap - Spiked Pit

▸ *Before you know it the ground has opened up in front of you to reveal a pit lined with cruel spikes. Test your Reflexes, adding one to your die roll. If you make it you manage to leap across the pit, and may continue on your mission. If you fail, though, you slip into the pit. Roll one die and halve the result, rounding fractions up; take that many wounds. Then roll one die and move the Time marker that many minutes along the Time Track.*

Trap - Weak Floorboards

▸ *There's a creaking - and the floor begins to give way! Test your Reflexes. If you succeed you manage to leap across to the far side. If you fail, you fall a short way and will have to pull yourself out. Roll one die and lose that many minutes. Roll for a Wandering Zombie every minute. If one turns up you may shoot it without having to Test Reflexes, but in HtH combat you must temporarily reduce your rating by one.*

Trap - Wire

▸ *There's cruelly barbed wire stretched across this area. Unless you have some Wire-cutters, which will let you proceed with no trouble, roll one die and move the marker that many boxes along the Time Track as you struggle through the tangles. Test every 30 seconds for a Wandering Zombie. If one arrives you*

may add 1 to your Marksmanship for any shooting, but you may not escape from combat.

Zombie

▸ *A foul undead Zombie staggers towards you, flesh hanging from its decaying body and hatred burning in its eyes. Fight for your life!*

EQUIPMENT

CLOTHING

Body Armour

▸ *The McDonnell Mk3 Body Armour is a revolutionary way of protecting yourself from damage. Every time you take a wound (including those from the Extra Wound table, etc) roll 1 die. On a roll of 1-4 you must take the wound as usual. On a 5 or 6, though, the damage is taken by the armour and you are unharmed. The armour loses one use. You cannot choose when this happens - the armour protects you automatically until its charge gives out.*

Helmet

▸ *Zombies use their claws to attack, but always try and bite the neck. While wearing this Helmet you can still be injured by a Zombie, but you can't become infected by its venom.*

Implosion Waistcoat

▸ *This is a suicide device: a waistcoat packed with sophisticated microcircuitry that is capable of triggering Darkness' warp so it implodes before it is fully formed. It can be triggered at any time, killing anything in the same area with you - as well as yourself. Remember that you must be alive to use the device; you can't trigger it after failing your final HtH roll!*

Infra-Red Goggles

▸ *These standard-issue goggles allow you to see better in the dark. When night falls you won't need to have 1 deducted from your HtH rating.*

Rad Fibre Jumpsuit

▸ *This lightweight suit has minute lead and carbon strips sewn into it to absorb some of the radiation you are likely to be exposed to. Whenever you roll for radiation damage you may reduce the amount by one point.*

Steel Gloves

▸ *These reinforced gauntlets give you a powerful blow. Add 1 to your HtH rating. Also, when fighting a Rat-Pack you need only take one wound if they succeed in biting you.*

DEVICES

Acid

▸ *You have a vial of powerful Acid, which you can use (once only) for a variety of actions. It can be used to burn through a Locked Door or a Wire trap. It can be thrown at an opponent (though with a reduction of 1 from your Marksmanship, as it's not easy to aim), and can even be used for a Lucky Shot. There is no need to roll for a Wandering Zombie if you use Acid.*

Anti-Rad Capsules

▸ *You have one dose of these handy pills. When you are first exposed to radiation you may take them to negate any damage. Once used you should discard this card.*

Computer Automated Targeting System

▸ *The MarTech CATS system is a high-powered targeting device that gives a +2 bonus to your Marksmanship when using the weapon it's attached to. It also adds 1 to any Lucky Shot roll when using the weapon. CATS can be fitted to any Gun, Flamethrower, Man-to-man Rockets or the Laser-lance, but once assigned to a weapon it cannot be switched to another. Place the CATS counter alongside the weapon it's attached to. If the weapon is damaged and discarded CATS must be discarded too.*

Flare Gun

▸ *The Flare Gun can only be used at night, but when you fire it you can roll one die and treat that many cards as being Clear. There's no need to roll for Wandering Zombies, though, as they are scared off by the light. Each section still costs 30 seconds to move through. If one of the cards turns out to be a Trap or Darkness you must stop and respond to it, and the flare goes out.*

Flash Bombs

▸ *A Flash Bomb can only be used at night. Used at the start of HtH combat they give either a +3 bonus to your rating for the duration of that combat, or allow you to escape automatically at the start of the second round of combat. Flash Bombs do not affect Darkness.*

Geiger Counter

▸ *The Geiger Counter can help you detect strong areas of radiation - and avoid them. If a radioactive card such as a Mutant, a Rad-Cannister or Contaminated Rat-Pack is revealed you can avoid the card. Shuffle the discard pile, take 5 cards from it and shuffle them back into the current pack. Discard the radioactive card, and continue as usual.*

Heat Detector

▸ *The IR Heat Detector enables you to pick out the warmth of living beings before they reach you. While you have this device you don't need to test reflexes to shoot Rats or Chaos Agents, and the Lunatic card is negated - just discard it.*

Lock-Pick Set

▸ *Locked doors have no effect while this set is in your possession.*

Medi-Kit

▸ *The Medi-kit can be used to heal your wounds. When you wish to use it add 30 seconds to the time and check for a Wandering Zombie as usual. If one does not appear, roll 1 die, recover that many wounds and discard the kit. If a Zombie turns up, though, you must postpone your healing and fight it off. Once it is defeated you should move the Time marker to the next box and start again - but don't forget to check for another Wandering Zombie!*

Metal Detector

▸ *The Metal Detector will enable you to spot large masses of metal from a distance. While it's in your possession you needn't Test Reflexes to take a shot at the Meat Machine. Furthermore, you won't get caught in Wire or Mine traps - simply add 1 minute to the time and keep moving.*

Remote Camera

▸ *You can set up this video camera at any point in the house. It takes 30 seconds to set up, but then allows you to look ahead of you. Roll 2 dice and look at that many cards from the current deck. Once you've done this you must discard this card.*

Rope And Launcher

▸ *This handy device can be used to get you past the Chasm card. After an encounter on a balcony you can use the Rope to bypass certain areas. Add 30 seconds to the time, roll one die and treat that many cards as Clear; there's no need to roll for Wandering Zombies. If you bypass Darkness follow the* ***Missing Darkness*** *rules.*

Sonic Amplifier

▸ *The Sonic Amplifier is an experimental device that magnifies sound in a tight beam that affects certain types of target. While it's in your possession you needn't Test Reflexes to hit a Zombie opponent. You may also avoid the Cave-in Trap; simply add 1 minute to the time and discard the trap card.*

Teleport Implant

▸ *This experimental device is implanted in your arm to give you a lifeline to the outside of the house. If your mission is placed in jeopardy by the loss or breakage of your Laser-lance, or the Chasm house card, you can immediately leave the building. See* ***Escaping The Building*** *in the main rules for what happens next.*

Torch

▸ *The Torch allows you to see in the darkness, meaning you don't take the HtH penalty for fighting after dark. When fighting creatures of the darkness - Zombies and Rats - it adds 1 to your HtH rating.*

Ultra-Violet Emitter

▸ *This device repels Zombies, who fear the powerful U/V light, and means you need never check for Wandering Zombies, and other cards which rely on them, such as Ambush, can be treated as Clear.*

Wire-cutters

▸ *Use these to pass through Net and Wire traps as though they weren't there.*

GUNS

▸ *All three guns -* ***Automatic Rifle, Blaster*** *and* ***Sub-Machine Gun*** *- are the same in operation. Each has a limited number of uses and a list of the scores you need to roll on 2 dice to hit your opponents. The SRH VS220 automatic rifle is one of the most advanced around, capable of delivering up to 12 bursts of devastating firepower that will penetrate even the thickest of armour. The McDonnell RFK3 Helium-cooled Blaster, meanwhile, has a shorter range and less penetrating power, but its compact power pack allows it to deliver up to 16 shots. The Starling CF7C Sub-*

Machine Gun, affectionately nicknamed the 'Widowmaker', has an excellent capacity for damaging 'soft' targets, but its rate of fire is such that it tends to get through ammunition rather quicker than most weapons. You may only carry one Gun at any one time, and the card should be placed in the allotted space on the board.

HAND-TO-HAND WEAPONS

Chainsaw

▸ The Chainsaw is a vicious and very effective weapon. Developed from the orginal tree-felling devices it now sports a strong pistol grip and a quieter, more efficient engine. Carrying one of these adds 3 to your HtH rating. It can also make short work of locked doors on a roll of 8 or more on two dice.

Cyber Neural Electron Scrambler

▸ The GWC Industries CNES prototype you have damages opponents by drawing on your own physical power and using it to literally scramble up their component atoms! It can be used against any creature except Darkness. Instead of rolling for HTH combat you may use this. Your opponent is instantly destroyed, but you must take one die of wounds yourself. This device hasn't been tested sufficiently yet and is still very experimental, but it could get you out of a tricky situation.

