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FANTASY ROLE PLAY

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JUDGE DREDD
THE ROLE-PLAYING GAME

Adventures

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and Dungeons and Dragons Rescues!


THRUD TH BARBARIAN
THE HOBBIT'S ARMPIT
DESPITE HIS NEW HIP IMAGE, OUR HERO IS PROPPING UP THE BAR IN THE HOBBIT'S ARMPIT AS USUAL - WHEN...
AAARGH! A WASP!
SOON SORT THAT OUT!
VARRR!
SMASH!
!
SLASH!
HACK!
BLAT!
PHEW! - I'M KNACKERED!
GOT IT!
SPLAT!
LUCKY I KILLED THAT - IT COULD HAVE GIVEN SOMEONE A NASTY STING!

Clarifications and Additions for Chainsaw Warrior

by Stephen Hand

The tension in the operations room was so thick that you could almost cut it with a ... knife. 'Stow it Miller!' snarled the fighter, as he clipped on the last ammo pouch. 'I've been in the field too long not ot know when something's wrong.'

'I don't know what you mean soldier,' replied the ASFU colonel. 'Nerves?'

The warrior smashed the desk top with his steel gloved fist, sending a cup of Synthi-Caff flying to the floor. 'You know I don't have a 'nerve' left in my body. You're holding back! I know it and you better get it into that thick head of yours that I won't go in until I know ***everything.***'

'Hey, now come on - '

'No way, Miller. I owe this city nothing. Now spill it!'

Visibly shaken, Miller moved to open the confidential file lying beneath a crumpled map of the zombie infested building...

In time-honoured military fashion, it seems that the Chainsaw Warrior has been sent on his mission with only the barest amount of information necessary to ensure his survival. This article should set the record straight by providing a few optional rules for the game and dealing with any problems which players may have encountered.

▷ OVERKILL

Players of *Chainsaw Warrior* might like to try the following optional rules, some of which appeared in the original prototype, but didn't appear in the final version of the game...

ESCAPING

As an alternative to the instructions given in the rulebook you may like to try the following:

The rules state that after failing an Escape attempt, you should go to *Step 6* of combat and continue fighting. However, instead of going to Step 6, merely add 30 seconds and begin another round of combat either by going to Step 6 *or* by attempting to Escape once more. This was the original mode of play and whilst more time consuming can be less harmful to your character.

FRENZY

Enraged by wounds already sustained, the warrior may go berserk in HTH combat throwing all caution into the wind.

If you lose a round of combat and are wounded, you may choose to go berserk. Furthermore, if you roll an 11 or 12 on the Extra Wound Chart, you go berserk automatically.

