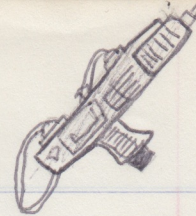


Midnight

RESISTANCE

Michigan

RESERVE



MIDNIGHT RESISTANCE

Back Ground.

The year is 1991, a Nuclear War has devastated the earth. Many cities have survived the war one of these places is Warwick. The army controls Warwick, they have nearly destroyed Warwick. You are part of a resistance group **MIDNIGHT RESISTANCE**.

Choosing a Character **NOTE: See pg 43**

Your character can be skilled at different areas, these are them

Gunnery:

This means that your character will have a high gunnery skill, you can use most weapons, fix and make weapons and make weapons of your own.

Mechanics:

Mechanics lets you fix cars and machinery. You can use machinery, add armour and weapons to cars and bikes. Weapons to cars can be used to hold off weapon fire.

Electronics:

With Electronics you can fit alarms and traps, you can wire cars with bombs, disarms bombs. You can make radios, listen to the airwaves.

Thief:

Being a thief boosts your sneak, luck and dodge. You are more cunning. You are capable of picking locks.

Karate / Ninjia:

Gives you strength to do more damage on physical attacks. You are skilled at climbing, throwing and stealth. You can use the ancient weapons.

Healer:

You can heal most wounds, mix acids and diseases.

Alignment







This is how your character behaves.

- 1 Chaotic Evil
- 2 Evil
- 3 neutral
- 4 good
- 3 Chaotic good

12.

MIDNIGHT RESISTANCE

Symbols

- Gunnery: 
- Mechanics: 
- Electronics: 
- Thiefs: 
- Karate/Ninja: 
- Healer:  / Scientist

Shopping and Stealing in Warwick

There are many cities in the area, but Warwick has the best shopping centre, so beware of good security.

Some of the stores you will need are

- 1 Automatic Weapons + Pistols
- 2 clothing
- 3 Pub
- 4 Rose City Centre
- 5 Ninja Weapons
- 6 hospital
- 7 Electronics
- 8 Auto parts
- 9 Army Disposals
- 10 Extra Weapons.

clothing store

In this store you can buy any sort clothing you wish but the store specialises in protective clothing.

<u>clothing</u>	<u>price</u>	<u>damage</u>	<u>weight</u>	<u>loss</u>
Bulletproof	\$50	-10	2	all
flack suit	\$70	-20	4	all
helmet	\$20	-10	1	all
gloves	\$10	-5	1	all
boots	\$10	-5	1	all
cloak	\$10	-5	1	all
patch (5)	\$5	-1	1	all

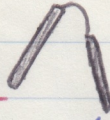
Automatic Weapons and pistols

Quercus Geldern has a wide range of weapons and extra equipment, has good security around the buildings.

<u>Automatic weapons</u>	<u>Price</u>	<u>Damage</u>	<u>weight</u>	<u>class</u>
M-16 A1	\$600	20	5	♂
M-60	\$700	25	10	♂
KA-47	\$400	20	5	all
SLR	\$400	15	4	all
STEYR	\$500	20	4	all
<u>Pistols and Sub-Machine</u>	<u>Price</u>	<u>Damage</u>	<u>weight</u>	<u>class</u>
BERETTA	\$100	10	2	all
COLT-Revolver	\$80	8	2	all
IMI Desert Eagle	\$100	10	2	♂
UZI	\$200	12	3	♂
MINI-UZI	\$200	12	3	all
INGRAM, model 10	\$200	10	3	♂
<u>Shot Guns</u>	<u>Price</u>	<u>Damage</u>	<u>weight</u>	<u>class</u>
12 gauge	\$150	15	5	all
12 gauge pump	\$160	16	5	♂
<u>Sniping Rifles</u>	<u>Price</u>	<u>Damage</u>	<u>weight</u>	<u>class</u>
GALIL (silent)	\$100	10	4	♂
WALTHOR	\$100	10	4	♂
<u>Extra</u>	<u>Price</u>	<u>Damage</u>	<u>weight</u>	<u>class</u>
automatic cartridges (50)	\$10		1	all
pistols (sub) cartridges (30)	\$5		1	all
shotgun ammo (10)	\$5		1	all
scope	\$15		1	all
night scope	\$20		1	all
Night vision goggles	\$20		1	all
binoculars	\$15			all
magazine flash	\$15			all
grenade launcher	\$50	50	5	all
grenades	\$10	15	2	all
Missile launcher (2m)	\$2000	100	15	♂
BUA88 Pottery Cannon (50b)	\$5000	300	50	♂
		50		



Ninja Weapons



Yosha Jimba has a ninja training camp and weapon shop his prices were good and he is a useful source of information

<u>Weapon</u>	<u>Price</u>	<u>damage</u>	<u>weight</u>	<u>class</u>
Stars (2)	\$ 5	10	1	+
sword	\$ 15	10	2	+
bow	\$ 10	8	2	+
nunchuks	\$ 10	8	2	+
sai	\$ 10	10	2	+
Razor fans	\$ 20	15	1	+
knife	\$ 5	5	1	all
cross bow	\$ 20	15	5	all
shove knife	\$ 30	10	1	all
mini grapple	\$ 30	5	1	all
billig gloves.	\$ 30	15	1	all
<u>Extra</u>	<u>Price</u>	<u>damage</u>	<u>weight</u>	<u>class</u>
Smoke bombs	\$ 5		2	+
tiger claws	\$ 5		1	+
claw	\$ 5		1	all
Ninja suit	\$ 10	- 2	1	+
Ninja shirt	\$ 15	- 5	1	+

NOTE

If you have thought of a weapon as your GM he might tell you where to buy one.

ELECTRONICS

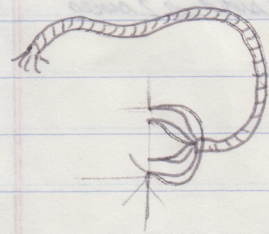
has most equipment for bombs, radios and other devices

<u>Items</u>	<u>Price</u>	<u>Damage</u>	<u>weight</u>	<u>class</u>
wire	\$5		1	⚡
switch	\$5		1	⚡
solder	\$5		1	⚡
detonator	\$10		1	⚡
bomb	\$50	70	15	⚡
dials	\$5		1	⚡
spot light	\$10		5	all
radios	\$10		2	⚡
C, B's	\$20		2	⚡

Army Dispersals

Good for survival equipment.

<u>Item</u>	<u>Price</u>	<u>class</u>
rope	\$5 perm	all
grappler	\$5	all
cloak	\$5	all
lockpicks	\$10	~
bags	\$10	~
backpacks	\$10	all
bats	\$15	all
chainsaw	\$15	all

Hospital

Mainly for healers, you can buy anti-clots, acids and diseases.

<u>Item</u>	<u>Price</u>	<u>Damage</u>	<u>Weight</u>	<u>class</u>
First Aid kit	\$50	1	10	+
Acids spray can	\$10	15	2	+
Flame tubes	\$20	20	1	+
disease	\$5	20	1	+
dart guns	\$50	20	2	+
needles	\$5	20	1	+

Adventures Card

you will need one of these

Name: Philda

Age: 14

money 500

Species: a) Gunnery

b) Ninja

c) healer

Weapons

M-16 (grenade launch scope)

ka-47

pistol

sleeve knife

Characteristics:

Buety: 10

Gunnery Skill: 11+2

Skill: 12

Strength: 5

luck: 11

Punch: 11

Headbutt: 3

Pick locks: 4

Stoolth: 5+3

climb: 5+3

throwing: 10+3

mind: 5

luck: 11

Pilot: 8

Stamina: 100

Weight

olive-thick 7's

roll +4B+5's 012

run -1Pnd 7's

Items

cloak

rope

back pack

for these roll

a 12 sided or 2 sixes

roll 16

and multiply by
Strength

Head

RTorso

CTorso

LTorso

RArm

Rleg

LArm

Lleg

for your main skill you must write it down you roll a D12 and
add 2 on.

for the other two you must add one on.

Fighting

Fighting in this game is similar to most except your using automatic weapons and pistols. When firing automatic or sub machine gun you will have to fire either a Short Burst (4) medium burst (6) long burst (12), these numbers are taken off your ammo numbers. When making a physical, you say what move you are making then roll a die if it is successful and if it is you roll one 6 and add it on to 20. You can say what sort of weapon fire you want. (aiming) (wildly)

Defence

If you are being attacked by weapons fire you can dive, run or roll to safety. To do this you roll a D20 if it is higher the you do not get hit. Once you've died you can get behind either Full cover or Partial Cover. Partial cover makes it harder for them to hit you but if they do it is likely to hit you in more dangerous places eg head.

Weight

Each Weapon or weapon has its own weight. You can only carry a certain weight, if you exceed this weight you lose one stamina point roll D4.

Transport

Gaining transport can be a tricky thing. You can Buy or Steal cars bikes, get a mechanic or Electronics person to hot it up with weapons and ammo.

Enemies

You will come across many different enemies either other gangs, army, mutants or Hanon's Body guards. There will be tanks and cars fitted with weapons patrolling the streets. The enemy will probably be armed with automatic weapons or crude knives.

Starting off Weapons

If you picked ^{Bounty hunter} Gunnery First you get:

- 1. SLR (50)
- 1 Colt revolver (20)
- 2 SLR cartridges
- 2 COLT revolver cartridges
- If you picked ^{assassin} ninja first you get:
- 30 ninja stars ^{Walthor}
- 2 weapons of your choice
- 2 smoke bombs
- 1 ninja suit ^{shot gun ammo (10)}
- 1 colt (1 cartridge)

If you picked ^{inventor} cheif first you get:

- 1. pick lock tools wire 1m
- 1. chalk soulder
- 5 pouches.
- 1. COLT revolver (1 cartridge)
- If you picked ^{Piloting} Electrician first you get:
- 1. colt revolver (1 cartridge)
- 1 radio
- 1 meter wire ^{No}
- 1. sinter
- 1. detanote spot light

<u>driving</u>	
<u>If you picked Mechanic first you get</u>	<u>If you picked healer first you get</u>
1 tool set	1. first aid kit
1 welding gear Na	1. needle
1 volt (+ cartage)	2 darts cartidge
1 cutting tool Na	"dart gun
	1. 500ml acid

Cover from fire

You can use many objects to use to hide from weapons fire. You can only use objects that are solid eg: walls, rocks, cars, sand bags and houses. You cant use trees bushes.

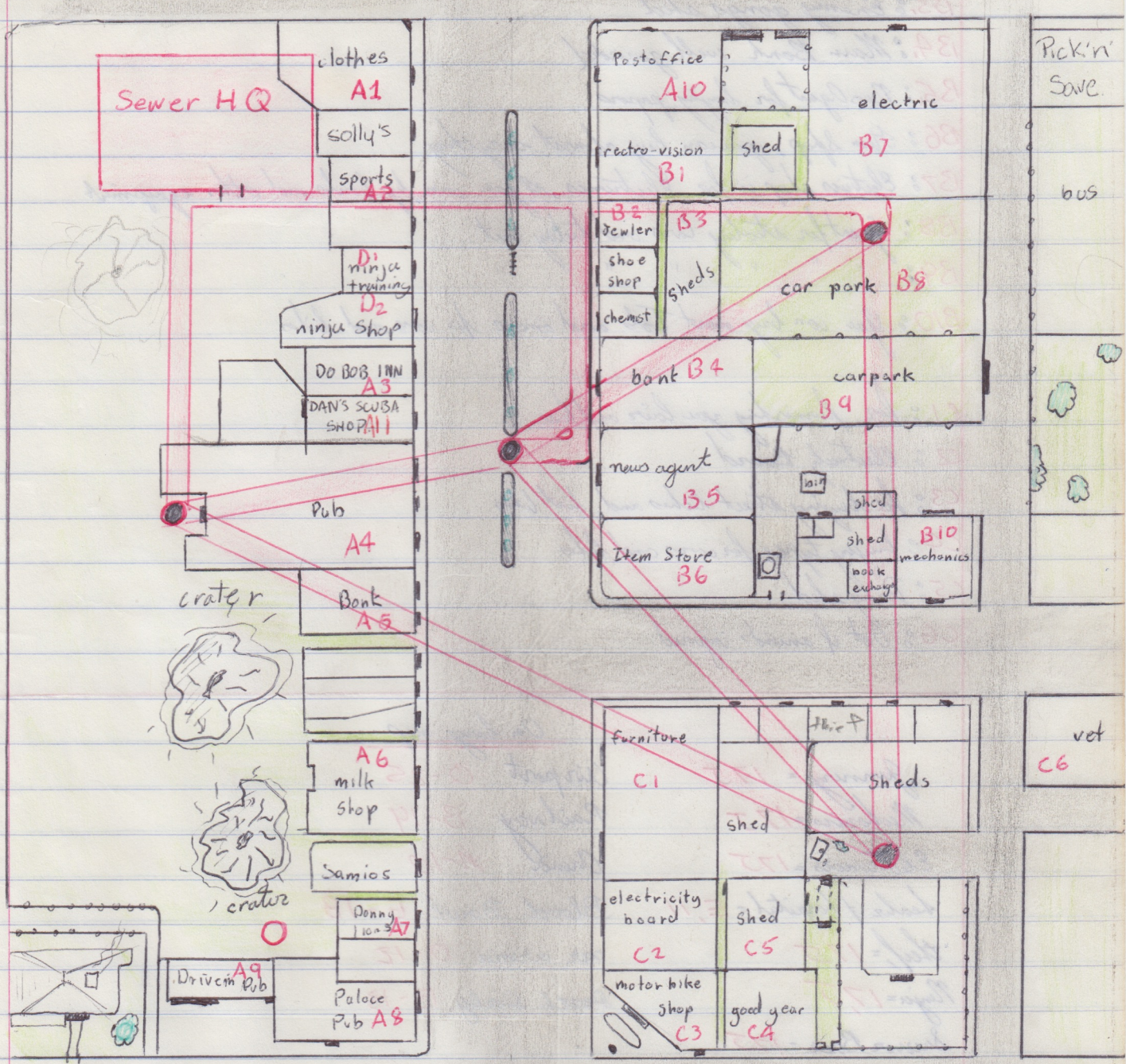
Sewers

Sewers a pretty deserted this making them a good HQ, not many people know of sewer entrances. Sewers really stink, but you get used to it after a while