Knife

▸ Your beloved Bowie Knife adds 1 to your HtH rating. You can also throw it instead of firing a gun (reducing your Marksmanship by 1 point) against Zombies or Chaos Agents. If the shot misses you will have to kill your opponent in HtH combat (including a Lucky Shot) to retrieve it, or it will be lost and you must discard the card.

Poison-Coated Metal Needle

▸ This sneaky commando weapon is kept in a small padded sheath. You must use it in HtH combat, where it is effective against every opponent except Darkness. Roll one die and halve the result (round fractions up). This is the number of rounds it takes your opponent to die, during which time you must hold it off. Of course, you may well kill the creature anyway or die yourself before the poison works!

Throw Nets

▸ In place of your first round of HtH combat you may elect to throw one of these small weighted Nets to trap and defeat one opponent. Nets do not work on Darkness or the Meat Machine, and don't protect you from radiation damage or venom corruption.

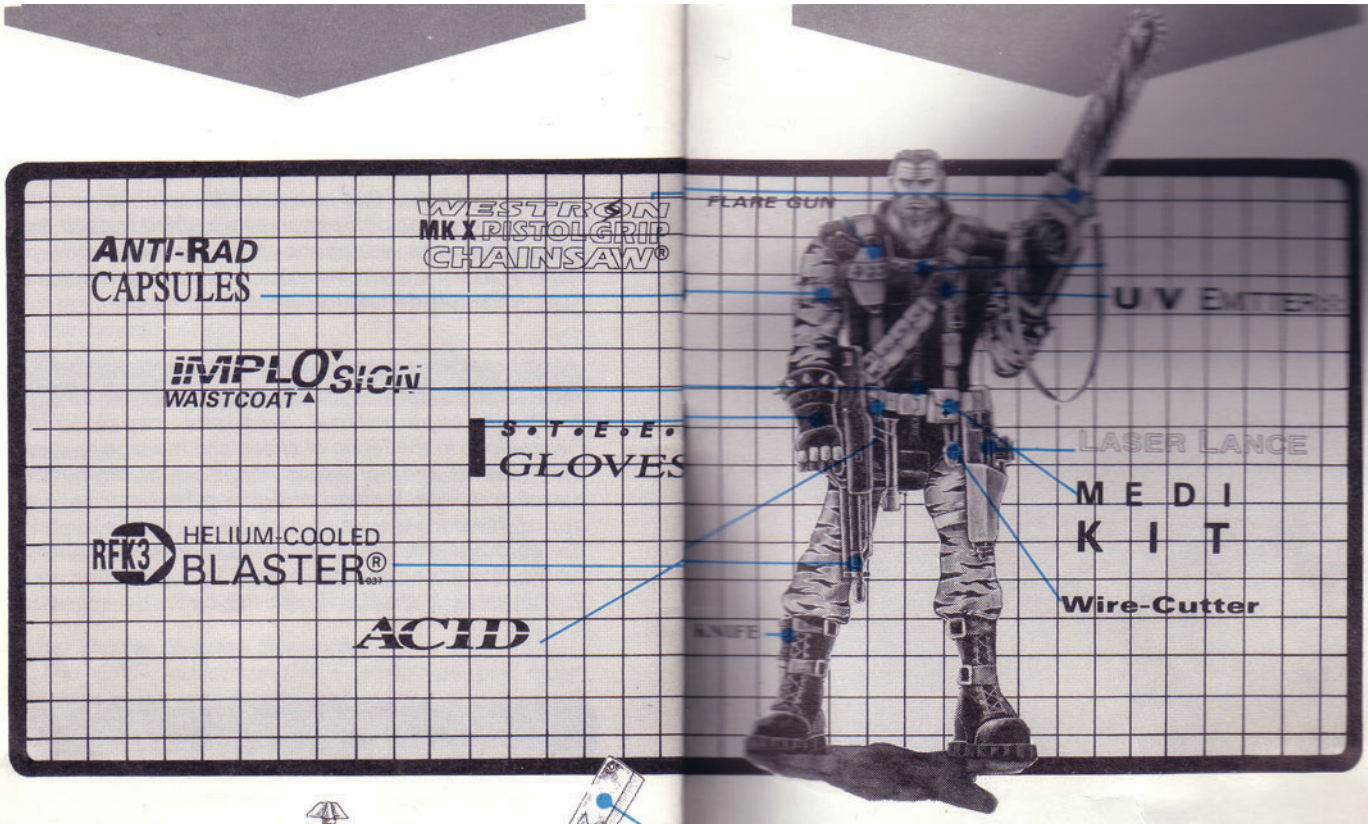
Time Grenades

▸ These experimental weapons cause small fluctuations in the fabric of space and manage to move their victims through short distances of time - and therefore space. Instead of fighting HtH combat use one of these to remove your opponent from play. Take the card and shuffle it into the other deck (in other words, if you are currently in deck 1 shuffle it into deck 2; if in deck 2 shuffle it into the deck 1 discards).

HEAVY WEAPONS

▸ All three weapons - the ***Dynamite, Flamethrower*** and ***Man-to-man Rockets*** - operate exactly like Guns and are used in stage 5 of combat as if they were Guns. However, Dynamite has an extra use. At the start of any turn, after adding 30 seconds to the time as usual, you may use one charge to blow a hole in a wall and make a self-made short cut! Roll one die and discard that many cards from the deck. At the end roll for one Wandering Zombie; one appears on a 4, 5 or 6 due to the noise of the explosion.