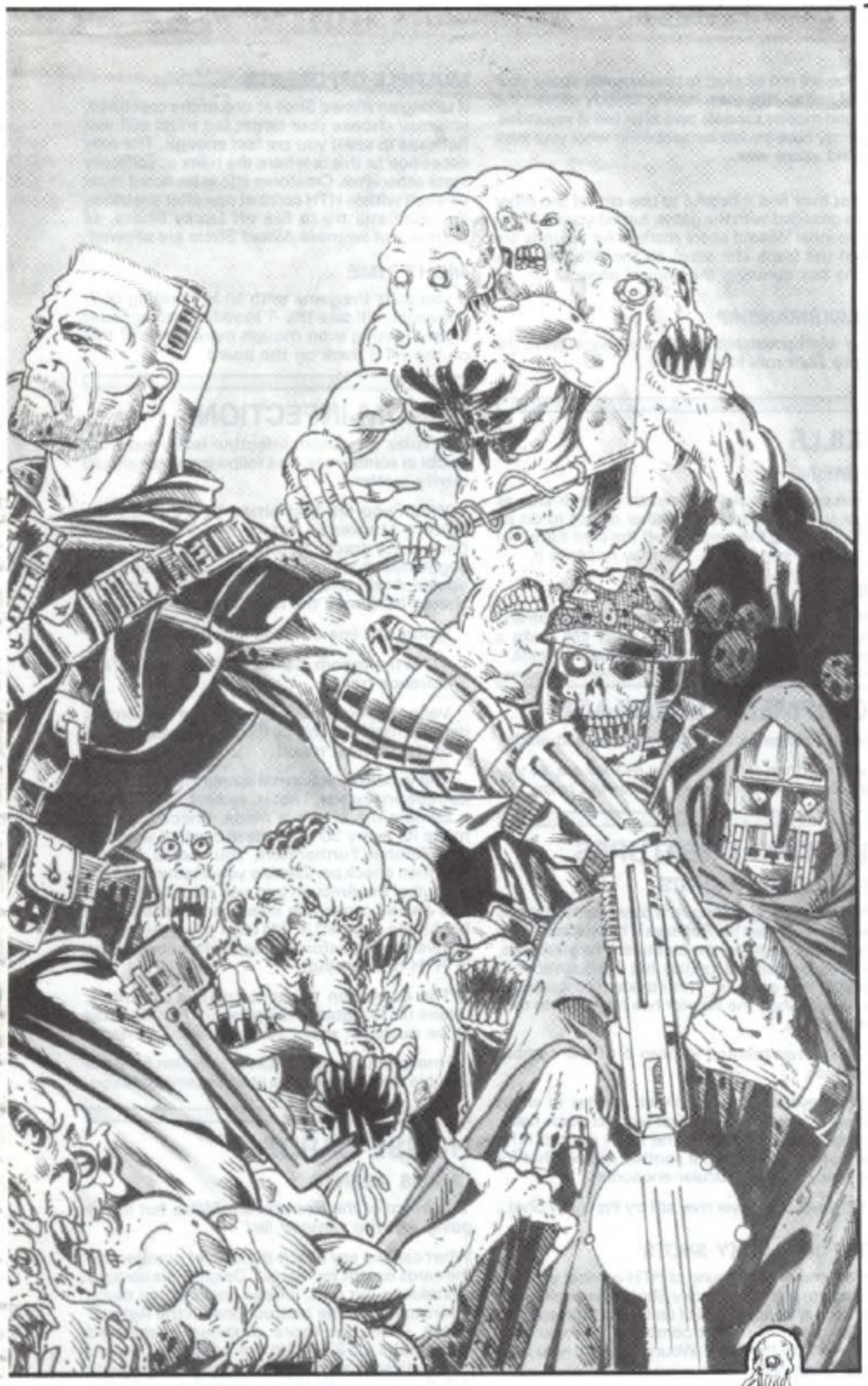
A berserk warrior adds a +3 bonus to his HTH rating for the next round of combat *only*. If you still lose the following round, you may go berserk again. You may go berserk for any number of rounds. However, fighting is such a crazed manner has its risks and costs:





Illustrated by Pete Knifton

TRUE CONFESSIONS OF A



CHAINSAW WARRIOR



A berserk warrior who loses a round of combat takes *double* the normal amount of damage.

Finally, frenzied fighting is very tiring. For each round of berserk combat you must *permanently* reduce your Endurance rating by one (move the Endurance Marker one box down the track towards zero), which brings you that much closer to death by venom or radiation...

KITTING OUT I

When kitting out at the beginning of the game, you may spend two points of your Equipment Allowance on a Spare Clip for a piece of equipment which you have already drawn, including the Laser Lance.

KITTING OUT II

At the start of the game, you may spend two points of your Equipment Allowance so that you can *choose* which equipment cards to take with you into the building instead of drawing them at random.

KITTING OUT III

'You expect me to go in with just this? No way, Miller! No way!'

'If you want more, you'll have to wait. Stuff like this doesn't grow on trees, boy...'

After rolling for Equipment Allowance points, you may wait for more equipment if you want it. If so, you kit out in the usual manner and then *immediately* move the Time Marker onto the ten minute box of the Digital Timer. Then roll a die and divide the number rolled by two (rounding fractions up). The final result (from 1 to 3) is the number of extra Equipment Allowance gained. You may then spend these on more equipment.

RAPID FIRE

If you have one of the four Guns (Automatic Rifle, Blaster, Sub-Machine Gun or the Combat Shotgun from *White Dwarf 88*) and you are facing a particularly mean mutha of a creature, then you may try and blast it to bits with a spray of automatic fire!