Steds

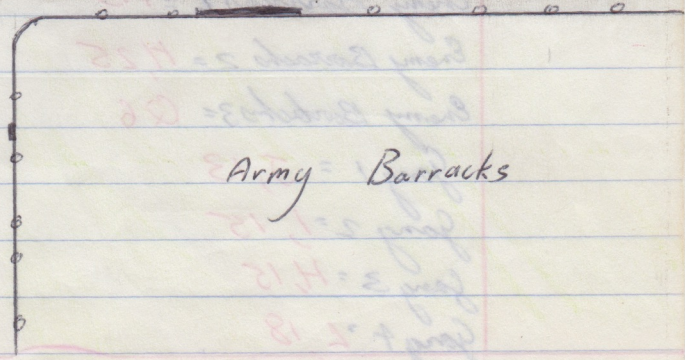
Steds usually house other gangs, drug operations or renegade mutants.

Main Street



- A1: Clothes stores for protective clothing
- A2: for Army Disposals and some weapons
- A3: for Arcades, food and good gossip
- A4: for a good pub brawl and drinks
- A5: Bashing credit machines and saving money
- A6: average store
- A7: base ball bats, chain saws and dude clothes
- A8: another pub fighting place
- A9: for quick grog
- A.10: Post office, send away for weapons
- A.11: Main Recycled low scuba gear

○ sewers
○ sewer entrance



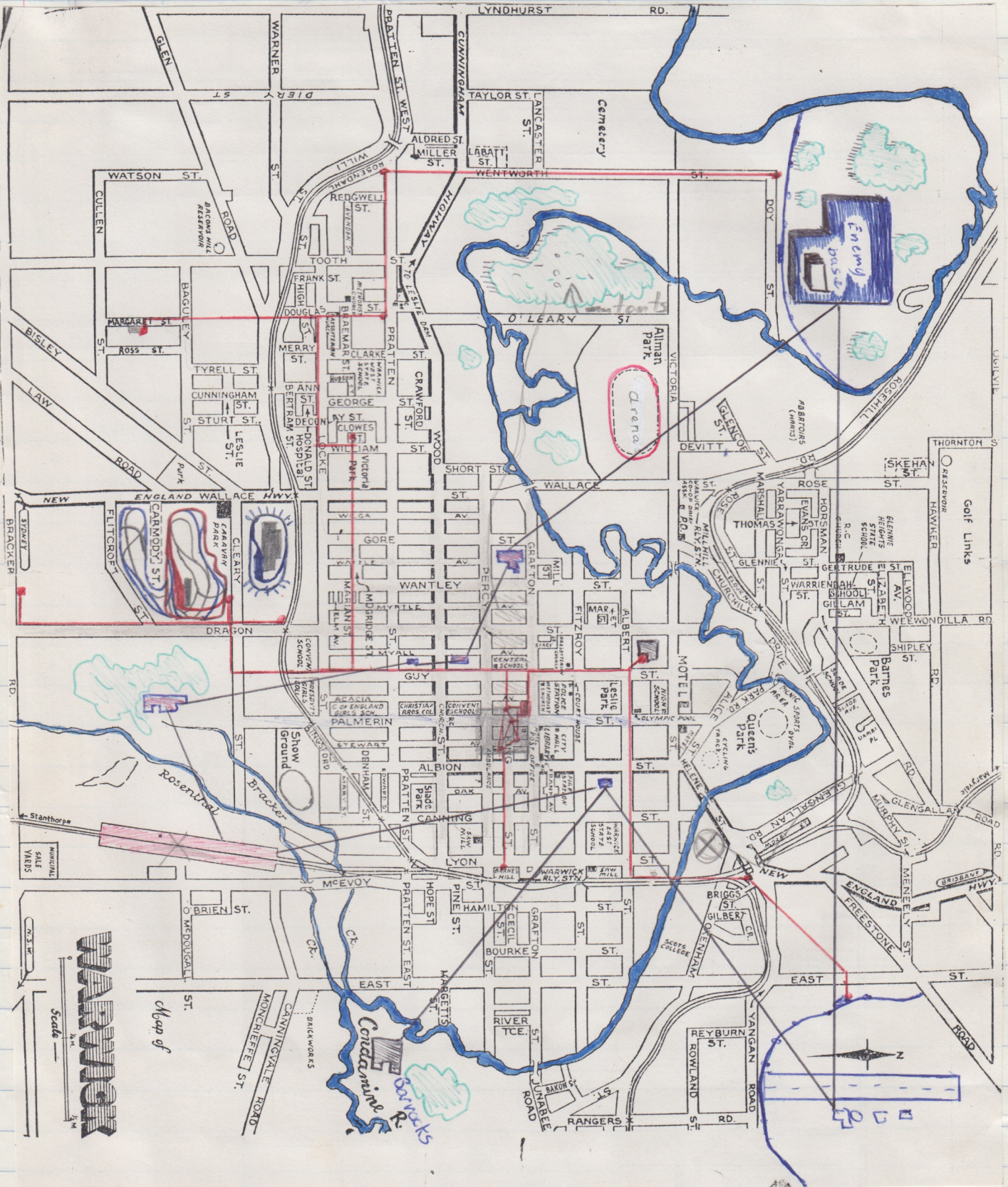
Army Barracks

- B1: For Electronics, to buy parts for radios, TVs and Bombs
- B2: Great store for rolling
- B3: Enemy gongs shed
- B4: Main Bank well guarded
- B5: News Agent for buying papers
- B6: Flea Shop, you can buy almost everything
- B7: Electronics shop is for Electronics, you can buy bombs and other equipment
- B8: Great for stealing cars and ticking out
- B9: " " " " " " " "
- B10: You can buy most tools and armor for cars and bikes
- C1: For furnishing you hair and base
- C2: Electricity Board
- C3: for buying street bikes and dirt bikes
- C4: buying tires for cars and bikes
- C5: Drug shed
- C6: Vet if animals injured

On large map

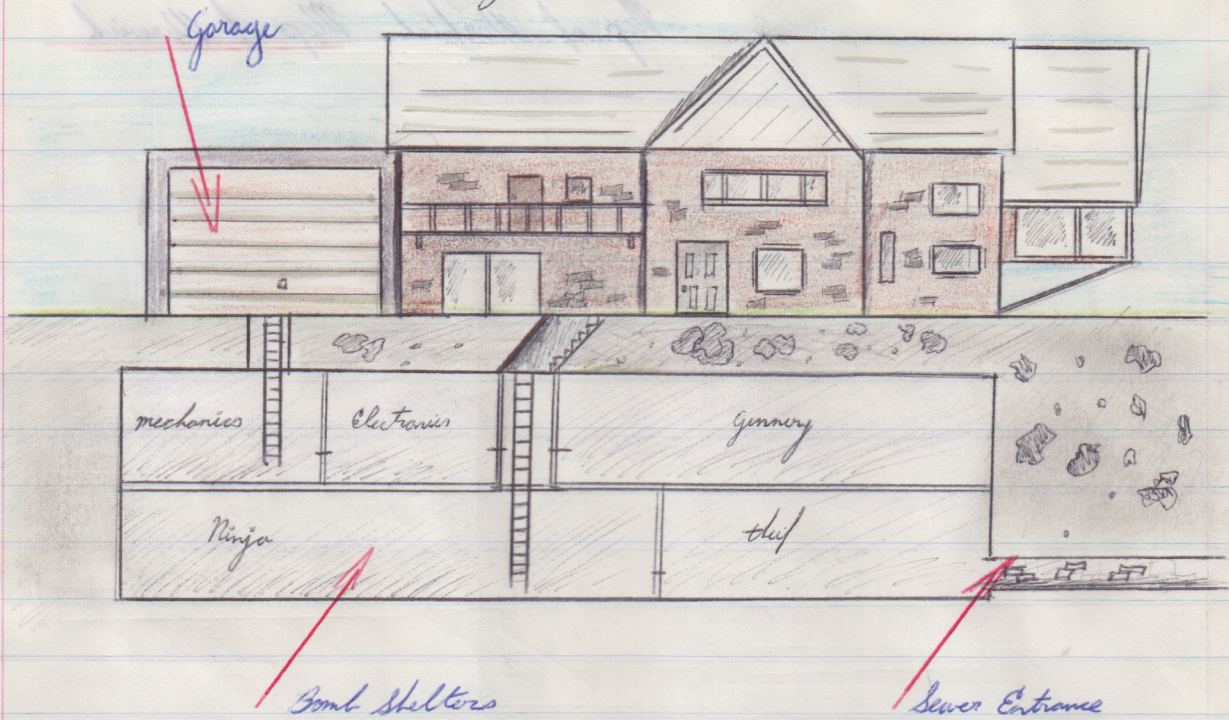
- Gennevry = 17J
- Mechanics = 17J
- Electronics = 17J
- beaker / hospital = E, 11
- theif, = 17J
- Playa = 17J
- Survivor Base = 17J
- Home Base = M-16
- Enemy Base = 05
- Enemy Barracks 1 = 17J
- Enemy Barracks 2 = H, 25
- Enemy Barracks 3 = Q 6
- Gang 1 = J, 13
- Gang 2 = I, 15
- Gang 3 = H, 15
- Gang 4 = L, 18
- Airport Q-25
- Railway B-14
- Arena M-10
- Blood Bowl E-18
- car arena D-12
- Death Derby B-13

Map of Warwick



For grid positions refer to large map

Yew House M-16



House

The house looks like an average house on the outside but under neath is your main head quarters. The Under ground rooms are built like a bomb shelter and can hold off most bomb blasts. The garage can fit 2 cars and there are many secret passages in the house. The Sewer entrance leads into the main street to your 2nd H.Q. You have gun positions in the house and some of th house is Booby-trapped.



Hit location

<u>Die Roll</u>	<u>Left Side</u>	<u>Front/Back</u>	<u>Right Side</u>
2	Lt - torso (critical)	Center torso (critical)	Rt - torso (critical)
3	left leg	Right arm	right leg
4	left arm	right arm	right arm
5	left arm	Right leg	right arm
6	left leg	Right torso	right leg
7	left torso	Center torso	right torso
8	center torso	left torso	center torso
9	Right torso	left leg	left torso
10	Right arm	left arm	left arm
11	Right leg	left arm	left leg
12	Head	Head	head.

Partial cover location

<u>Die Roll</u>	<u>Left side</u>	<u>Front/Back</u>	<u>Right side</u>
1	left torso	left arm	right torso
2	left torso	left torso	right torso
3	center torso	center torso	center torso
4	left arm	right torso	right arm
5	left arm	right arm	right arm
6	head	head	head

Partial cover

Makes it harder for the enemy to hit you, but when it does you have a much greater chance of being hit in head.