▸ The Hanson-King Mk16 Combat Flame Projector is an advanced flamethrower which looks more like a stub-nosed automatic rifle than the bulky devices of previous centuries. It is capable of delivering a constant gout of flame up to 12 metres, with a target accuracy of 6.2 centimetres! The Johnson FOD-42 'SuperWasp' Man-to-man Rockets, meanwhile, come as a small hand-held launching system which can deliver up to 4 rockets at 4 separate targets using inbuilt micro-circuitry for their guidance systems. These devices are expensive and rather bulky, but their firepower is something else!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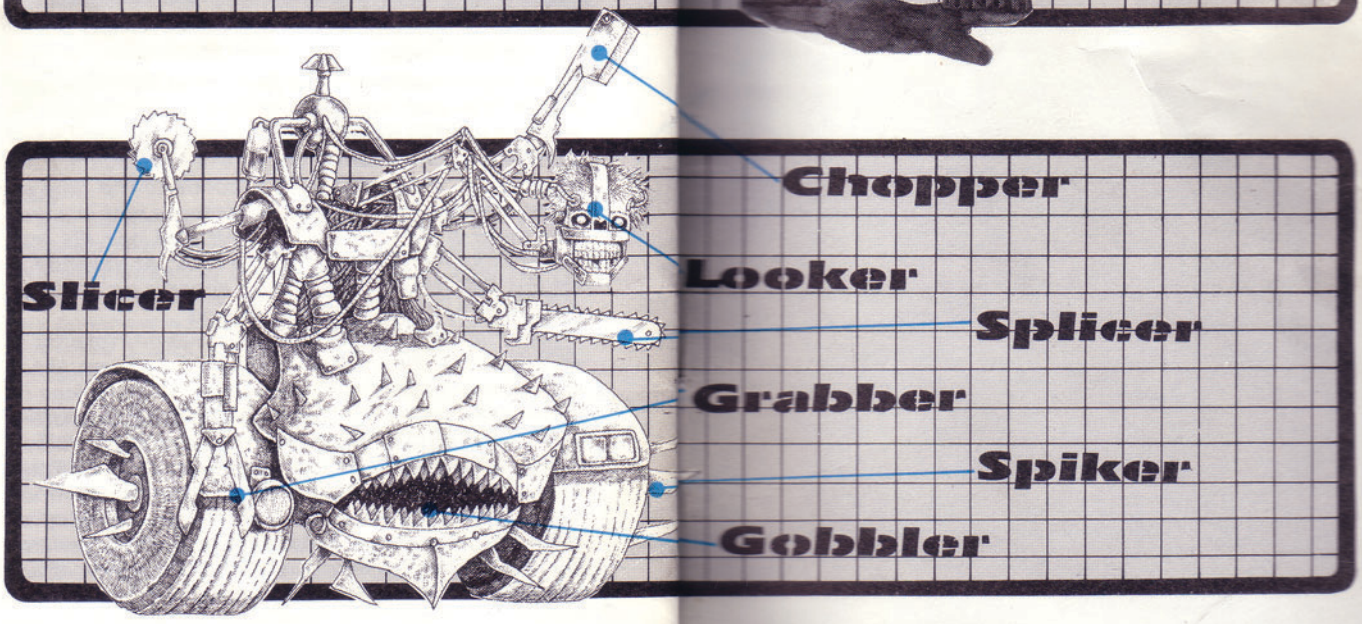
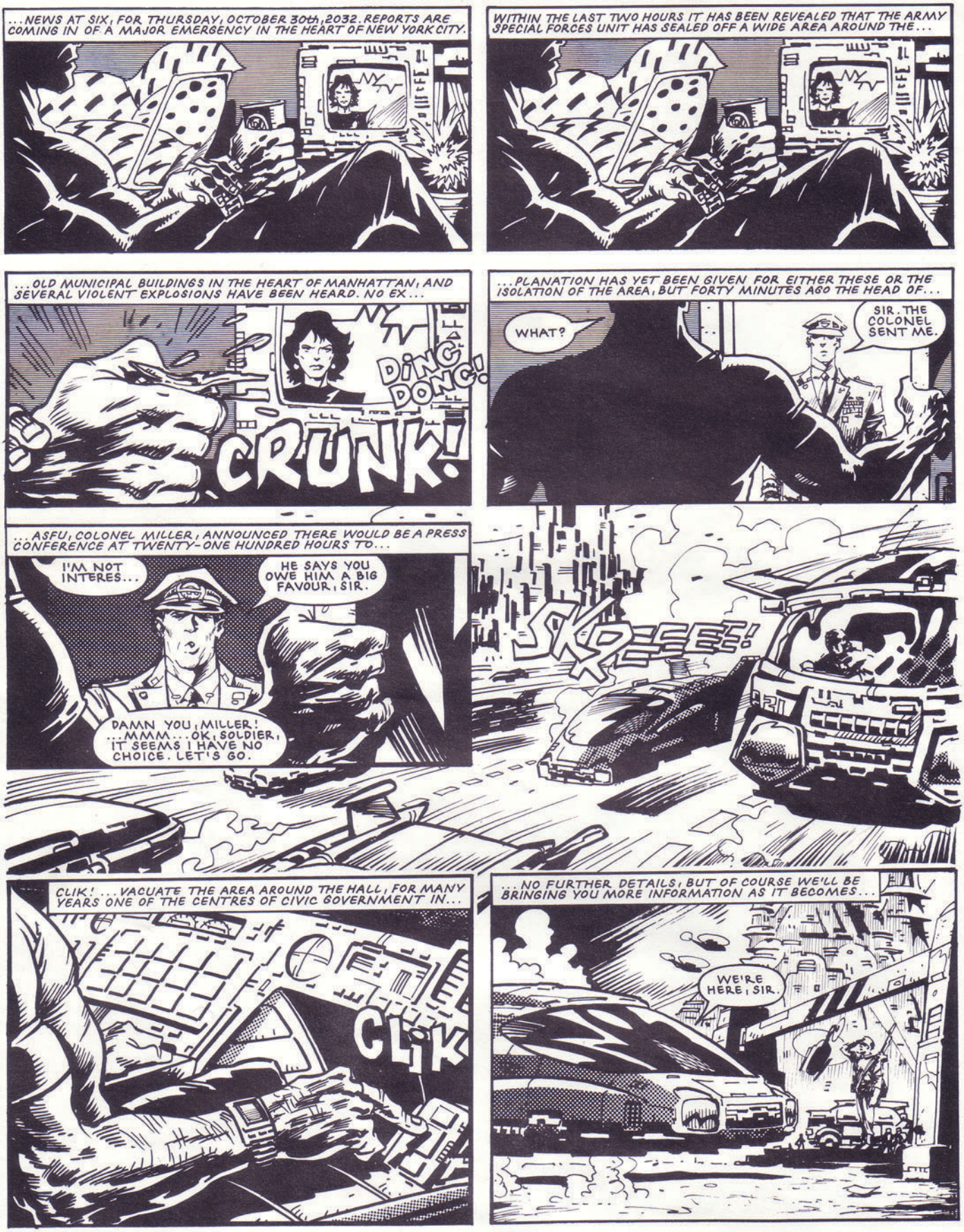

Slicer
Chopper
Looker
Splicer
Grabber
Spiker
Gobbler

CHAINSAW WARRIOR

CHAINSAW RPG



SCRIPT ■ *MARC GASCOIGNE: BASED ON AN ORIGINAL IDEA BY STEPHEN HAND*
ART ■ *BRETT EWINS*

LETTERING ■ *STEVE POTTER*

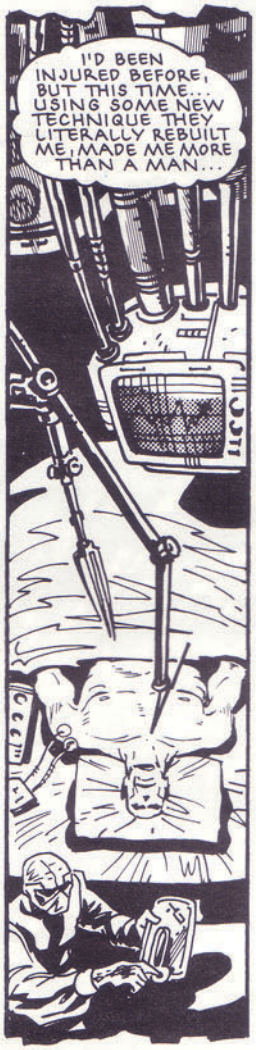

AH, HERE YOU ARE! DID YOU HAVE A PLEASANT...
I, ERM, IF YOU'D LIKE TO FOLLOW ME I'M SURE...
STOW IT, LIEUTENANT! WHERE'S MILLER?


COME IN, SOLDIER! LONG TIME NO SEE! SIT DOWN.


I'VE GOT A JOB FOR YOU.
I DON'T WANT TO KNOW, MILLER!
MAY I REMIND YOU...


YOU DON'T HAVE TO REMIND ME, YOU CREEP!
NOT AFTER ALL THESE YEARS...


CLOSING MONTHS OF THE WAR, DEEP INSIDE ENEMY TERRITORY. THERE TO SNATCH SOME TIN-POT GENERAL, BUT SOMETHING WENT BADLY WRONG.


I'D BEEN INJURED BEFORE, BUT THIS TIME... USING SOME NEW TECHNIQUE THEY LITERALLY REBUILT ME, MADE ME MORE THAN A MAN...