After passing your Reflex test you decide whether you want to fire the usual single shot or a burst of rapid fire. If you want to fire a burst, you must decide how many shots you want to fire *before* firing. You may fire a maximum of six shots.

Having decided on a number, you immediately deduct the amount from your weapon's supply of uses, then make a number of rolls equal to the number of shots used. No matter how many shots actually hit the creature, or in what order they hit, *all* the shots are used.

Example: *You have the Sub-Machine Gun with 7 uses left when you're suddenly faced with the Meat Machine. You pass your Reflex test and decide to use rapid-fire as there's no way that you want to go even near the thing! As you're only half way down Deck One, you don't want to use nearly all my ammunition up. On the other hand, you do want to live to see the rest of the deck.*

You decide to fire off five shots. With the Sub-Machine Gun you need to roll an 11 to kill the Meat Machine but as your Marksmanship is +1 you only need a 10. Your first roll is a 6 (miss) but my second roll is a 12. Although you destroyed the creature with your second shot, the other three are still used up (wasted in this case). You carry on rolling anyway and get stunning results: 11, 10 and 12... The shots may be wasted but you really enjoyed blowing the thing apart - well, into very small pieces!

SPRINTING

If time is running out, you may attempt to run like crazy through the building in a frantic bid to find Darkness. Unfortunately, such all-out racing leaves no time for those peripheral activities like watching out for Traps or readying firepower.

On coming to either a Corridor or Stairs card, you may decide to sprint *before* turning the card face-up. If the card is Clear or Empty, you may rush

through unhindered. You do **not** check for Wandering Zombies, as you're moving too quickly for them to reach you, and you do *not* move the Timer on 30 seconds for that card. You may sprint through any Corridor or Stairs area you come across.

However, should the area actually be occupied, you are in trouble! You may not fire an Aimed Shot at such a creature. This is irrespective of Devices, Reflexes etc. You go straight into HTH combat and must fight the *first* round with a -1 modifier to your HTH rating.

If the card is a Secret Passage, you run right past it and it is dicarded without being used.

If the card is a trap, you automatically fail your Reflex test (if one is required) and suffer the worst possible results. To help you, here are some brief notes on the relevant traps:

Ambush	Treat as normal, bearing in mind effects on combat.
Cave-in	Lose 6 minutes, take 1 wound and check for breakage. The Sonic Amp-lifier will *not* protect you from this trap.
Lunatic	Treat as normal. The Heat Detector provides no prot-ection against this trap.
Mines	Take 6 wounds and check for breakage.
Net	If you have the Wirecutter, Acid, Knife etc, this card does not affect you. If, however, you are caught in the Net, lose 6 minutes.
Wire	If you have Wirecutters this card has no effect, but if you are caught in the wire, lose 3 minutes.

WANDERING ZOMBIES

For those of you out there who want a *real* challenge, try using this rule which also featured in the original version of the game.

Initially, the idea was that *after* the warrior had spent his 30 seconds exploring the Clear/Empty area, he was then surprised by the unexpected and sudden appearance of the Wandering Zombie. Whenever you encounter one of these creatures, immediately add 30 seconds to the time for each Wandering Zombie or *group* of Wandering Zombies encountered. This time loss should be made before considering any other action (ie combat with the creature).

Finally, the time loss should also take place if Wandering Zombies appear whilst you are caught in a Trap (such as the Net).

'So you see, just keep a cool head and you should manage to get deep into the heart of enemy territory.'

'Cool head?' The warrior allowed himself a smirk. 'The kind of 'training' I've had, I'm lucky to have a head at all. You guys sure stitched me up...'

Miller re-lit his fat cigar. 'That's history.'

'Time's running out!' snapped the warrior. 'Let's get on with the background info.'

After failing in his cheap attempt to change the conversation, Miller opened the Security File once more...

▷MISSION BRIEFING II

Even if you feel familiar with *Chainsaw Warrior*, you may find it useful to read the following comments on the original rulebook.

▷ATTRIBUTES

WOUNDS

When you use either the Medi-Kit or the First Aid Kit you are not allowed to heal wounds above your initial rating. However, having already moved the Wound marker towards zero after being wounded, you may have trouble remembering what your inital wound score was.