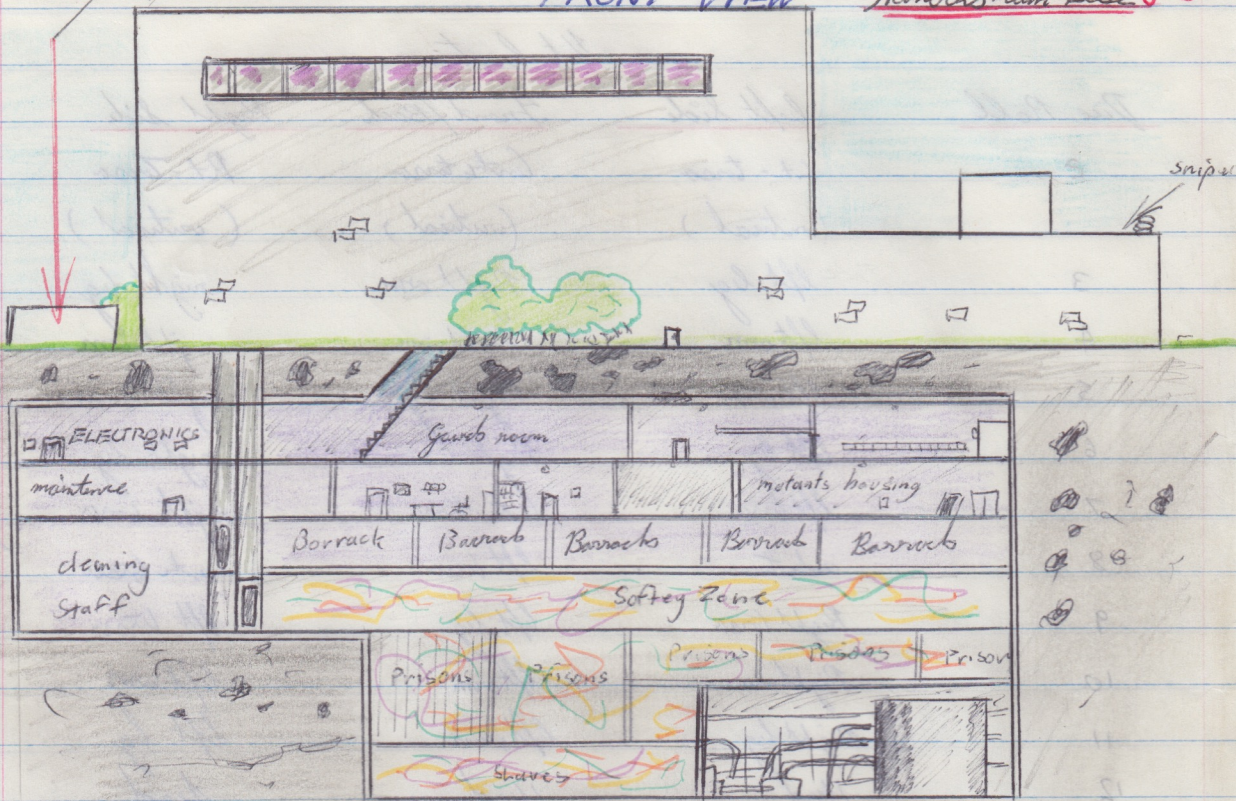
Using a scope

When using a scope you will add a certain number to your gunnery skill. When you are sniping the first person you hit wont have a chance to die and the second person will have to subtract a number from his die.

comparison in size of your house

FRONT VIEW

Hanoch's Main Base U-5



PLAN



Army Barracks 17-5

These Barracks follow on from the bottom of the main street



M 163A2 Gun Carrier

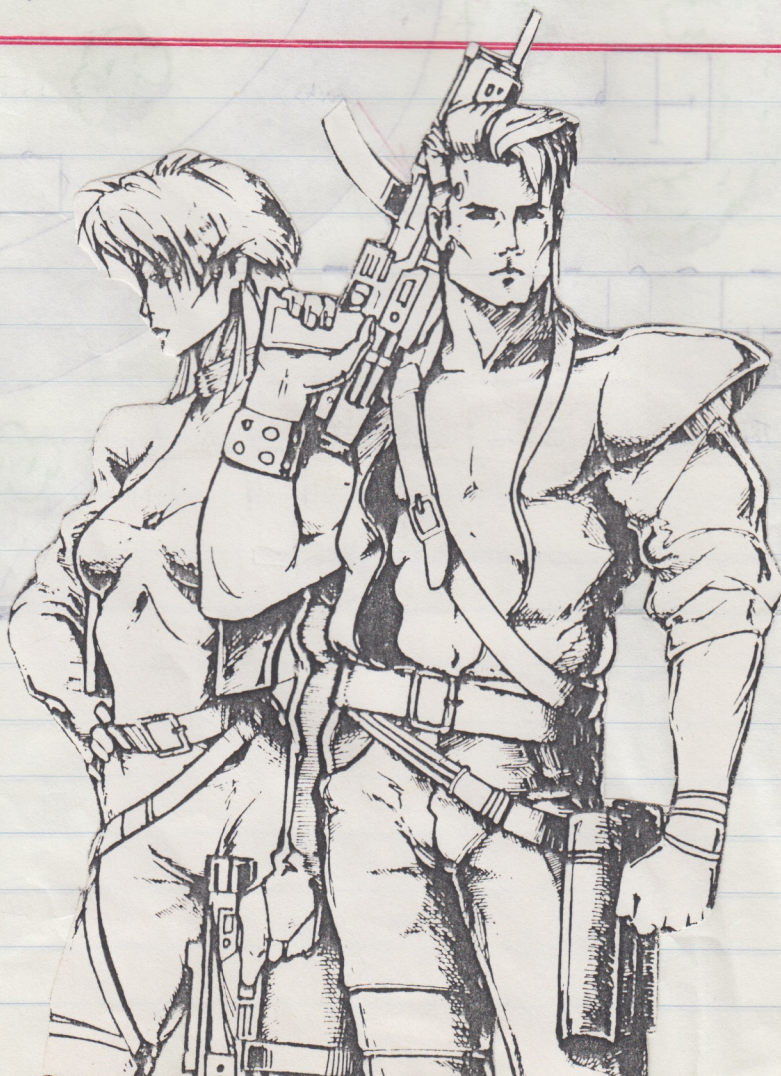
The "Pivado" puts a standard M 161 A1 gatling gun used by airforce fighters into a power operated turret on the roof of a M-113 personal carrier. The firing control system was up graded by integrating the ranging radar with a ballistic computer to simplify the gunners tasks. This gun is however is used only in short range combat.

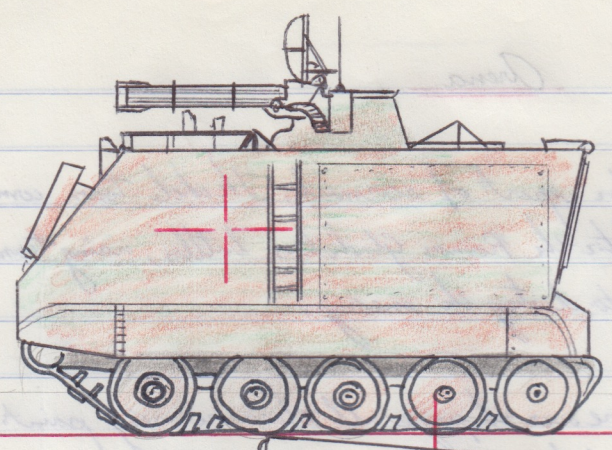
BRDN 3 missile carrier

This is a missile carrier version of its predecessor the BREDN 2 scout car. The missiles are on roof launchers. Their optical controller can be dismounted and carried a short distance, allowing the vehicle to fire from full cover. This means gunner back armor.

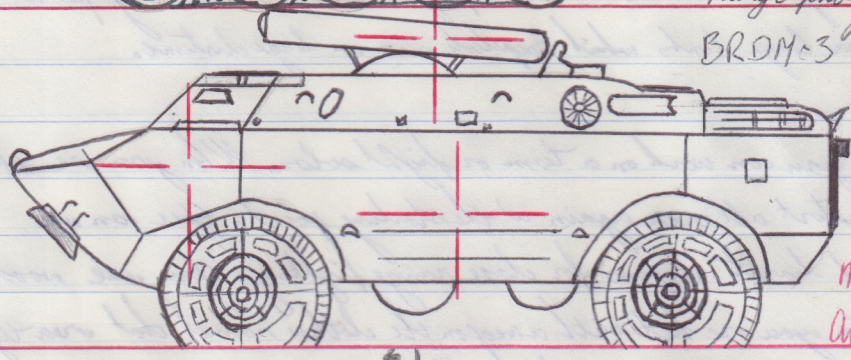
OH-58D KOWA

In 1968 the U.S. Army adopted KOWA for its scout and observation helicopter. They first saw combat in Vietnam in 1969. Over the next 20 years the helicopters were upgraded. The upgraded version is faster, more reliable and had heavier armor for use on a modern battle field.

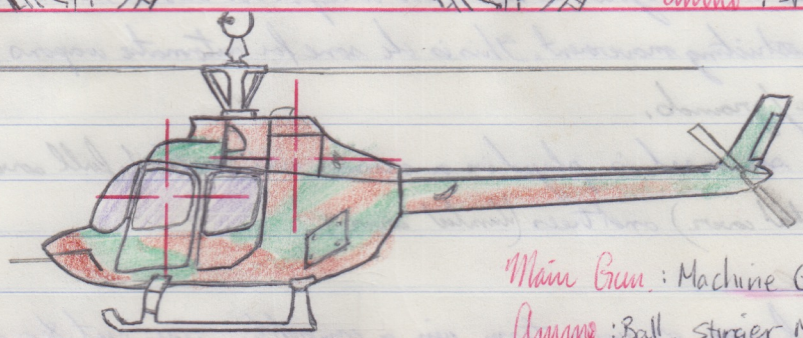




M163A2 Gun Carrier
 Weight: 14 tonnes Hp: 500
 Crew: 5
 Speed: 67 kph
 Main Gun: 20mm "Vulcan" 6 barrel Autolam
 Ammo: 2100 rounds
 Range finding Radar



BRDM-3 Missile Carrier
 Weight: 7 tonnes Hp: 350
 Crew: 2
 Speed: 100 kph
 Main Gun: 15 ATGM
 Ammo: Spandrel missiles

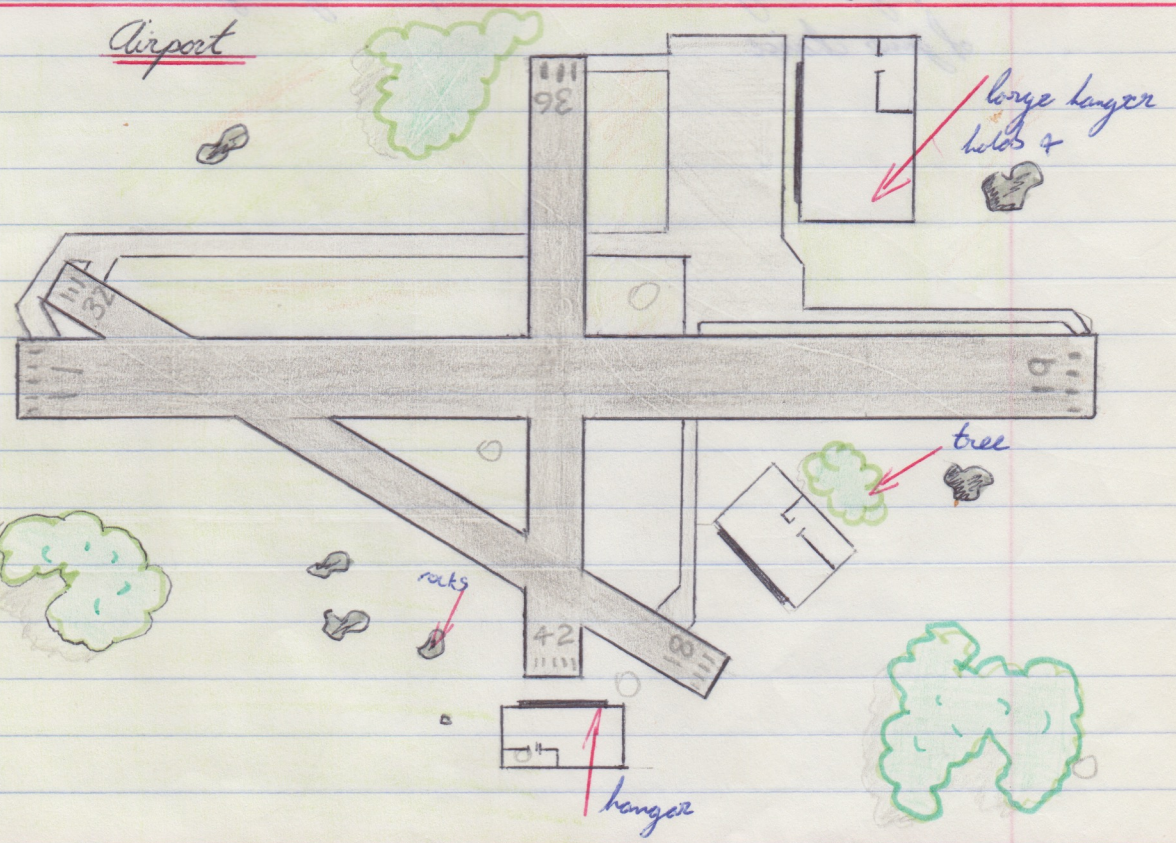


OH-58D KIOWA
 Weight: 9.5 tonnes
 Crew: 2
 Speed: 241 kph

Main Gun: Machine Gun or Rocket Pods
 Ammo: Ball, Stinger Missiles

HP: 400

Airport



Arena

Description

The arena is for a spectator sport of scirmish. The whole town comes and watches. It's taken after the Roman Gladiators battles, using teams. The object of the game is to destroy the enemy.

Weapons

The weapons you can use are over the page all these are using paint bombs. Grenades are large bombs which explode over a large distance.