TOOK AWAY MY SENSE OF FEAR, JUST CUT IT OUT. SENT ME BACK, AGAIN AND AGAIN...
BLAM
AIEEE

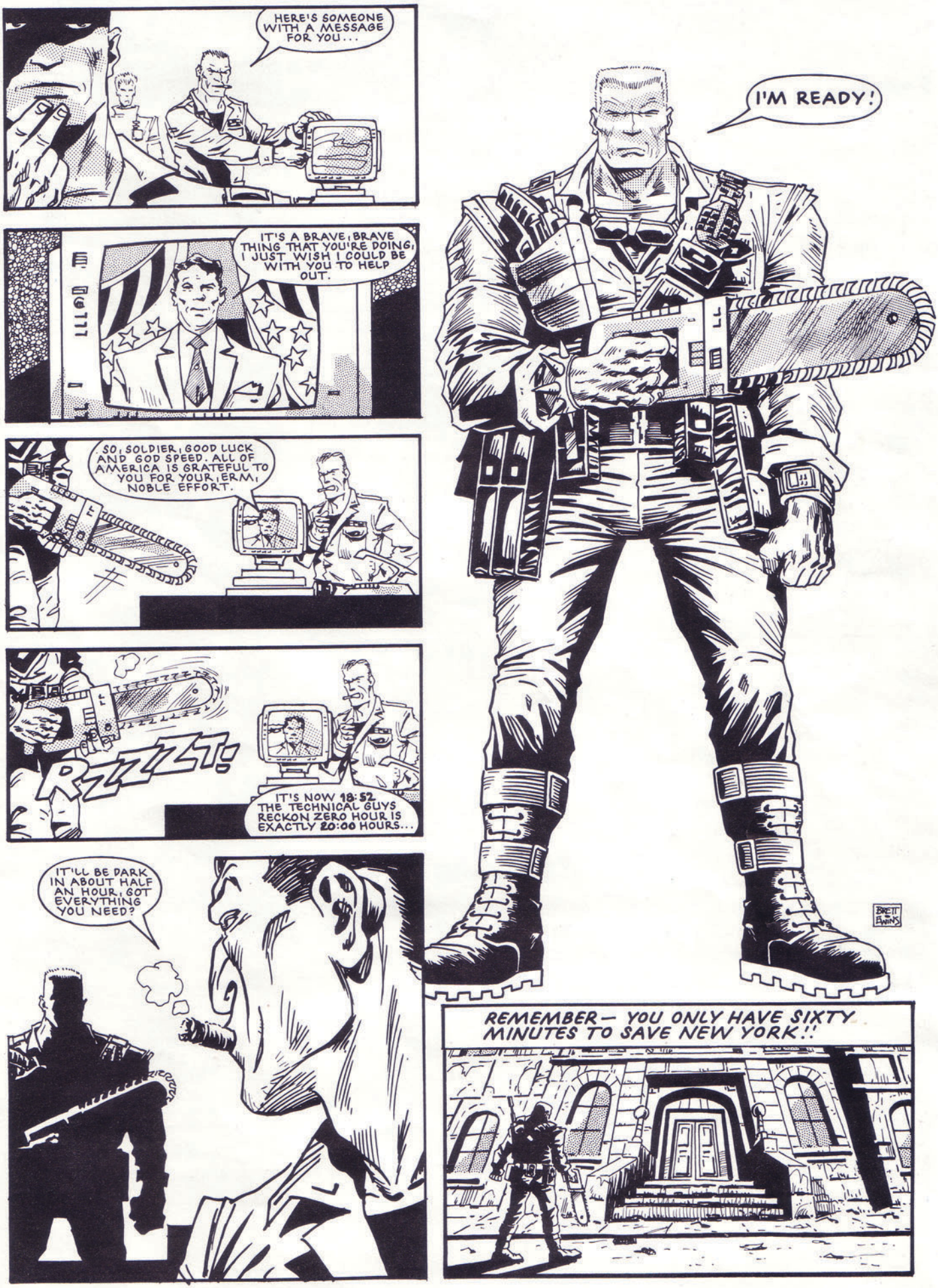

BUT NOW, AFTER ALL THOSE IMPOSSIBLE MISSIONS, I JUST DON'T WANNA KNOW...
I QUIT!
SLAM


SNAP OUT OF IT! I DRAGGED YOU HERE BECAUSE YOU'RE THE BEST, AND UNLESS YOU HELP US NEW YORK ISN'T GOING TO HAVE A FUTURE!

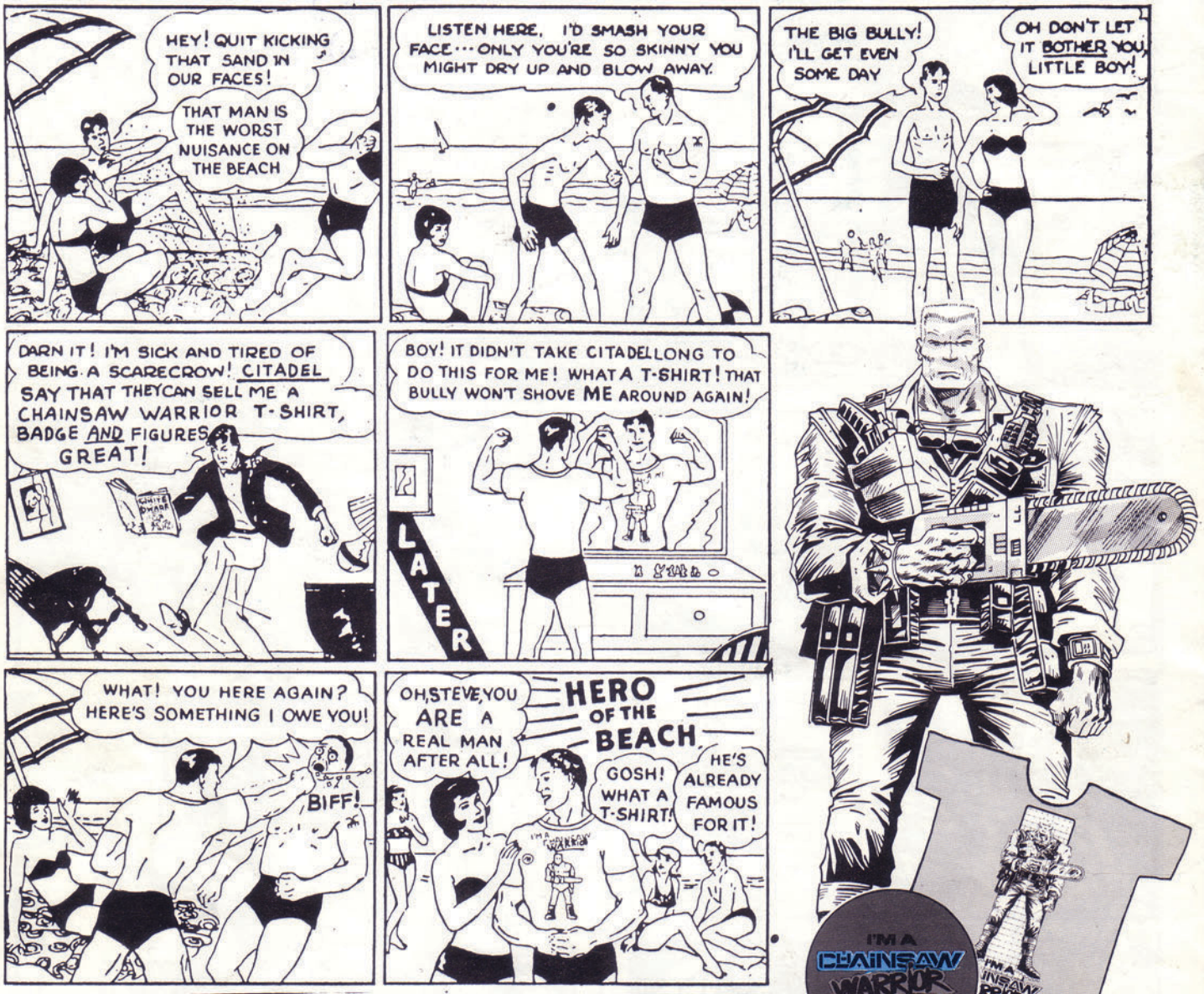

YOU EVER HEARD OF SOMETHING CALLED 'SPATIAL WARPING'?
NO, NEVER.
ME NEITHER— 'TIL YESTERDAY. SEEMS IT'S A PECULIAR STATE OF PHYSICS, WHERE SOME SORT OF GAP OPENS UP, MAKING A LINK TO, ERM, SOMEWHERE ELSE.
YEAH, CRAZY! BUT IT'S A FACT— LAST NIGHT A REALLY BIG GAP OPENED UP INSIDE THESE BUILDINGS, AND THINGS ARE GETTING WEIRD!
ZZZT!
KLIK
STUPID AS IT SOUNDS, BEINGS FROM, WELL, SOMEWHERE ELSE, ARE POURING THROUGH THE GAP AND SEEM INTENT ON DRAGGING THE CITY BACK IN WITH IT!
WE SENT IN A SQUAD, BUT ALL WE GOT WERE A DOZEN CORPSES AND SOME UNBELIEVABLE PICTURES.
BLAM!
AIYEEEEEE!!
NOOOOOO!
NNGGGHH!
THEREARE DEATHLY, CORPSE-LIKE CREATURES, BIZARRE SHAPE-CHANGING HUMANS—AND RATS EVERYWHERE!
THE BODIES HAVEN'T BEEN RECOVERED.
OK, THAT'S THAT. NOW YOU'VE GOT SOME EXPERTS TO MEET. COME ON!
RRRRR!


THIS IS OUR EXPERT, DOCTOR MARX...
...AND CAPTAIN JOHNSON, WHO LED IN THE SECOND SQUAD.
HELLO THERE!
GLAD YOU COULD MAKE IT, SIR.
GET KITTED OUT WHILE THESE GUYS EXPLAIN EVERYTHING. YOU SHOULD FIND ALL YOU NEED!
DO YOU BELIEVE IN GHOSTS, SOLDIER? FOR TEN YEARS NOW WE'VE KNOWN THAT WHAT WE CALL 'GHOSTS' ARE REALLY INHABITANTS OF OTHER DIMENSIONS WHICH SPORADICALLY JOIN WITH OURS THROUGH SPATIAL WARPING!
UP TO NOW SUCH OCCURENCES RARELY LET THROUGH MORE THAN ONE OR TWO CREATURES. CONDITIONS HERE SEEM NOT TO BE SUITED TO THEM AND THEY SOON DIE OUT.
THIS TIME, THOUGH, THEY HAVE COME IN STRENGTH, AND SEEM TO BE DIRECTED BY A STRONGER POWER—
—WHICH IS PROVIDING THEM WITH BOTH ENERGY AND INTELLIGENCE!
JUST BEFORE HE BROKE CONTACT, ONE OF CAPTAIN JOHNSON'S MEN REPORTED THAT...
...HE WAS FACING A MONSTROUS SHADOWY FIGURE, A GIANT MAN-SHAPED BEING OF PURE DARKNESS!
THIS 'DARKNESS' IS GIVING OUT SO MUCH POWER THAT UNLESS WE CAN DO SOMETHING...
...TO DESTROY IT, THE WHOLE OF MANHATTAN WILL BE SWALLOWED IN THE WARP!
AND THE REALLY BAD NEWS IS THAT THIS WILL HAPPEN IN A LITTLE OVER AN HOUR'S TIME— UNLESS WE CAN DO SOMETHING ABOUT IT!
KLIP!