You may find it helpful to use one of the other chits provided with the game, turned upside down as an inital Wound score marker. As wounds are taken the blank chit stays on the Wounds track in the box denoting the original score.

MARKSMANSHIP

Your Marksmanship modifier *never* affects the Lucky Shot rolls in any way.

▷SKILLS

CLIMBING

When using this skill to treat an Elevator area as Clear you must decide whether or not to do so *before* turning the card over. If the card turns out to be the First Aid Kit, you may not take it.

HIDING

If the creature you are hiding from is a Zombie and you are venom infected, you must still make a Corruption check even if you manage to hide.

▷EQUIPMENT BREAKAGE

The last sentence of this section should read:

All this done, leave the piles as they are, as you may find more equipment later in the game.

FIGHTING CREATURES

STEP 5 - AIMED SHOTS

When first facing a creature, a player with a ranged weapon must test his Reflexes if he wishes to use that weapon against the creature. If he succeeds, he fires as normal taking his Marksmanship modifier into account. This standard procedure is an *Aimed Shot*; the warrior has had time to take aim and fire.

This is represented in *Step 5* of the combat sequence.

If a player declines to shoot, or tries to shoot but either fails his Reflex test (and so never fires), or fires and misses, then he must go into HTH combat and may not fire another Aimed Shot for the rest of that particular encounter.

However, the player may still try the Lucky Shot...

STEP 10 - LUCKY SHOTS

At the end of each round of HTH combat you may choose to attempt a Lucky Shot. This choice may be made after *any* round of combat and irrespective of the outcome of that combat *unless* you roll 8 or above on the Extra Wound table (if you have been wounded).

You may only attempt a Lucky Shot with a weapon that is normally capable of killing that particular creature - ie the creature is listed on the weapon card. For example, with the Knife you could only attempt a Lucky Shot on either a Zombie or a Chaos Agent.

To take a Lucky Shot roll a die (a Reflex test is *not* required) and follow the results, losing one from the weapon's supply on the roll of a 1 *as well as* a 4, 5, or 6 as listed in the rulebook. If the knife is used and a 1 is rolled, you still drop it and must leave it behind unless you go on to defeat the creature.

ESCAPING

You may attempt to Escape from any one combat encounter any number of times (one attempt per round).

MULTIPLE OPPONENTS

If taking an Aimed Shot at one of the creatures, you may choose your target but must still test Reflexes to see if you are fast enough. The only exception to this is where the rules specifically state otherwise. Creatures still to be faced must be dealt with in HTH combat one after the other. You may still try to fire off Lucky Shots, as normal, but no more Aimed Shots are allowed.

NIGHT TIME

If you start the game with an HTH rating of 7, you must still take the -1 modifier into account when fighting even though there is no '6' box on the HTH track on the board.

▷VENOM INFECTION

The rules on venom infection leave room for doubt in some areas. The following notes should clarify matters:

When you are first bitten by a Zombie the Venom Marker is left in the 0 box of the Endurance track. Before you are bitten it is suggested that the marker be in the 0 box, but upside down and when you *are* first bitten it should be turned the right way up.

Ignore the line on page 12 which states:

Move the venom marker to the first box of the Endurance track.

Venom infection is never spread by combat damage itself but only by the die roll made in *Step 2* of the combat round.

The venom infection roll is only made once per Zombie encounter. That is, as soon as you meet a Zombie the check is made. Checks are not made for every 30 seconds in contact with any one Zombie. Furthermore, you should make 1 infection check per Zombie you encounter. If, as a result of the Ambush trap, you meet 5 Zombies, you should make five infection checks before beginning combat! In this case you would make all five checks before trying to shoot or engage in HTH or anything!

The exception to these rules is Darkness, where (as is stated in the rulebook) a check has to be made for every 30 seconds of contact.

Finally, you do not check for infection from the Zombie that first wounds and contaminates you.

▷HOUSE CARDS

CHAOS AGENTS

'I've heard of the Secrets Act, Miller, but this is going just too damned far!'