Combat

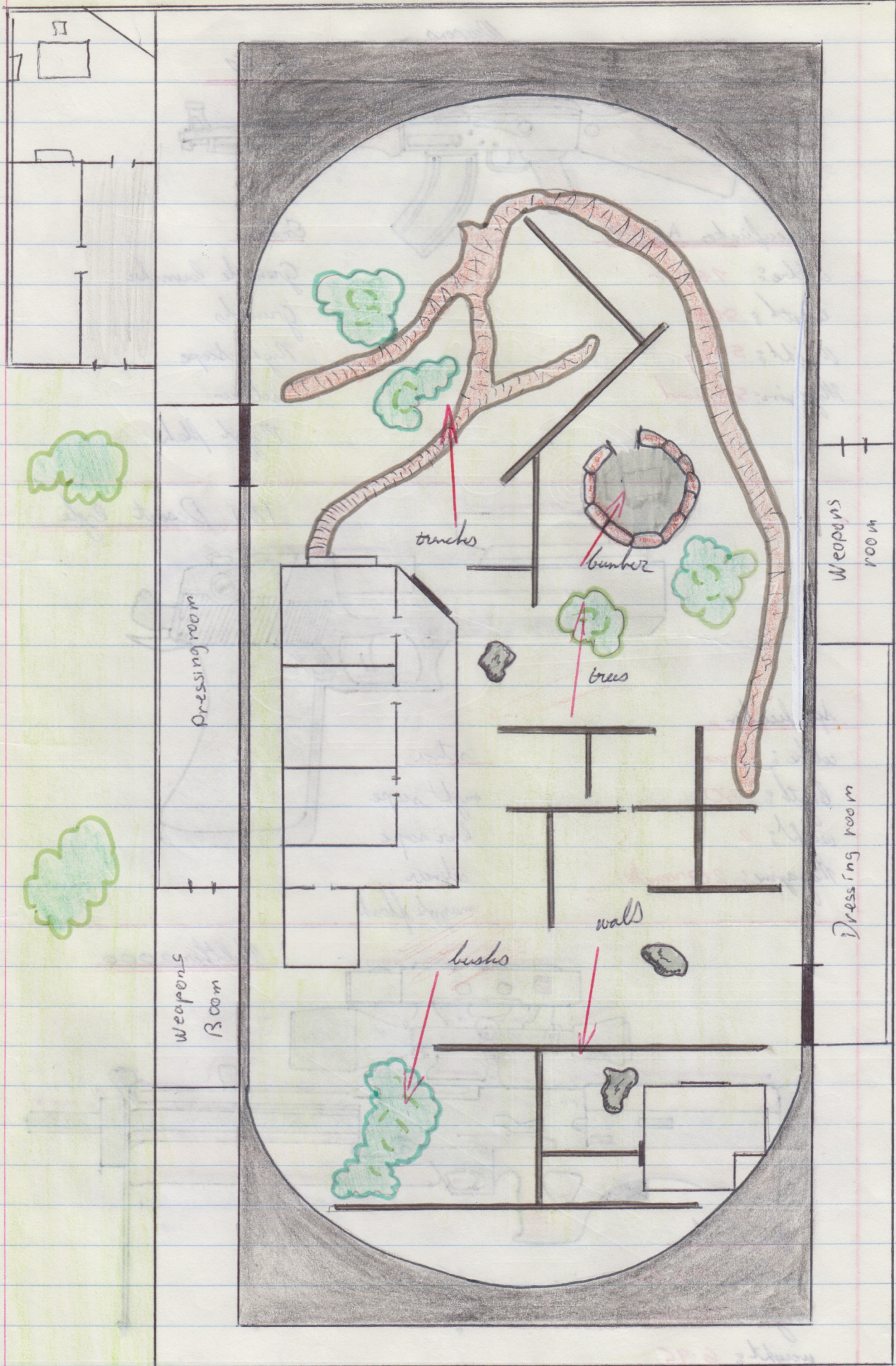
When fighting you can work on a team or fight solo. When you are shot you have to start all over again at the starting point. You can use all nines and karate weapons for close range fighting. You use wooden weapons. When you are hit with a weapon the clothes round about comes tight up restricting movement. This is the same for automatic weapons.

Cover / grounds.

The scirmish is played in a arena with walls (full cover) rocks (partial cover) and trees (limited cover)

Prize

If you or your team win a competition you get \$1000 and a weapon of your choice.



Weapons

AK-47



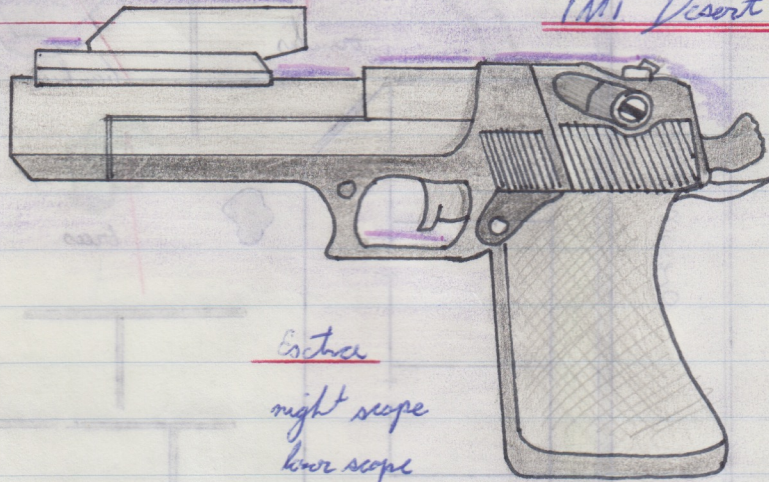
Specification AK-47

calibre: 7.62mm
length: 869
Weight: 5.3kg
Magazine: 50 round

Extra

Grenade launcher
Grenade
Night scope
silencer
Muzzle flash

IMI Desert Eagle



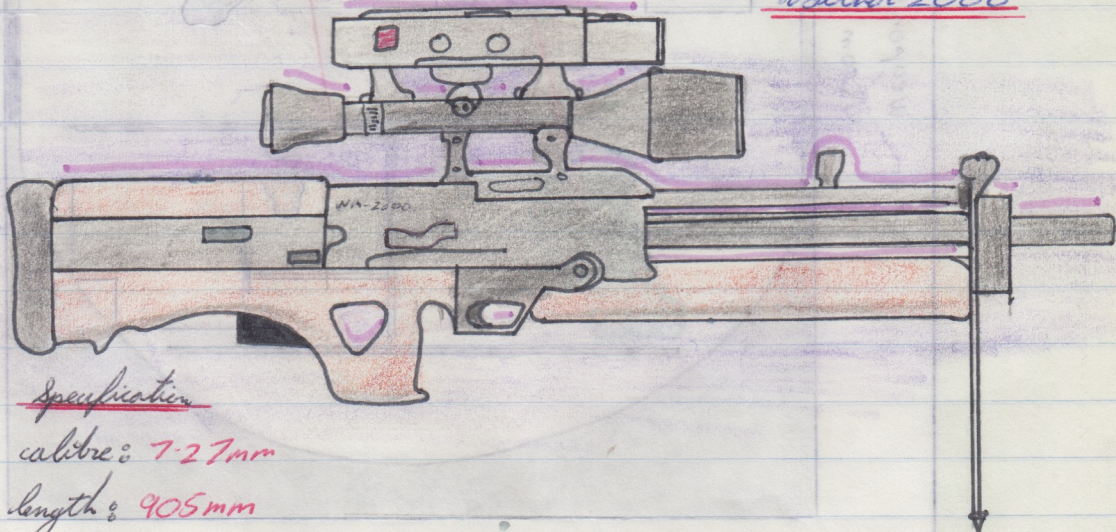
Specification

calibre: 9mm
length: 50
weight: 2
Magazine: 20 rounds

Extra

night scope
laser scope
silencer
muzzle flash

Walther 2000

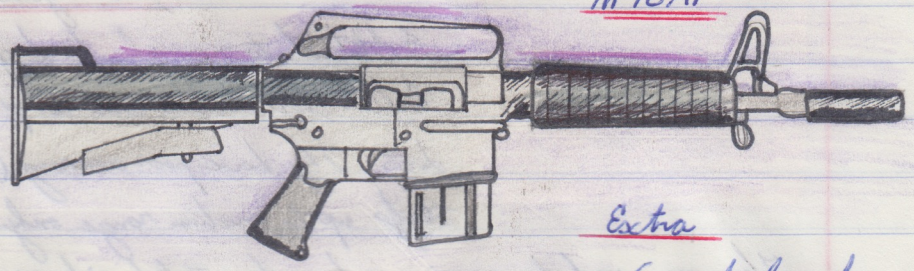


Specification

calibre: 7.27mm
length: 905mm
weight: 6.95
magazine: 20 rounds

Weapons

M-16A1



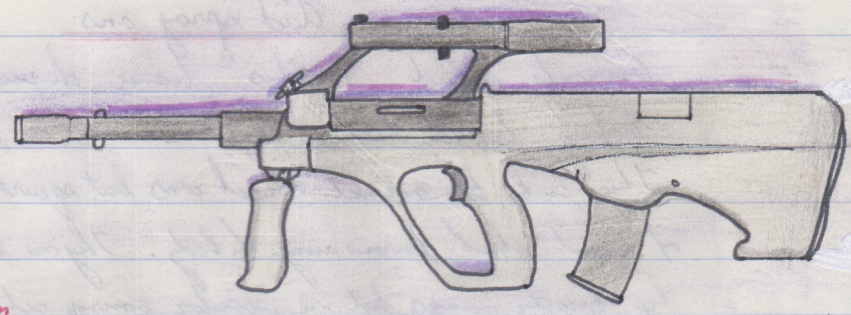
Specification M-16a1

Calibre: 5.56mm
length: 990mm
Weight: 3.64
Magazine: 50 per round

Extra

Grenade launcher
Grenades
Night scope
Silencer
Muzzle flash.

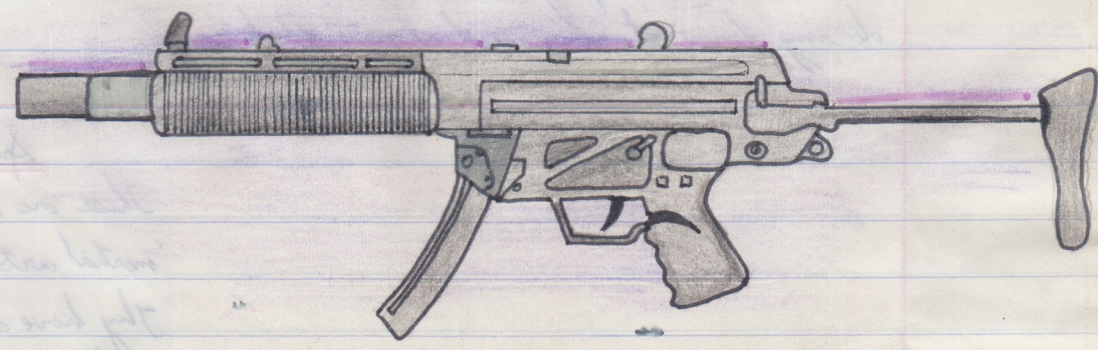
Steyr



Specification

Calibre: 5.56
length: 790mm
Weight: 4.09kg
Magazine: 50 per round

MP5-SD3



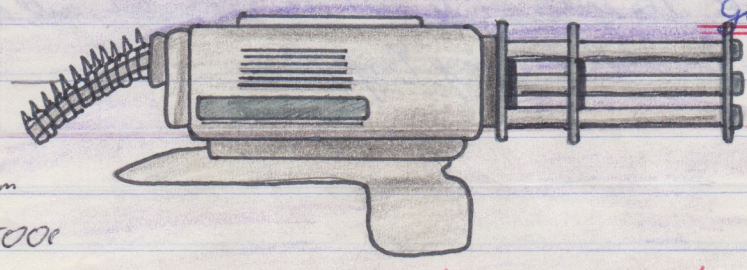
Specification

Calibre: 9mm
Weight: 2.97
length: 680
Magazine: 50

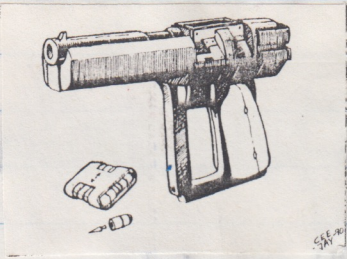
Specification

calibre: 9mm
weight: 20
length: main body 300mm
Magazine Box holds 5000

Gua-88



Can be mounted on all vehicles or hand held or air mounted.



Dart Guns

Identical to normal hand guns but instead of firing bullets these devices use compressed air to fire small darts. They have poor accuracy (-1) and can only hit targets up to medium range only.

They are used by assassins who value total silence - no explosion sound here - and the ability to use slow acting poisons to shoot a target in public without anyone noticing. Any one hit by one will have to make a consciousness roll. Can only be fired once a turn and are easily concealed. They are very rare so cost a high amount of money.

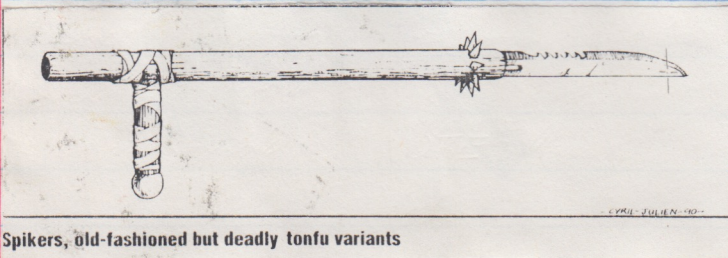


Acid spray cans

Commonly called "Freddies" because the victims end up looking like the hero of Nightmare on Elm Street. They look like normal aerosol cans but eject a cloud of acid which burns away the body. They are shunned by buster gangs but are popular among citizens.