OF COURSE, WHEN WASHINGTON GOT WIND OF IT, THEY WHEELED IN THE BIG GUNS AND SET UP ALL THIS.
SOME INTERFERING GENERAL ORDERED THE FIRST RAID...
...WITH THE RESULTS I BELIEVE YOU SAW.
KLAK!
AFTER THAT THEY LET US EXPERTS HAVE OUR OWN WAY...
THE BOFFINS CAME IN, TOOK ONE LOOK, AND CALLED AN AIR-STRIKE!
WE CLEARED THE AREA AND WAITED, BUT...
SNIK
BUT AS THE JETS WERE BANKING OVER LONG ISLAND WE HAD TO ABORT THE MISSION...
OUR SENSORS TOLD US THAT SOMEWHERE IN THERE IS A VERY POWERFUL RADIOACTIVE SOURCE—ONE HIT AND...
SO, UM, THE MILITARY DROPPED A, ER, TON OF NERVE GAS, AND CAPTAIN JOHNSON HERE TOOK ANOTHER TEAM IN.
KLIK
ANOTHER TEN MEN LOST; I GUESS I WAS LUCKY.
I'LL HEAL...
THERE'S ONLY ONE MAN WHO CAN GET TO DARKNESS NOW—
AND WE ALL TRUST YOU TO DO YOUR VERY BEST.


HERE'S SOMEONE WITH A MESSAGE FOR YOU...
IT'S A BRAVE, BRAVE THING THAT YOU'RE DOING, I JUST WISH I COULD BE WITH YOU TO HELP OUT.
SO, SOLDIER, GOOD LUCK AND GOD SPEED. ALL OF AMERICA IS GRATEFUL TO YOU FOR YOUR, ERM, NOBLE EFFORT.
RZZZT!
IT'S NOW 18:52. THE TECHNICAL GUYS RECKON ZERO HOUR IS EXACTLY 20:00 HOURS...
IT'LL BE DARK IN ABOUT HALF AN HOUR, GOT EVERYTHING YOU NEED?
I'M READY!
BRETT EVANS
REMEMBER— YOU ONLY HAVE SIXTY MINUTES TO SAVE NEW YORK!!

THE CHAINSAW WARRIOR T-SHIRT THAT MADE A MAN OUT OF 'STEVE'



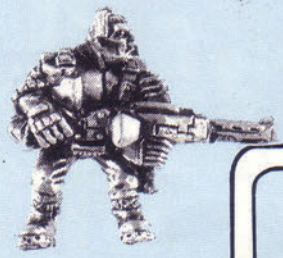
THE MINIATURES



▲ WARRIOR WITH CHAINSAW & BLASTER



▲ WARRIOR WITH MISSILE LAUNCHER



▲ WARRIOR WITH REAPER

C100 CHAINSAW WARRIORS
3 for £1.95

CHAINSAW WARRIOR T-SHIRT
£5.95

CHAINSAW WARRIOR BADGE
40p

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0
30 1 30 2 30 3 30 4 30 5
30 6 30 7 30 8 30 9 30 10
30 11 30 12 30 13 30 14 30 15
30 16 30 17 30 18 30 19 30 20
30 21 30 22 30 23 30 24 30 25
30 26 30 27 30 28 30 29 30 30
NIGHT TIME -1 H-t-H
30 31 30 32 30 33 30 34 30 35
30 36 30 37 30 38 30 39 30 40
30 41 30 42 30 43 30 44 30 45
30 46 30 47 30 48 30 49 30 50
30 51 30 52 30 53 30 54 30 55
30 56 30 57 30 58 30 59 30
60
DIGITAL TIMER
ENDURANCE
0 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
7 28 29 30

21	22	23	24	25	26	2

MARKSMANSHIP	-3	-2	-1	0	1	2	3
HAND-T-HAND	7	8	9	10	11	12	13
REFLEXES	6	7	8	9	10	11	12
WOUNDS	0	1	2	3	4	5	6
	7	8	9	10	11	12	13
	14	15	16	17	18		

HOUSE DECK

1

CHAI

WA

SEQUENCE OF PLAY

Time Phase: *Move the Time marker one box along the Time Track.*
Exploration Phase: *Turn over the first face-down card of the current pile.*

When the encounter is resolved the turn ends. Return to the Time Phase.

LUCKY SHOT CHART

Die Roll	Result
1 or less	In the confusion you shoot yourself! Roll one die and take that many wounds.
2	You don't manage to shoot. Your weapon is smashed (set it aside).
3	You don't shoot. Lose another wound.
4	You miss the creature.
5	Test as normal to see if you hit.
6 or more	The creature is killed; turn finishes.

SEQUENC

1. If the creature is a M radiation damage.
2. If the creature is a Zo roll for further venom
3. If you want to shoot go to 6.
4. Test your reflexes. If to 6.
5. Roll to see if you hit the creat killed, return to the sequence 6. Reduce the shots left by or
6. Roll two dice and add the crea roll two dice and add your ow creature rolls higher go to 9, i 8, and on a draw go to 7.
7. If you want to try a lucky shot seconds to the timer and retu
8. The creature is killed (except t rules) return to the sequence
9. Move the marker one space o roll on the Extra Wound chart. Zombie you are now venom in
10. Roll on the Lucky Shot chart. timer and return to 6.

HOUSE DECK 1 (DISCARD)

HOUSE DECK 2

HOUSE DECK 2 (DISCARD)

NSAW
RRIOR

ESCAPING FROM COMBAT

Creature	Roll needed
Zombie	2 or more
Rat Pack	3 or more
Chaos Agent	4 or more
Mutant	5 or more
Meat Machine	6

Opponents marked with No Escape on their cards cannot be escaped. Wandering Zombies encountered while you are stuck in a trap cannot be escaped.

E OF COMBAT

utant roll for

mbie and you are venom infected
infection.
the creature go to 4, otherwise

you succeed go to 5, if you fail go

ure. If hit the creature is
of play, if you miss go to
e for the weapon used.
ntures HtH rating, then
n HtH rating. If the
f you rolled higher go to

t go to 10. If not add 30
rn to 6.
or Darkness, refer to
of play.
n the Wounds chart and
If you are fighting a
fected. Go to 7.
Add 30 seconds to the

EXTRA WOUND CHART

Die Roll	Result
2	Narrow miss. You are not wounded.
3	Opponent unbalanced. +2 to you HtH next round only.
4	Pushed apart. If trying for a Lucky Shot add 1 to the die roll.
5-6	No extra effects.
7	No extra effects. May not try an escape next round.
8	Lose balance. −1 HtH next round only. No lucky shot this round, or escape in the next.
9	Dazed. −2 HtH next round only. No lucky shot this round or escape in the next.
10	Floored. −3 HtH next round only. No lucky shot this round or escape in the next.
11	Savage cut. Take 1 extra wound. No lucky shot this round.
12	Arm damaged. Reduce your Marksmanship by 1 permanently. No lucky shot this round.

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GUN

HEAVY WEAPON

EQUIPMENT

LASER


WANDERING
ZOMBIE
CHAINSAW
WARRIOR


9
ZOMBIE
9
ZOMBIE
10
ZOMBIE
10
ZOMBIE
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ZOMBIE
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ZOMBIE
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ZOMBIE
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6
ZOMBIE
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ZOMBIE
10
E
ZOMBIE
12
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ZOMBIE
11
ZOMBIE
11
E
ZOMBIE
11
ZOMBIE
7
ZOMBIE
7
ZOMBIE
6
ZOMBIE


CORRIDOR
CHAINSAW WARRIOR

THE MEAT



MACHINE

Gives 1 to 3 wounds if it hits you, and takes 1 permanently from either Reflexes or HtH (your choice).

15

SECRET



PASSAGE

Roll 2 dice and skip up to that many cards, choosing whether to skip each one before turning it over.

SECRET



PASSAGE

Roll 2 dice and skip up to that many cards, choosing whether to skip each one before turning it over.

3148256

EMPTY

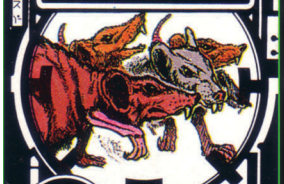
Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

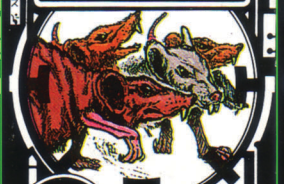
RAT-PACK



7

Give rabid bites, causing 2 wounds.