What can we say about the lack of numbers on the cards except for 'Sorry...' Despite this obvious mistake on our part, it does not take too much effort to match the instructions on the Agents' cards with the more detailed numbered paragraphs (pp22-23) in the rulebook. Oh, and who noticed that the card illustrations for Agents 7 & 8 were accidentally swapped around? You did? Well done!

Agents 1-3	These are so fast that you may not attempt an Aimed Shot.
Agent 6	The -3 Marksmanship modifier only affects Aimed Shots.
Agent 7	You must kill him with an Aimed Shot.
Agent 9	You may attempt an Aimed Shot at one of the two Wandering Zombies.

DARKNESS

You can kill Darkness with either a Lucky or an Aimed Shot. It does not matter which as long as the Laser Lance is used.

Continued on page 32

FIRST AID KIT

You may pause and use this item in *any* free area as determined on page 14 of the rules and not only in an Empty/Clear area as such - ie you may use the kit in the same room you have just killed the Mutant in, and not only in an area that was Clear or Empty to begin with.

TRAP - AMBUSH

The shot at one of the Zombies is a normal Aimed Shot. You are not allowed more than one such shot - as soon as you have fired once, the rest of the Zombies grab hold of you.

TRAP - CHASM

When you escape the building as a result of coming across the Chasm card, you need not spend an Equipment Allowance point (indeed, you should not) if you *still* have a Laser Lance. However, 2 points *may* be spent on a Spare Clip for it.

TRAP - LOCKED DOOR

If you smash down a Locked Door, or attempt to do so, you then check for a Wandering Zombie because of the noise you've made. This explains why a check is *not* made if you use Acid, which is silent.

If you retrace your steps and there are fewer than five cards currently on the Discard pile, the few cards that are there are shuffled back into the current House Deck. If there are no discards, then the Locked Door card has no effect and is merely discarded.

Whether there are enough cards or not, the Locked Door card itself is **not** shuffled back into the House Deck. Instead it is placed on the Discard pile (to be possibly shuffled back into the House Deck should you retrace steps from a second Locked Door later on).

TRAP - MAGNETIC FIELD

Rather than wait in an 'Empty Room' as suggested on page 26 of the rule book, you may wait in *any* free area as defined on page 14 (ie an area where a card has just been encountered and dealt with but *not* including the room holding the Field).

TRAP - NET

Again, no prizes for all you eagle-eyed warriors who have spotted the deliberate mistake! You are told not to use a Knife when shooting from the net. But if you have a Knife, then the net doesn't hold you in the first place!

TRAP - WEAK FLOORBOARDS

You do not need to test Reflexes if taking an Aimed Shot.

TRAP - WIRE

You receive the +1 Marksmanship bonus if taking an Aimed Shot.

▷CLOTHING

Taking into consideration the free cards given away in *White Dwarf 88*, you may wear any amount of clothing (such as the Body Armour) *and* the X-oskeleton. Whilst this might feel uncomfortable, such a combination could be a life saver.

CHAMELEON SUIT

This item of clothing is powered by electricity and should bear an electricity symbol, which it doesn't do at the moment. Should you encounter the Magnetic Field, you lose all the benefits that this suit normally offers.

STEEL GLOVES

If you wear these, you receive the +1 bonus in addition to any other bonuses gained as a result of using HTH weaponry, devices (such as the Torch against the Zombie during Night Time), or clothing (such as the X-oskeleton).

X-OSKELETON

When wearing this you receive the HTH bonus in addition to any other bonuses gained as as a result of using HTH weaponry, devices, or clothing.

▷DEVICES

ANTI-RAD CAPSULES

You may take these after exposure to any one source of radiation. If, for example, you meet a Mutant and roll a low number for radiation damage, you may save the capsules for later use when greater damage may be sustained.

When you want to use the capsules, you do so immediately after rolling for radiation damage, irrespective of whether or not a Mutant is about to attack you.

If exposure to radiation kills you, you may not then take the capsules to negate the damage!

COMPUTER AUTOMATED TARGETING SYSTEM

Your equipment may be damaged - as a result of Mines for example. In such an event the CATS must be tested separately for breakage. If it does break, it is disconnected from the weapon to which it was fixed and removed from the game as normal. As stated in the rules, should the *weapon* break then the CATS is also discarded!