Although technically illegal they can be bought any where. They are very reliable and easily concealed.

Due to the wide spray of acid odd chance to attach rolls. But will not do any harm unless used at point blank range.



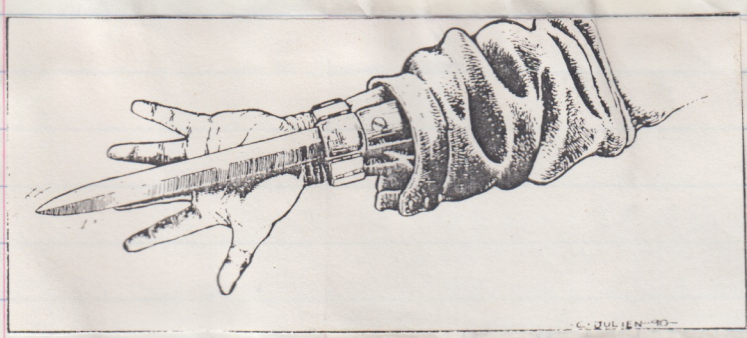
Spikers, old-fashioned but deadly tonfu variants

Spikers

These are a variant on the 'martial arts' club, the tonfu. They have a ring of retractable spikes around the upper end which inflict additional

damage each. There is also an additional sword blade concealed in the body of the club. The spiker can be used as a simple club, with spiker blade or both. Available from any Ninja store.

Smoking Guns can seriously damage your health

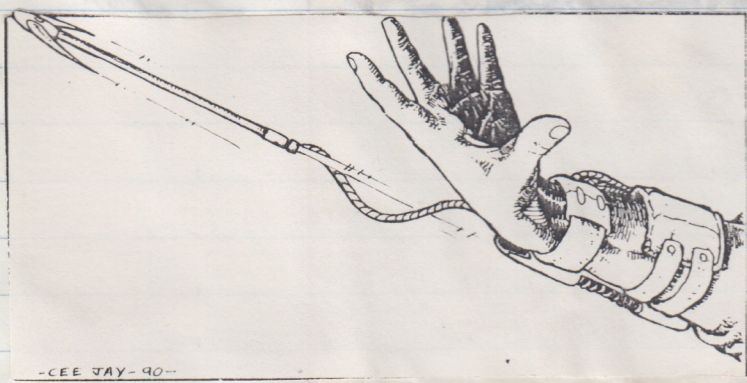


Sleeve Knives

Effectively Giant Switch Blades, Sleeve Knives are strapped up under arm. Pressing a button releases an 18 inch blade which projects from under the hand. More than one user has released

the blade with their hand in the way and suffered the consequences. They are valued for the speed with which they can be brought into action.

Mini-Grapple



Another item which can be concealed up the sleeve. It fires a grappling hook which unfolds during flight and trails a hundred metre long line. In emergencies the hook can be used as a weapon, although its reliability is in question.

It will inflict crushing damage or shoot itself on enemy and open.

NEW RELEASE

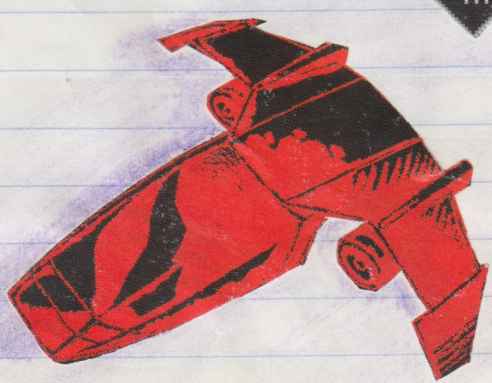
Hover Cycle

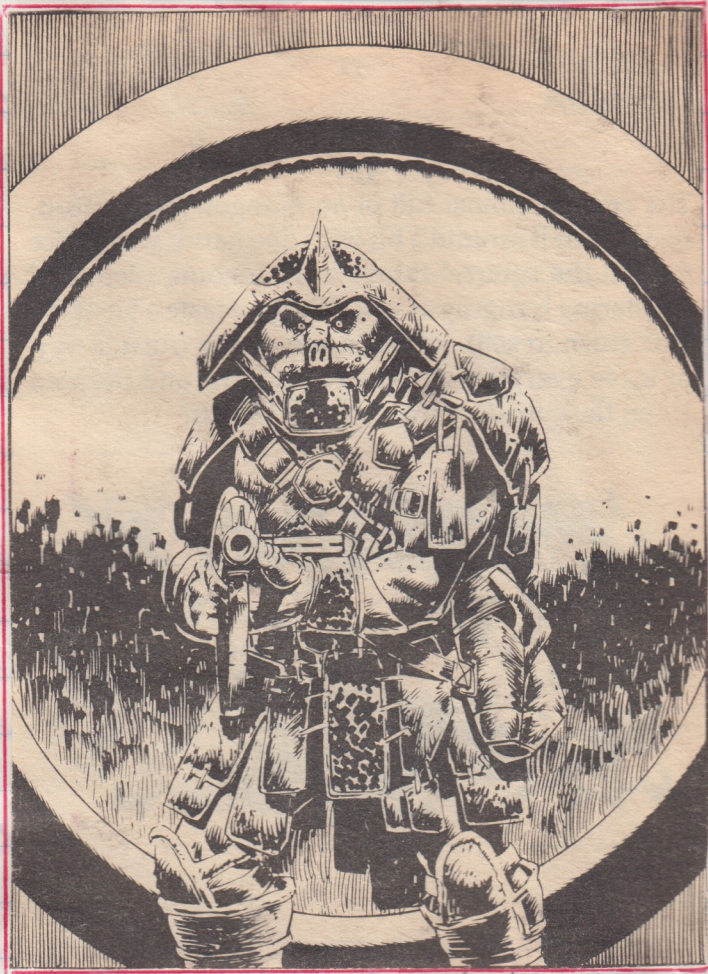
Black Angels Hover III

This speedy little number cruises at 80 kph at a height of 50 metres. It can be fitted with most weapons.

Specifications

- weight: 5 tonne
- speed: 80 kph
- height: 50 metres
- weapons: all weapons.

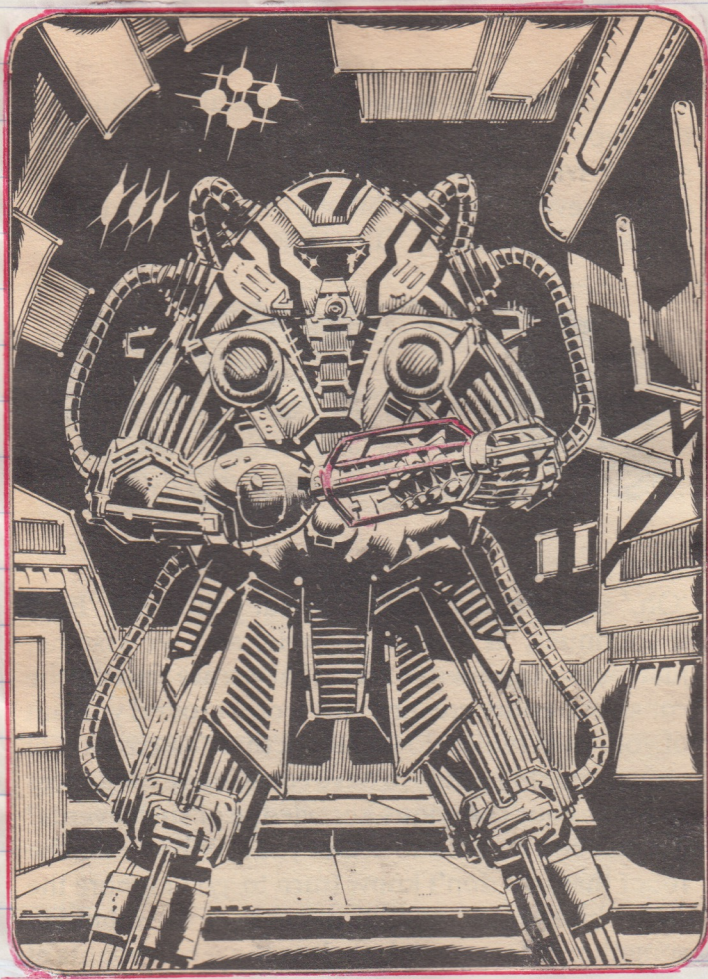


MutantsMutantSpecification

Height: *depends*
 weight: *depends*
 stamina: **60**
 Weapons: *most weapons*
except high powered
rifles and cannons

Mutated from the nuclear war these walk
 land feeling sorry for themselves. They have
 quite a low stamina level from the mutagen.
 They are good fighters but go berserk if they
 are losing. They wear protective armor which
 covers most of their body.

NOTE: *Mutants love fighting in groups*
but if caught alone they run.

Waldo II TerminatorWaldo II TerminatorSpecifications

Height: 7 foot

weight: 10 tonne

Stamina: 200

Weapons:

Heavy Heavy Duty laser

flame thrower

S.R.M.

L.R.M.

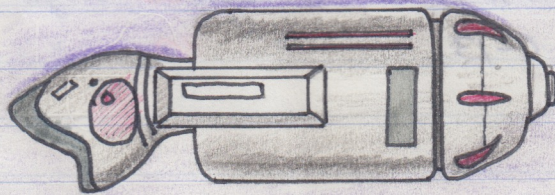
G.U.A.-88

It is a new assassin robot from the outside world. They have incredible speed and maneuverability. They have an armor coating round the assassin inside. It can use most weapons round the world. It can do most physical attacks.

It is powered by hydraulic power so if hit in a vital place it is left open to attack.

NOTE: It can be destroyed by a MDC to the head eg 2 G.U.A.-88 shot, S.R.M, L.R.M. grenades.

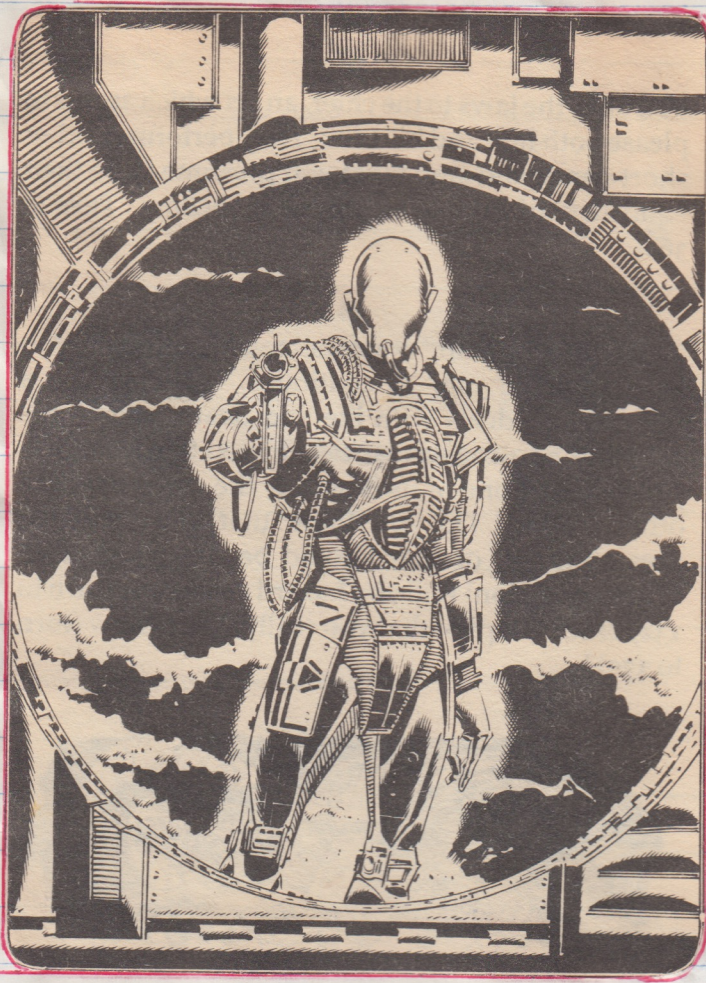
Heavy laser K4-672

Specification

weight: 40

length: 380

shots: 1000

Bounty HunterSpecifications

height: 7ft

weight: 90kg

Stamina: 100

Weapons:

all weapons.

Bounty hunter

I travel the planets looking for creatures to fight. I love killing for money. They have high skill and can transform into many shapes. They wear many types of armor.

NOTE: Can be killed only either by hit to the head with (MDC) or totally destroyed.

FN-RAL = Damage 35 weight 6 shots 100

C-13 = " 30 " 4 " 50

Vehicle Combat

29

Vehicle combat is alot like weapons combat. Tanks can have a lot more armour, so can last a lot longer in combat but have larger weapons. All tanks and vehicles have more than 1 person piloting. you always have a pilot, gunner and weapons loader. this may vary on some tanks. Tanks cant dodge so all hits will cause damage. The only rolls you will need in a tank are gunnery skill piloting skill.

Gunnery Skill:

Gunnery Skill is roll with a D12 or D20 under your gunnery skill with modifiers added. Modifiers are partial cover, movement of enemy, Radar jammers.