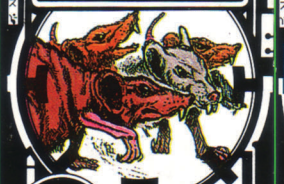
RAT-PACK



6

Give rabid bites, causing 3 wounds.

RAT-PACK



6

Give rabid bites, causing 3 wounds.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

CONTAMINATED RAT-PACK



9

If hit by them, you take 1 wound and 1 die of radiation damage.

CHAOS AGENT



10

Attacks with venom-coated knives. If he wounds you, you are also infected with zombie venom!

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

CHAOS AGENT



Suicide agent. Unless you shoot him (−1 Marksmanship) take 1-6 wounds and roll 1 die for equipment; 5 or 6 it's broken.

CHAOS AGENT



9

Knock-out specialist. If he hits you roll 3 dice and lose that many minutes!


6
ZOMBIE
11
ZOMBIE
10
ZOMBIE
9
ZOMBIE
9
ZOMBIE
8
ZOMBIE
7
ZOMBIE
8
ZOMBIE
7
ZOMBIE
7
ZOMBIE
7
ZOMBIE
7
ZOMBIE
TRAP
WIRE
Unless you have Wire-cutters roll one die and move the time track on that many boxes (ie, lose between 30 seconds and 3 minutes). Test for a Wandering Zombie every 30 seconds.
TRAP
NET
Unless you have a Wire-cutter, Acid, Knife, Chainsaw or Laser-lance roll one die and lose that many minutes. Check for a Wandering Zombie every minute.
TRAP
MINES
Test Reflexes, adding 2 to the roll. If you fail roll one die, add one, and take that many wounds. Roll one die for every item of Equipment - on a 6 the item is broken and must be discarded.
TRAP
LUNATIC
He grabs one of your items (not Clothing), which must be chosen at random and removed from the game.
TRAP
CHASM
Unless you have Climbing skill or the Rope & Launcher you must retrace your steps. Discard this card from the game and see Escaping The Building in the rules.
TRAP
CAVE-IN
Test your Reflexes. If you fail, roll 1 die and lose that many minutes, and take 1 wound too. Roll a die for every item of equipment - on a 6 it was broken in the fall!
TRAP
AMBUSH
Roll 1 die - you are attacked by that many Wandering Zombies! You can attempt to shoot one, but must then attack the others in Hand-to-Hand.
TRAP
WIRE
Unless you have Wire-cutters roll one die and move the time track on that many boxes (ie, lose between 30 seconds and 3 minutes). Test for a Wandering Zombie every 30 seconds.


ROOM
CHAINSAW
WARRIOR



TRAP

WEAK FLOORBOARDS

Test your Reflexes. If you fail you fall through; roll one die and lose that many minutes. Check for a Wandering Zombie every minute.







TRAP

MAGNETIC FIELD

Roll two dice; all electrically-operated items of Equipment (marked with a ⊛) are out of action for that many minutes.

TRAP

WIRE

Unless you have Wire-cutters roll one die and move the time track on that many boxes (ie, lose between 30 seconds and 3 minutes). Test for a Wandering Zombie every 30 seconds.



TRAP

SPIKED PIT

Test your Reflexes, adding 1 to the die roll. If you fail roll one die and lose that many minutes, and roll another die and take half that many wounds (round fractions, up).



TRAP

LOCKED DOOR

Unless you have a Lock Pick you must smash the door with a weapon or find another route by reshuffling 5 cards from the discard back into the current deck.



TRAP

WIRE

Unless you have Wire-cutters roll one die and move the time track on that many boxes (ie, lose between 30 seconds and 3 minutes). Test for a Wandering Zombie every 30 seconds.

TRAP

RAD.CANNISTER

Roll one die, add 3 and take that many points of Radiation damage.

TRAP

CAVE-IN

Test your Reflexes. If you fail, roll 1 die and lose that many minutes, and take 1 wound too. Roll a die for every item of equipment - on a 6 it was broken in the fall!

RAT-PACK



Give rabid bites, causing 2 wounds.

TRAP

LOCKED DOOR

Unless you have a Lock Pick you must smash the door with a weapon or find another route by reshuffling 5 cards from the discard back into the current deck.

TRAP

LOCKED DOOR

Unless you have a Lock Pick you must smash the door with a weapon or find another route by reshuffling 5 cards from the discard back into the current deck.

TRAP

LOCKED DOOR

Unless you have a Lock Pick you must smash the door with a weapon or find another route by reshuffling 5 cards from the discard back into the current deck.

TRAP

LOCKED DOOR

Unless you have a Lock Pick you must smash the door with a weapon or find another route by reshuffling 5 cards from the discard back into the current deck.

MUTANT THING



10

Take one die of Radiation damage before you fight.

MUTANT THING



16

Take one die of Radiation damage before you fight.

MUTANT THING



14

Take one die of Radiation damage before you fight.

MUTANT THING



12

Take one die of Radiation damage before you fight.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

DUMP



Take any one Gun card if you don't have one or a refill or Spare Clip for one item you already have.

DUMP



Take any one Clothing card or a refill or Spare Clip for one item you already have.

DUMP



Take any one Device card or a refill or Spare Clip for one item you already have.

DARKNESS



20

Invulnerable except to Laser-lance or Implosion Waistcoat. Causes 2 wounds if hit. Check for venom spread.

3148256

EMPTY

Wandering Zombie appears on a roll of 6 on one die.

CHAOS AGENT



9

Surprise attack - go straight into HtH combat.

CHAOS AGENT



9

Accompanied by 2 Wandering Zombies (from pile). You may shoot one before fighting the others in HtH combat.

CHAOS AGENT



11

Martial arts assassin. Reduce your Marksmanship by 3 if shooting at him, and your HtH by 3 if you try to hit him.

CHAOS AGENT



8

Very fast - go straight into HtH combat.

CHAOS AGENT

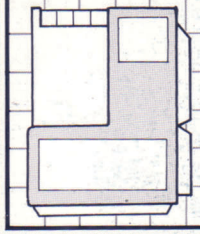


8

Very fast - go straight into HtH combat. Won't wound; every time he hits you lose an item of equipment (your choice).

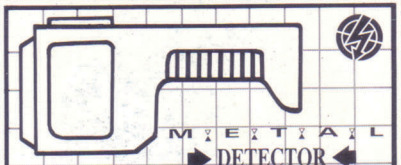

CODE
D
DEVICE
1

U/V EMITTER



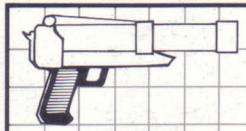
Need never check for Wandering Zombies while this is in operation.

METAL DETECTOR



With this there's no need to Test reflexes against the Meat Machine. Avoid Mines and Wire Traps by simply adding 1 minute to the time.

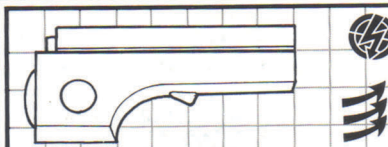
FLARE GUN



Use after dark only. After Timer Phase, roll one die and treat that many cards as Clear, but stop and respond if you encounter a Trap or Darkness.

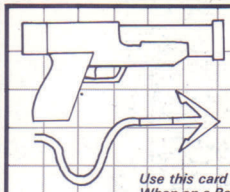
3 USES

HEAT DETECTOR



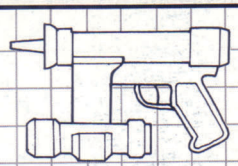
With this you don't have to test Reflexes to shoot Rats or Chaos Agents, and the Lunatic card is simply discarded without effect.

ROPE & LAUNCHER



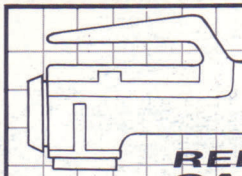
Use this card to bypass the Chasm. When on a Balcony use this to climb out of danger — add 30 seconds, roll one die and skip that many cards.

SONIC AMPLIFIER



With this you need never Test Reflexes to shoot a Zombie opponent, and may avoid a Cave-In Trap.

REMOTE CAMERA



Use once only. Add 30 seconds, roll 2 dice and take a peek at that many cards.

ANTI-RAD CAPSULES



Use once only.
Use immediately after first exposure to radiation to negate the damage.

Wire-Cutter



Use this to pass through Wire and escape from a Net trap.

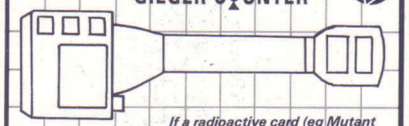
FLASH BOMBS



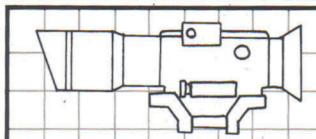
Use after dark. Use at the start of HtH combat either to give a +3 HtH rating for that combat, or to escape automatically at the start of the second round. Does not affect Darkness.