DUM-DUM BULLETS

If a character with these loses his gun, the bullets are also discarded. The +2 modifier itself only applies to Aimed Shots.

FLARE GUN

If you use this to make areas Clear, you may still stop to pick up a First Aid Kit, take items from a Dump or enter a Secret Passage. If you do any of these things, the flare goes out and you continue as normal after dealing with the Passage or whatever.

GEIGER COUNTER

If, when avoiding a radioactive source, there are less than five Discards available, shuffle them into the current House Deck.

If there are no Discards, the radioactive source is simply discarded with no penalty for the player. Whether or not there are Discards available, the radioactive card is *not* shuffled back into the House Deck; it is discarded. It might possibly be shuffled back into the House Deck should you use the Geiger Counter to avoid a second source later in the game.

HOLOGRAPHIC IMAGIZER

This device is powered by electricity and should bear an electricity symbol. Should you enter the Magnetic Field with this device, it becomes useless for a while.

MEDI-KIT

You may use the Medi-Kit in any free area as defined on page 14 of the rulebook.

REMOTE CAMERA

This card may be used at any time *except* during combat, or if you are unconscious or stuck in a trap of any nature. Add 30 seconds, but do *not* check for a Wandering Zombie, roll both dice and look ahead at the rolled number of cards. This, of course, means that if you find a Secret Passage, you may use the Remote Camera before entering the passage or at any point along it.

However, should you find a Secret Passage card while *using* the Camera, you can not then use it to look down the first few passage cards, even if the die roll entitles you to do so. This is because the Passage doors are presumed closed until you open them, and the Camera can not pass through such obstacles. The camera can only be used in a Passage if you find and decide to enter one before using the Camera.

TORCH

This device and its +1 combat bonus against Rats and Zombies can only be used during Night Time.

▷HAND-TO-HAND WEAPONS

CHAINSAW, KNIFE, STUN-NUX

An important omission from the rulebook is that although you may carry any number of HTH weapons you may only use *one* in combat. HTH bonuses are not cumulative with the exception of bonuses gained from Clothing, Smash, Devices and any *one* of these three HTH weapons. So, you may use either the Chainsaw *or* the Knife but not both...

Finally, when using the Chainsaw to demolish Locked Doors, you should make the usual Wandering Zombies test.

CYBER NEURAL ELECTRON SCRAMBLER

This weapon (which draws its energy from the character's nervous system!) may be used at the start of any one round of combat, even if you had previously used another HTH weapon in the same encounter.

When it comes to *Step 6* you may simply choose to use this weapon and follow the normal instructions.

SMASH

Although classed as an HTH weapon, Smash is really a device (though treat it as an HTH card for Kitting Out) and its combat benefits may be used in addition to those provided Clothing, other HTH weaponry or Devices.

THROW NETS, TIME GRENADES, POISON-COATED METAL NEEDLE

If you want to use any of these weapons, you must do so in Step 6 of the *first* round of combat with the creature.

▷HEAVY WEAPONS

MAN-TO-MAN ROCKETS

On the card itself it says: *All opponents (except Darkness) 4.*

This instruction, although it may not seem clear, is equally applicable to destroying Locked Doors. You may use a Man-To-Man Rocket to demolish a Locked Door and succeed in doing so if you can roll a 4 or above (taking Marksmanship modifiers into account).

'My God Miller! What kind of man are you that you'd send me in there with so much left unsaid?'

'Just following orders, son, just following orders.'

The warrior headed for the door, and turned to stare straight into Miller's eyes.

'I promise you, Colonel... When I get out of this, I'll come back and finish off what I started five years ago in Singapore. And this time there won't be any Aussie MPs... anybody... to help you...'

'I'll be waiting soldier, but I'm not going to hold my breath. I've seen what you're up against.'

'I'll be back. You've got an an hour to find somewhere to hide.'

Then the Chainsaw Warrior was gone, heading towards the derelict building with just one thought left in his mind:

'Only 60 minutes to save New York!'

Stephen Hand