Piloting Skill:

Piloting rolls are the same as gunnery skill except they are rolled under your piloting skill. Piloting skill rolls are rolled after your tank has been hit or if you are driving through water or mud.

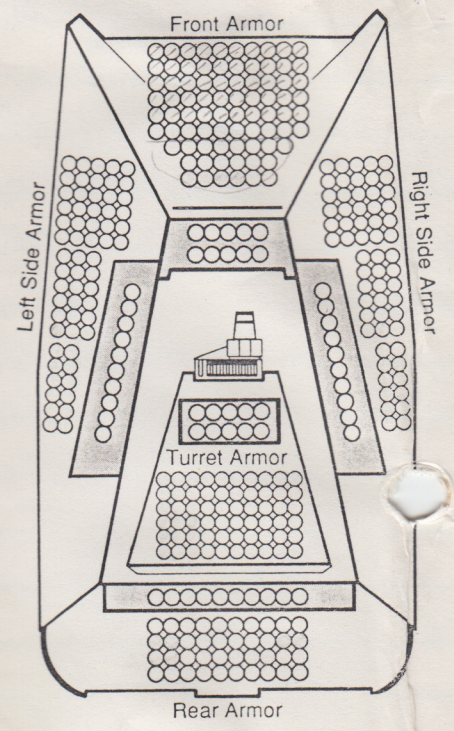
Vehicle hit location table

<u>Die Roll</u>	<u>Front/Back</u>	<u>side</u>
2	armour pierced (roll critical)	armour pierced (roll critical)
3	armour (plus track/wheel/lift fan Dest)	armour pierced (track/wheel/lift fan)
4	armour plus wheel, drive wheel, air skirt)	armour plus (" " " ")
5	armour	armour
6	armour	armour
7	armour	armour
8	armour	armour
9	armour	armour
10	turret armour	turret armour
11	turret locks	turret locks
12	turret armour (roll critical)	turret armour (roll critical)

<u>Die roll</u>	<u>result</u>
1	crew stunned (no go for one turn)
2	main weapon jams (no fire)
3	engine hit (no movement)
4	crew killed
5	fuel tank hit
6	ammo hit

VEHICLE RECORD SHEET

Unit Type: <i>Titan</i>		Driving Skill: <i>+</i>	
Movement Type:	Cruise Speed	Flank Speed	Gunnery Skill:
Tonnage: <i>50</i>			
Engine: Tonnage	Fusion	I.C.E.	Weapons and Ammo
Rating: <i>2/5</i>	<input type="checkbox"/>	<input type="checkbox"/>	
Control Tonnage:	Lift Equipment:		
Power Amplifier:	Heat Sinks:		
Internal Structure:			
Turret: <i>1</i>			
Armor: Tons.	Points.		
Front:			
Left/Right Side:	<i>15 / 10</i>		
Back:	<i>15 / 16</i>		
Turret:			



All players using vehicles must have one of these. When hit the player works out the damage capabilities of the weapon used and marks it off on the armor diagram. When a shot goes through the armor a critical damage roll must be made. Effects page before.

Rail Station

The Rail Station is a popular place for spies or runaways. It's guarded well but the guards are under trained. The rail systems runs around Warwick. You can buy tickets but they are expensive.

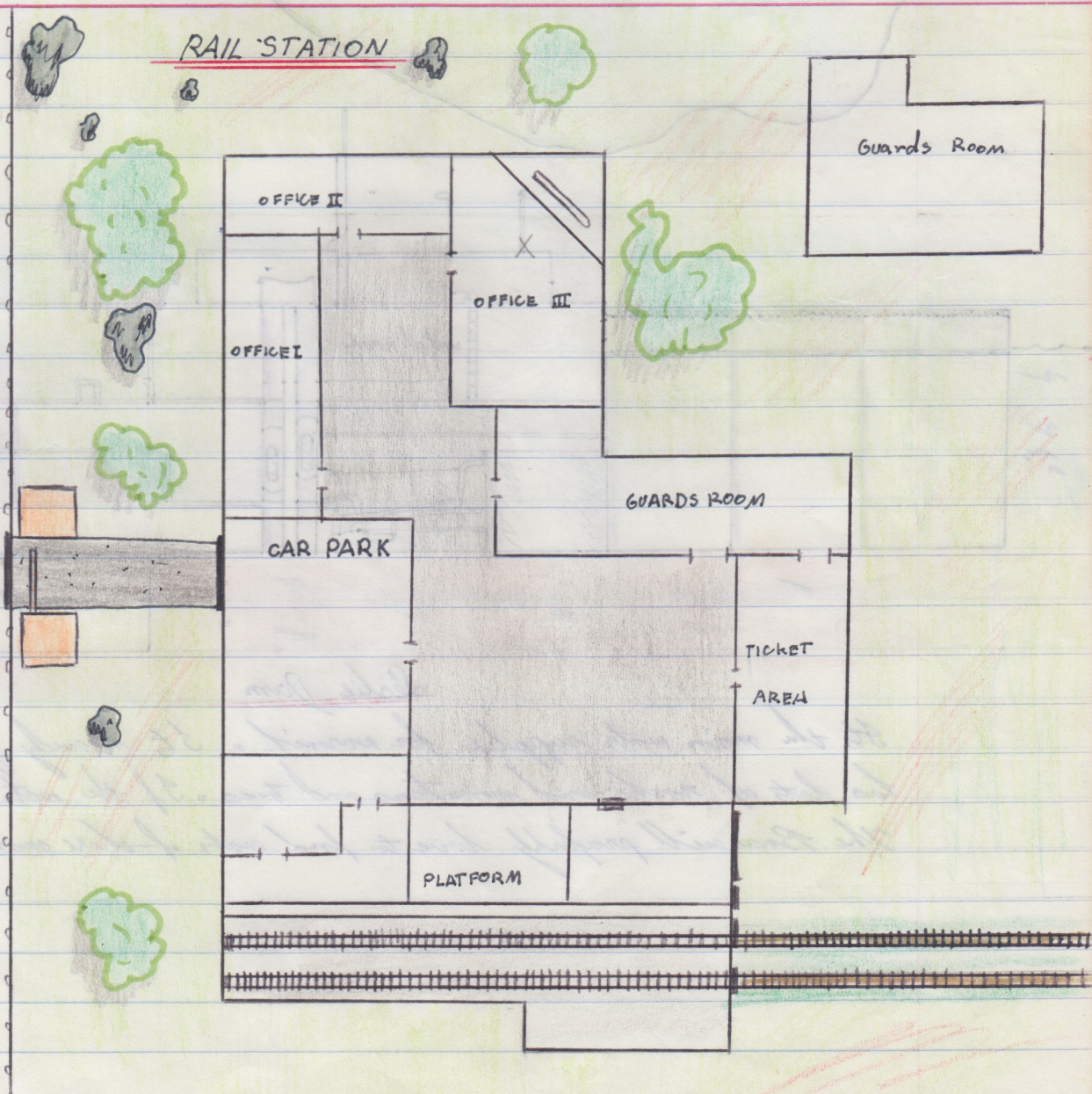
Bionic Limbs: These can only be made if the player has lost a limb.
For these to be made and mechanics and an electronics expert must work together
ask the game master for special features for the limb eg *weapons, great strength, no damage*.

Bionic Eyes: If a player has lost an eye or both an electronics can replace it
with special features eg *binoculars, infra-red, sighting*.

Mechs/Robots:

Mechs or Robots take a long time to build and can only be built section
after section, Mechs are larger robots like the terminator, these can sometimes hold players
most times not. Robots are radio controlled from a hand held control or a larger control
depending on the size of the robot. These can be used on security missions or suicide mission.

NOTE: Ask the GM for other alternatives.

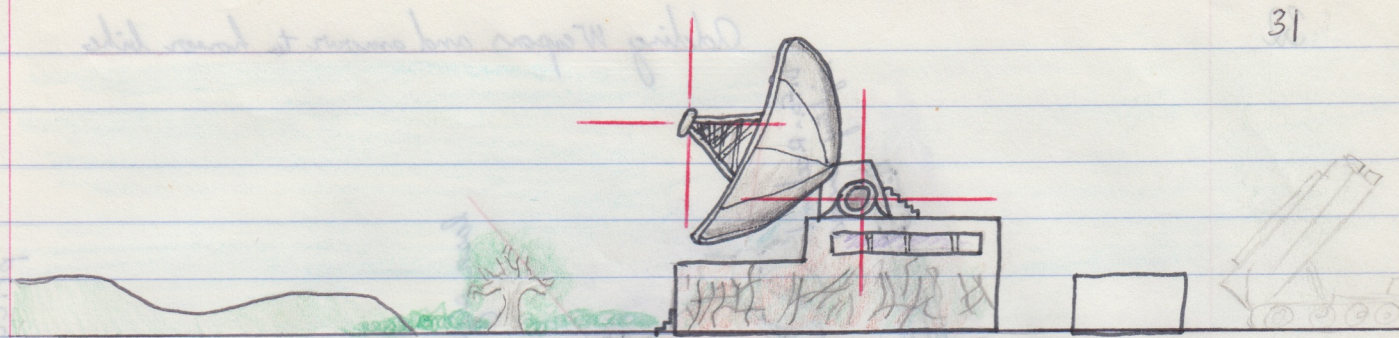


LESLIE DAM



Leslie Dam

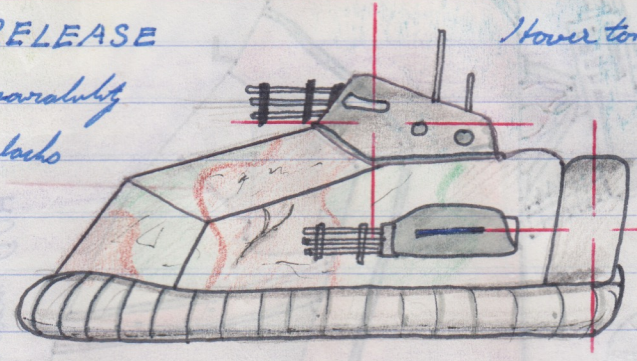
Its the main water supply for warmish. Its heavily guarded but has lots of rocks and mountains and trees. If the water is turned off The Base will probably have to find water of-there own.



NEW RELEASE

high speed and maneuverability
and great weapons, tanks
armor on skirt.

Price
\$50000
HP-300



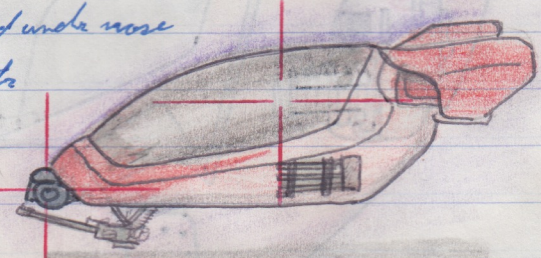
Hover tank

Specification
weight: 15 tonne
crew: 5
armor: -50
weapons: GUA-88-1161
vulcan autocannon
speed: 100 kph

Hover Bike MII

Updated version with infra-red sights
and nose cannon mounted under nose
using helmet sight. faster
cruising speed.