3 USES

MARK III FUSION GIEGER COUNTER



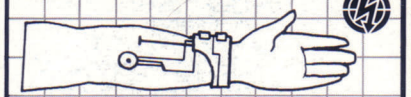
If a radioactive card (eg Mutant Thing) encountered, avoid it by reshuffling 5 cards from the discard pack into the current pack. Then discard the radioactive card.



Attach to any Gun, Man-to-Man Rockets or Flamethrower, to add a +2 Marksmanship. Place CATS counter alongside chosen weapon's card.

COMPUTER AUTOMATED TARGETING SYSTEM

TELEPORT IMPLANT



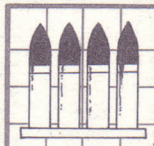
If you lose your Laser-lance, you can immediately leave to replace it.

ACID



Use once only.
Can negate any one Locked Door or Wire card. Can be thrown at any opponent save Darkness, with a basic score of 8 to hit. Can also be used for a Lucky Shot.

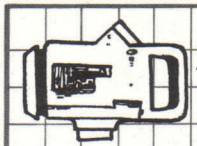
DUM-DUM BULLETS



May be used with Gun instead of normal ammunition if declared before you roll the dice to hit. When using Dum-dums add +2 to the dice roll to hit.

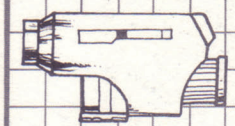
3 USES

TDD



TEMPORAL DISTURBANCE DETECTOR

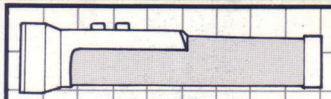
You never miss Darkness when moving through Secret Passages. You never have to test Reflexes to shoot Darkness.



HOLOGRAPHIC IMAGIZER™

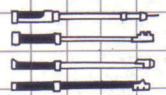
One use only
May be used to automatically escape combat or to receive a +1 modifier to one Lucky Shot die roll.

TORCH



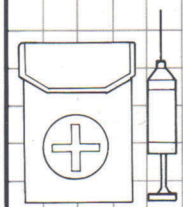
Allows you to see in the dark, negating any HtH modifier, and gives you a +1 HtH rating against Zombies and Rats.

LOCK PICK SET



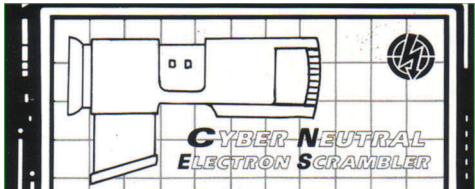
Locked doors have no effect.

MEDI KIT



Use once only.
Pause for 30 seconds and check for a Wandering Zombie. If one doesn't appear, you may roll one die and heal that many wounds.


CODE H H-T-H WEAPON 1
CODE H H-T-H WEAPON 1
CODE H H-T-H WEAPON 1
CODE H H-T-H WEAPON 1
CODE H H-T-H WEAPON 1
CODE H H-T-H WEAPON 1
CODE H H-T-H WEAPON 1
CODE H H-T-H WEAPON 1
CODE C CLOTHING 1
CODE C CLOTHING 1
CODE C CLOTHING 1
CODE C CLOTHING 1
CODE C CLOTHING 1
CODE C CLOTHING 1
CODE C CLOTHING 1
CODE C CLOTHING 1
CODE W HVY. WEAPON 3
CODE W HVY. WEAPON 3
CODE W HVY. WEAPON 3
CODE W HVY. WEAPON 3

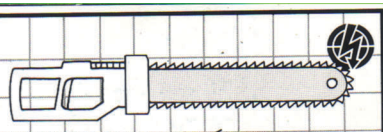


CYBER NEUTRAL ELECTRON SCRAMBLER

Use this instead of rolling for HtH combat. Your opponent is immediately destroyed but you must take 1 die of wounds too. Doesn't affect Darkness.

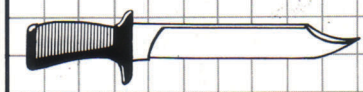
POTSON-COATED METAL NEEDLE

Use once only. Roll one die at the start of HtH combat and halve the result (round fractions up). It takes this many rounds for your opponent to die, during which time you must fight as normal.



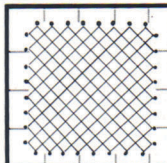
WESTRON MK X PISTOLGRIP CHAINSAW®

Adds +3 to HtH rating. Removes doors on a roll of 8 or more on 2 dice.



KNIFE

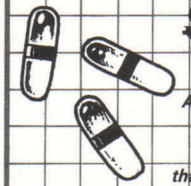
Zombies 8
Chaos Agents 9
Adds +1 to HtH rating, or can be thrown. If throw misses, you must kill your opponent to retrieve the knife.



In place of Hth combat, you may throw one of these to immobilise one opponent & defeat it. Doesn't affect Darkness or Meat Machine, nor protect you from radiation or venom advancement.

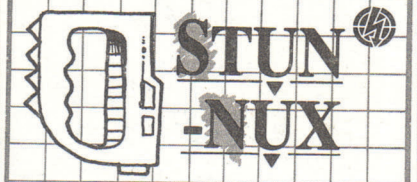
THROW NETS

3 USES



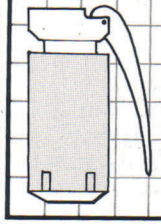
SMASH

Use once only. Adds +3 to HtH rating for next 5 minutes. When drug wears off roll one die and take that number of wounds.



STUN-NUX

Adds +2 to HtH rating.



EXPERIMENTAL TIME Grenades

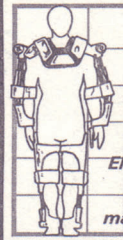
Use one of these instead of normal HtH combat and shuffle your opponent into the other deck!

2 USES



CHAMELEON SUIT

You can hide as if you had the skill. If you already have the Hide skill add +1 to the die roll when you use the skill.



-OSKELETON®

Adds +1 to HtH rating, and can smash through locked doors on 8+. If caught in Electromagnetic Field trap you suffer a -2 modifier to HtH rating instead of +1 and may not smash through doors.



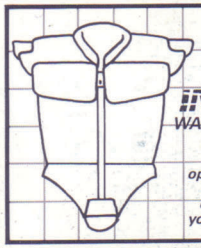
I/R goggles

With these you can see perfectly in the dark and don't take a combat minus.



RAD FIBRE JUMPSUIT

Protects you from radiation — reduce all Radiation damage rolls by 1 point.



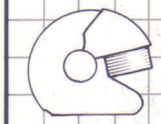
IMPLOSION WAISTCOAT

Use at any time. Any opponent in the same area (including Darkness) is destroyed — but so are you! Game ends in a draw.



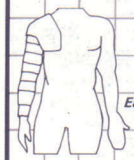
S•T•E•E•L GLOVES

Give you a +1 to your Hand-to-Hand rating. When fighting Rat-Packs you only take 1 wound while wearing these gloves.



HELMET

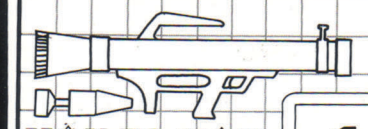
Zombies always bite for the head; while wearing this you can't get venom infected, no matter how often you are wounded.



BODY ARMOUR

Each time a wound is indicated roll a die. On a 5 or 6 the armour takes the damage and loses a charge; on a 1 to 4 you do.

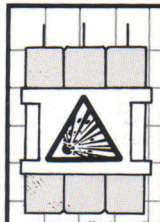
6 USES



MAN-TO-MAN ROCKETS

All opponents (except Darkness) 4

4 USES

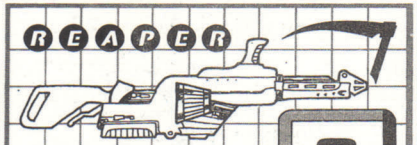


DYNAMITE

Zombies	9
Chaos Agents	9
Doors	2
Rats	8
Mutants	6
Meat Machine	4

Can also blow through walls (see Reference Sheet).

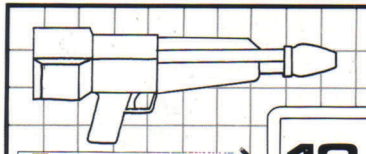
5 USES



REAPER

Zombies	4	Rats	7
Chaos Agents	4	Mutants	4
Doors	4	Meat Machine	5

8 USES



FLAMETHROWER

Zombies 4	Rats 4
Chaos Agents 5	Mutants 6
Doors 6	Meat Machine 8

12 USES

CODE G

GUN 2

STAIRS

STAIRS

STAIRS

ELEVATOR

CODE G

GUN 2

STAIRS

STAIRS

STAIRS

ELEVATOR

CODE G

GUN 2

STAIRS

STAIRS

STAIRS

ELEVATOR

CODE G

GUN 2

STAIRS

STAIRS

ELEVATOR

ELEVATOR

CODE G

GUN 2

STAIRS

STAIRS

ELEVATOR

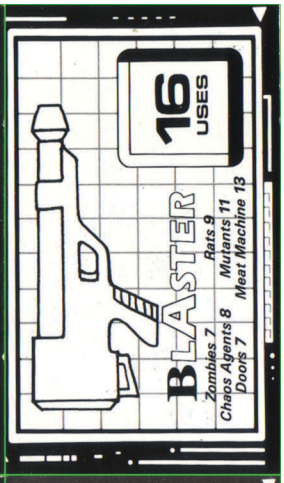
ELEVATOR


8
ZOMBIE


6
ZOMBIE


TRAP
NET
Unless you have a Wire-cutter, Acid, Knife, Chainsaw or Laser-lance roll one die and lose that many minutes. Check for a Wandering Zombie every minute.