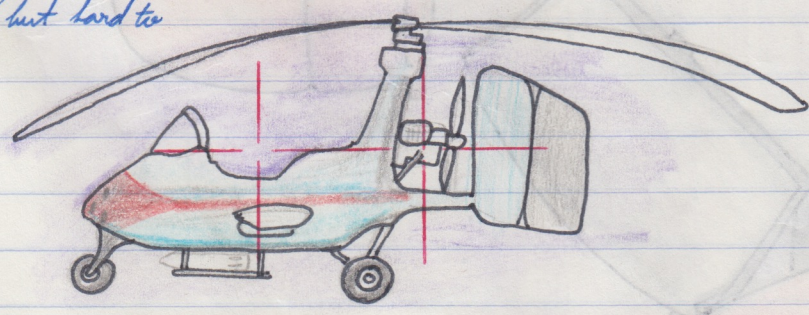
\$5000



Specification
speed 90 kph
weight 6 tonne
weapons most
crew: 2
HP-400

cheap and easy to maintain
it's very fast but hard to
control

\$500



Gyrocopter

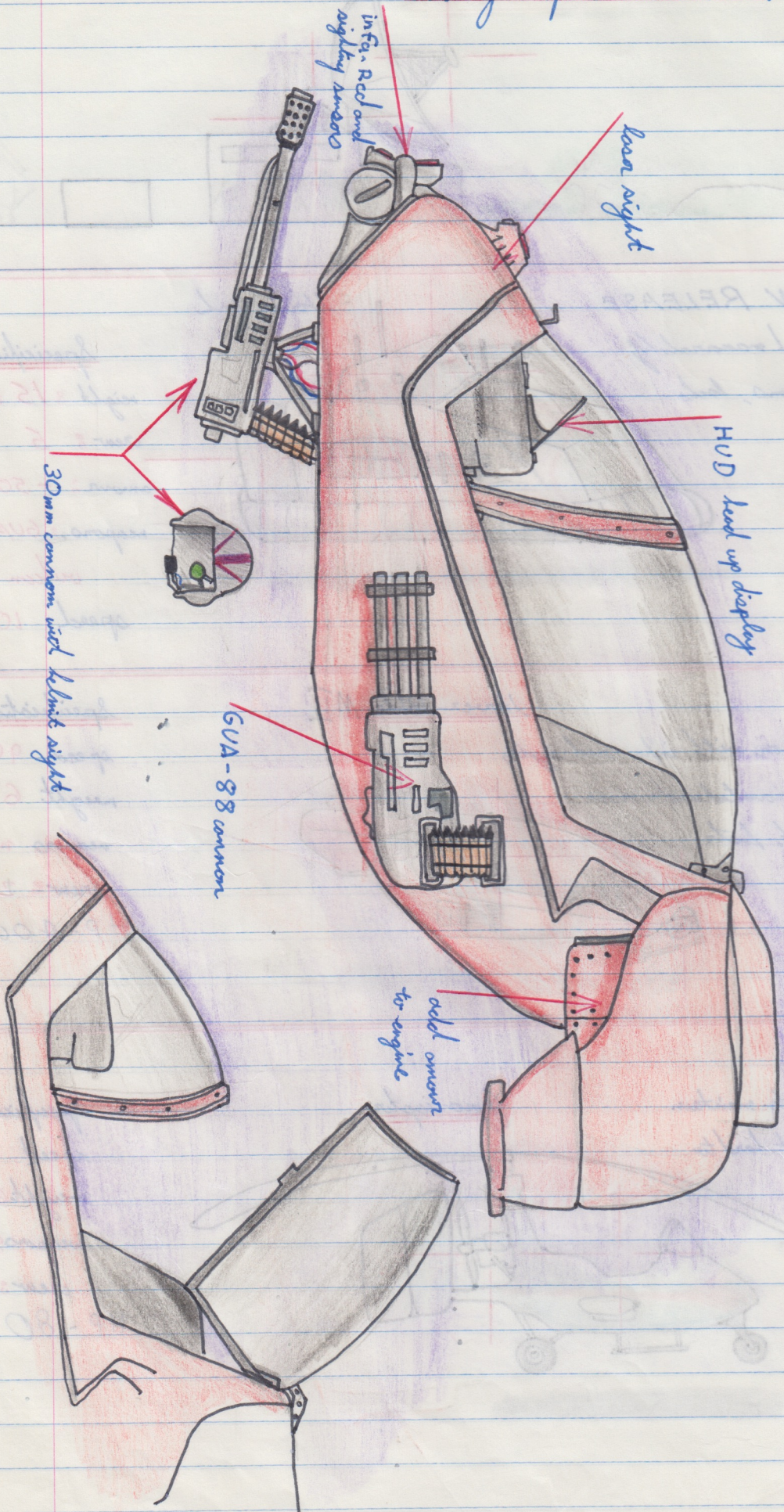
Specifications
speed: 90 kph
weight 60 kg.
weapons: all
crew: 2
HP-80

Adding Weapons and armor to hover bike

price \$5000

Hover Bike MII

HP: 400



30mm cannon with beam sight

GVA-88 cannon

add armor to engine

beam sight

HUD head up display

infra-red and night vision

Adding Armour to your vehicle

price \$2000

for spilling people
and enemy vehicles.

GVA-88 common

armor
compartment.

add armor over wheels
making it harder for enemies
to hit tyre.

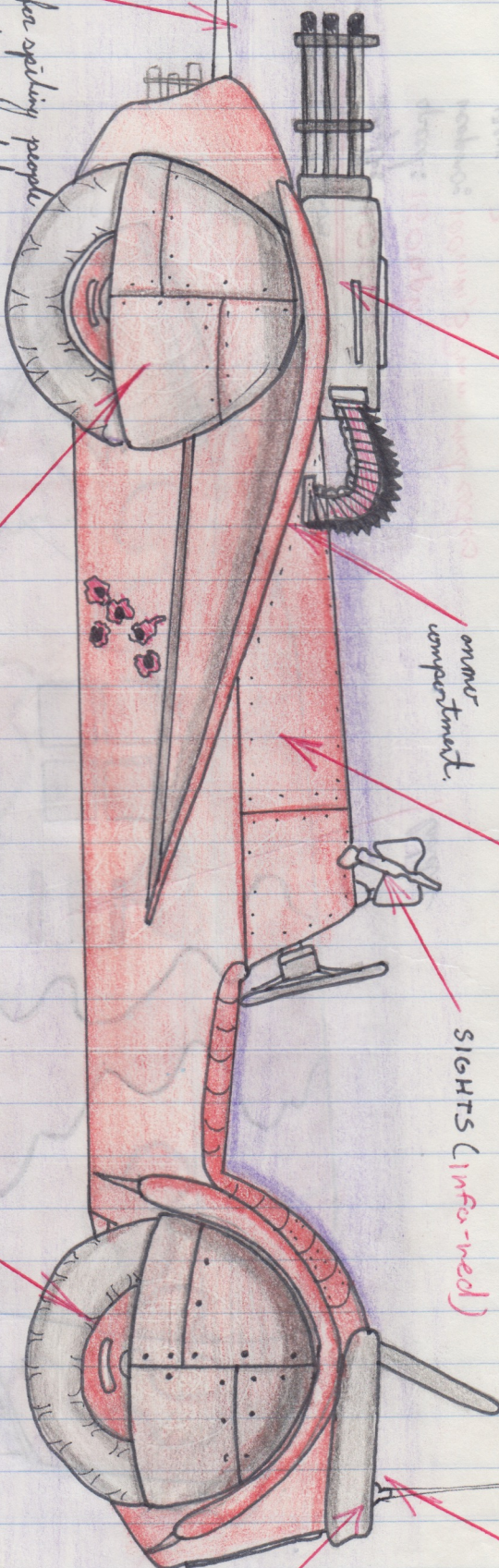
Actus Super 7 HP: 400
add armor to engine and instrument bay.

SIGHTS (infra-red)

Steel rolled type

CB armor.

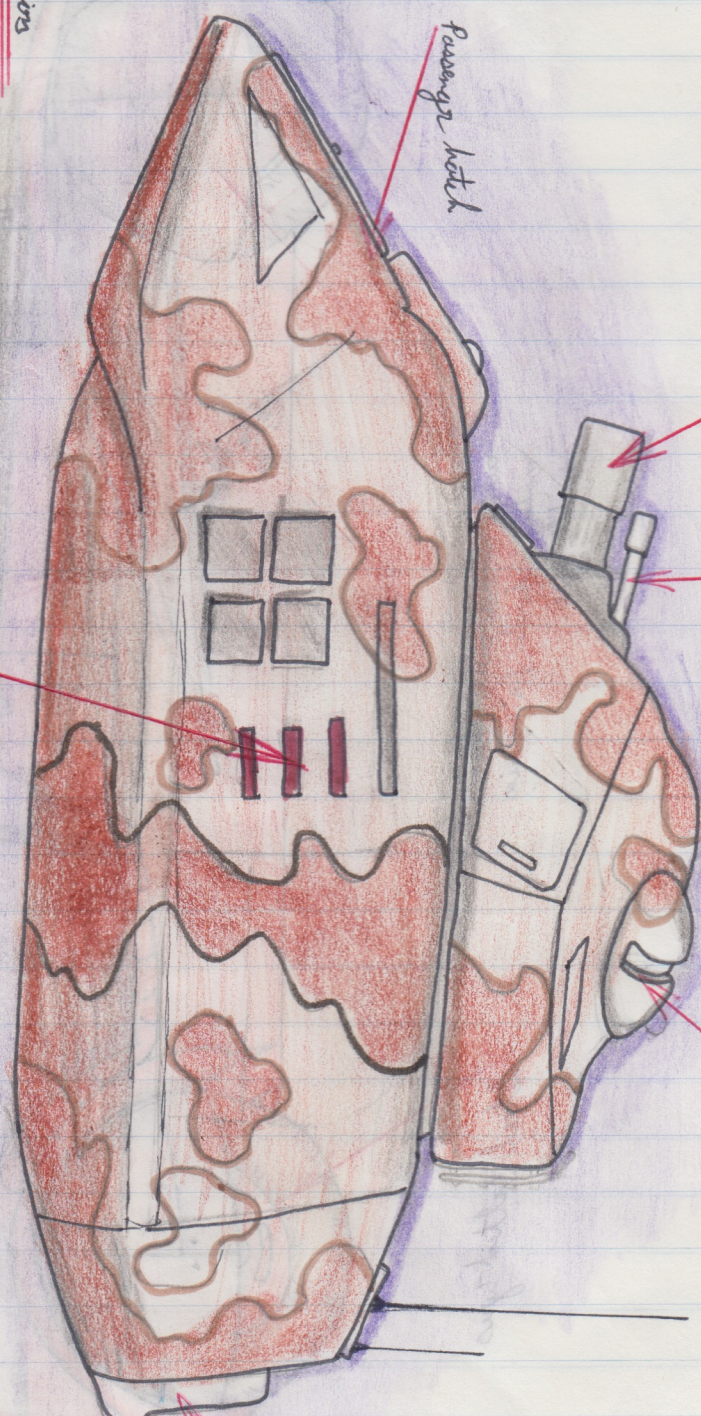
armor
compartment



Weapons and Hover Tanks.

price \$100000

GZG HOV tank HP: 550



Specifications

- weight: 10 tons
- speed: 150kph
- weapons: 100mm, 30mm and rockets
- crew: 3
- passengers: 7

ladder

RIGHT (1100-1150)

CG empty

escape hatch

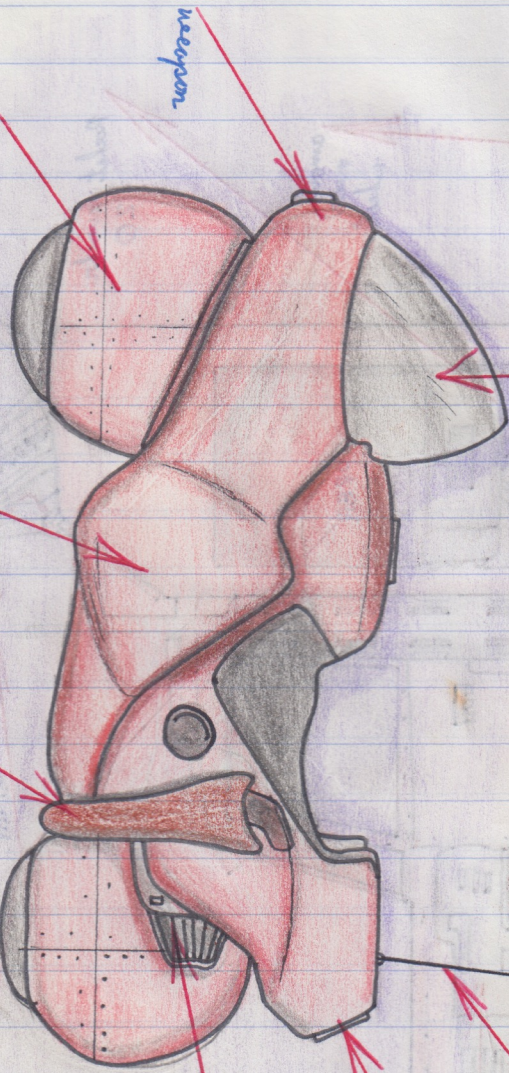
Cyber

price \$5000

Cyberone

HP: 250

Note: The rider must wear protective armor to protect himself from shots.



cover for legs

weapons bracket

weapon

armor over wheels

wind shield, with night.