CHAOS AGENT
8
Throwing knife expert. Before you do anything roll a die. On a 5 or 6 he hits you for 1 wound. Go straight into HtH.

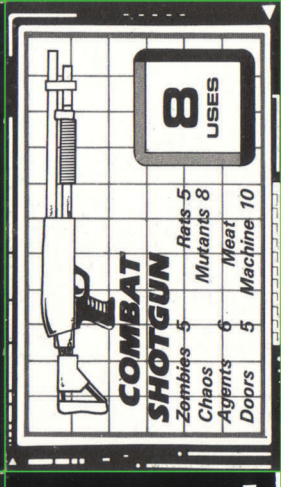

16 USES
BLASTER
Zombies 7
Chaos Agents 8
Doors 7
Rats 9
Mutants 11
Meat Machine 13


7
ZOMBIE

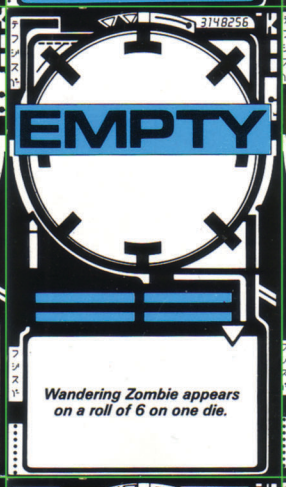

7
ZOMBIE


TRAP
MINES
Test Reflexes, adding 2 to the roll. If you fail roll one die, add one, and take that many wounds. Roll one die for every item of Equipment - on a 6 the item is broken and must be discarded.


CLEAR
Wandering Zombie appears on a roll of 6 on one die.

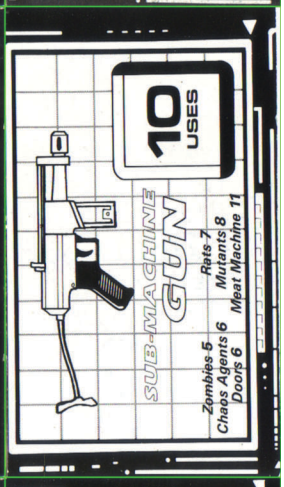

8 USES
COMBAT SHOTGUN
Zombies 5
Chaos Agents 6
Doors 5
Rats 5
Mutants 8
Meat Machine 10

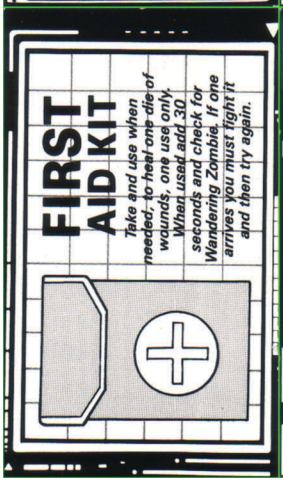

SLIME
Use Acid, Flare Gun, Flamethrower or Laser-lance or get smothered to death. You have one shot, and a base chance of hitting of 7 or more.

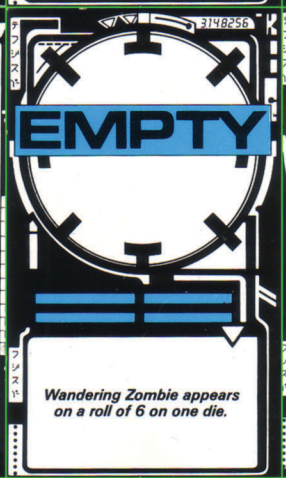

EMPTY
Wandering Zombie appears on a roll of 6 on one die.


CLEAR
Wandering Zombie appears on a roll of 6 on one die.


CLEAR
Wandering Zombie appears on a roll of 6 on one die.

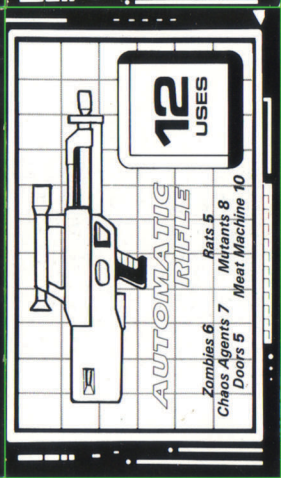

10 USES
SUB-MACHINE GUN
Zombies 5
Chaos Agents 6
Doors 6
Rats 7
Mutants 8
Meat Machine 11


FIRST AID KIT
Take and use when needed; to heal one die of wounds; one use only. When used add 30 seconds and check for Wandering Zombie. If one arrives you must fight it and then try again.


EMPTY
Wandering Zombie appears on a roll of 6 on one die.


CLEAR
Wandering Zombie appears on a roll of 6 on one die.


CLEAR
Wandering Zombie appears on a roll of 6 on one die.


12 USES
AUTOMATIC RIFLE
Zombies 6
Chaos Agents 7
Doors 5
Rats 5
Mutants 8
Meat Machine 10


WANDERING
ZOMBIE
WANDERING
ZOMBIE
ROOM
ROOM
ROOM
CODE
S
SPECIAL
CORRIDOR
CORRIDOR
BALCONY
BALCONY
BALCONY
BALCONY
BALCONY
BALCONY
CHAINSAW WARRIOR


3148256
9
ZOMBIE
3148256
7
ZOMBIE
3148256
7
ZOMBIE
3148256
9
ZOMBIE
3148256
9
ZOMBIE
3148256
7
ZOMBIE
3148256
6
ZOMBIE
3148256
6
ZOMBIE
3
USES
LASER LANCE
Zombies 5
Chaos Agents 6
Doors 3
Rats 7
Mutants 8
Meat Machine 10
Darkness 11
3148256
CLEAR
Wandering Zombie appears on a roll of 6 on one die.
3148256
CLEAR
Wandering Zombie appears on a roll of 6 on one die.
3148256
CLEAR
Wandering Zombie appears on a roll of 6 on one die.
3148256
CLEAR
Wandering Zombie appears on a roll of 6 on one die.
3148256
7
ZOMBIE


0 LEFT
1 LEFT
2 LEFT
3 LEFT
4 LEFT
5 LEFT
6 LEFT
7 LEFT
8 LEFT
9 LEFT
10 LEFT
11 LEFT
12 LEFT
13 LEFT
14 LEFT
15 LEFT
16 LEFT
SPARE CLIP
10:00
CHAINSAW
WARRIOR

CHAINSAW WARRIOR





It's the year 2032. *A warp has opened up in the old Municipal Buildings in the heart of old Manhattan and bizarre creatures are flooding through into our dimension. Goading them on is Darkness, a malevolent entity who intends dragging the city of New York back through the warp - destroying it utterly!*

Many brave men died assailing Darkness' stronghold before they remembered you. In the past you have done the Special Forces Unit many favours... but now you must come out of retirement to face the toughest challenge of your glorious career. Equipped with all the latest in high-tech armaments you must battle your way into the very heart of Darkness' domain and defeat him within the hour - or the city you love will be destroyed!!

Chainsaw Warrior *is a nail-biting game for one strong-nerved player. Yes, it's a* ***solo game*** *- just you against the clock! Can you save New York? Remember, you only have one hour!*

WHAT YOU GET

- A full-colour, four-piece Playing Board
- 108 Full-colour House Cards, revealed one by one as you explore Darkness' domain
- 22 full-colour Wandering Zombie Cards - they roam the house in search of victims!
- 36 full-colour Equipment Cards, featuring guns, heavy weapons, devices and special clothing for you to use
- 90 full-colour Markers, to keep track of scores, ammunition and the time
- A clear and snappy Rulebook
- An eight-page Comic Strip introduction
- 2 six-sided dice

A GAMES WORKSHOP PRODUCT

Chewton Street, Hill Top, Eastwood, Nottingham NG16 3HY

8920 Route 108, Columbia, MD 21045, USA.

MADE IN ENGLAND

DATA
GAME DESIGN Stephen Hand
PLAYERS 1
AGE 14 to Adult
LENGTH Half to One Hour
BOX ART Brett Ewins & Chris Baker © 1987

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00225₆

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