CB aerial

compartment for weapons.

cylinder burner

Specifications

- crew: 1
- passengers: none
- weapons: 1st any weapons.
- speed: 300:350 AB
- weight: 200 kg

50 weapon
 250 fuel
 1500 hp
 1500 km
 1500 km
 1500 km

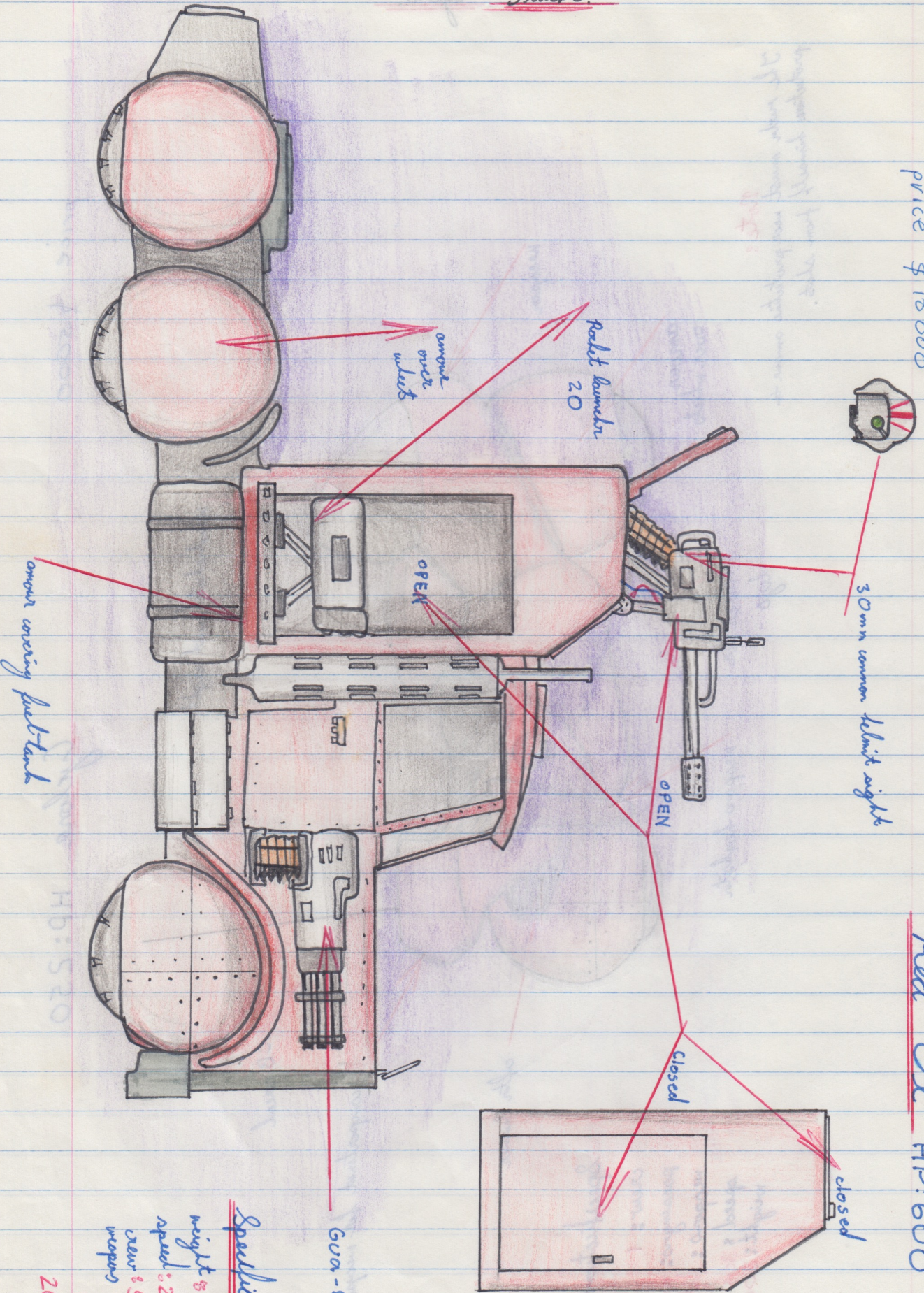
price \$10000

HP: 250

HP: 250

Trucks

price \$ 12000



Red "Ox" HP: 600

Specifications

- weight 820 tonne
- speed: 200 kph
- crew 8-5
- weapon 160A-88
- 430mm helmet
- 20 rockets

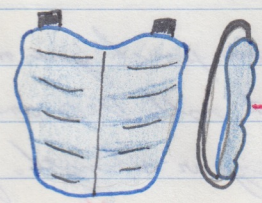
GVA-88

clothing

Bullet proof vest:

This clothing can take most automatic fire, it takes of 20 off all damage.

The vest has a lasting ability once all these have been used the vest is no good.



-20 off all weapons hits

Flak Suit:

Flak suits are the most protective armour you can buy other than cor armour or plate armour. Flak suits are better than these because your movements aren't restricted -30 of all weapons hit it also has a lasting ability.

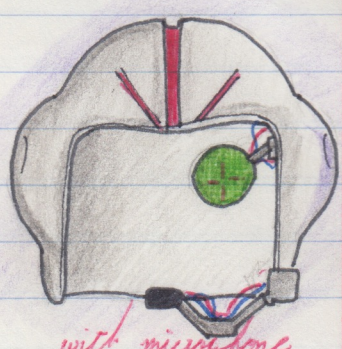
helmet:

can take off damage taken by the head. they are -25 but also have a longer life than vests and suits. they can be fitted with sights infra red, night goggles and binocular vision.

cloak:

can hide weapons on the person wearing them. they can blend well in the night and can be fitted with secret pouches.

Helmet



with microphone and extra sight

Distributing Armour

When you distribute armour you take the hit points and add them onto specific parts. eg. a car has HP of 100 you can distribute armour to these places.

- wheels: 20
- armour: 10
- weapons: 20
- fuel tank: 30
- windows: 20
- total: 100

every hit you subtract a number the area hit.

hand-to-hand fighting

When hand-to-hand combat you cannot have any arm mounted weapons when you punch, but you can kick and head butt.

Punch:

When you punch you must have no arm mounted weapons. For a punch you must roll D20 and add it onto your punch stat. For damage you use your strength. You can use any form of punching eg. fist, elbow, palm, car cuff, knife hand strike, spearfinger.
You must not have any injuries to your arms.

Kick:

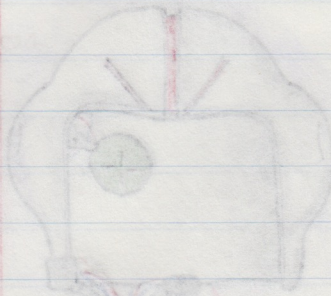
When you use a kick you must have no injuries to your legs. For a kick you roll D20 add it onto kick stat. your damage you give will be your strength. You can use any form of kicks, eg. front kick, side kick +1, back kick, head kick +2.

Head Butt:

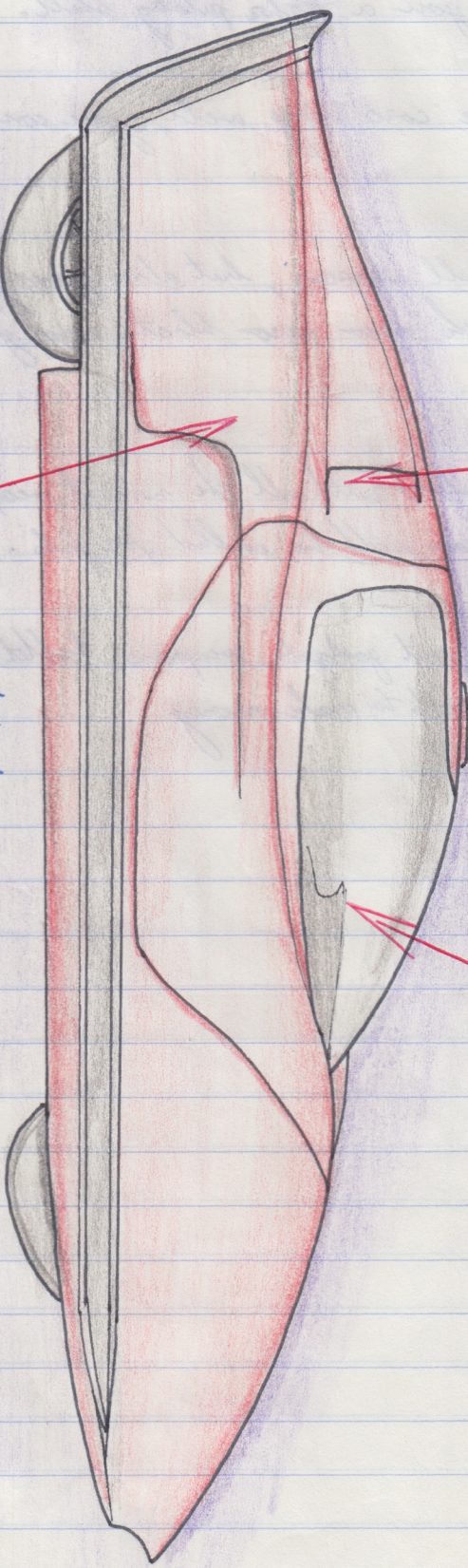
Is the most powerful weapon, for this you smash your fore head on their nose, this will smash their face. For a head butt you roll a D20 and add it on your head butt stat. If you are wearing a helmet this will increase the damage. This move should knock your opponent straight away. You will always take 5 stamina points off for every head butt.

Bleeding:

You can bleed any move, for this roll D20 and add it onto your punch. Bleeding a kick you take 2 stamina damage.



Street car (police version) HP: 350



air vent with lighter
30mm common

Siren

Bullet proof glass

air vent with lighter GVA-88

- Specifications
- weight - 2 tons
 - speed - 210 kph
 - seats - 2
 - weapons - 2 GVA-88
 - 230 mm common

Choosing a Character

Piloting:

This gives you the ability to control hover bikes with skill and ease. It gives you a higher piloting skill.

Driving:

Lets you drive cars very well, you can drive any vehicle including tanks.

Assasin:

You can use all weapons, but also giving you a higher stealth skill, you can use the new aero blaster and you can give people quietly and stealthily.

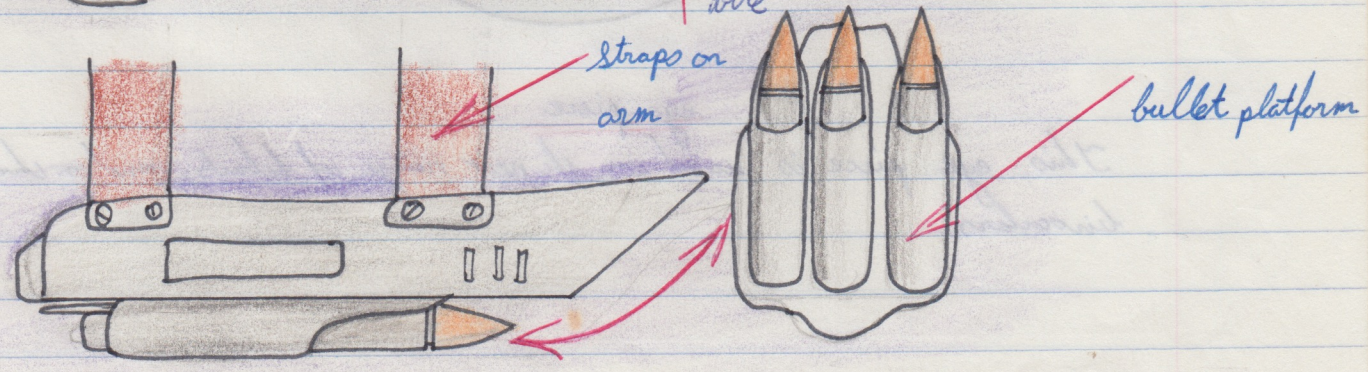
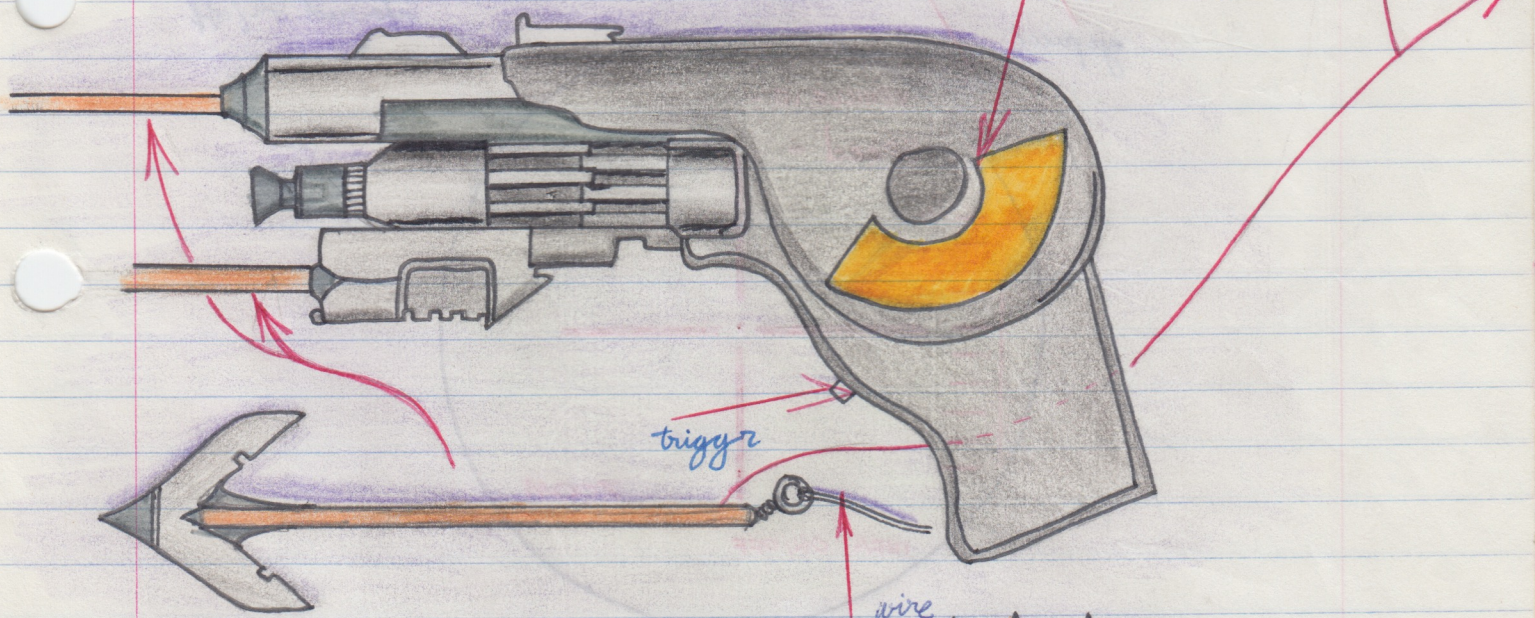
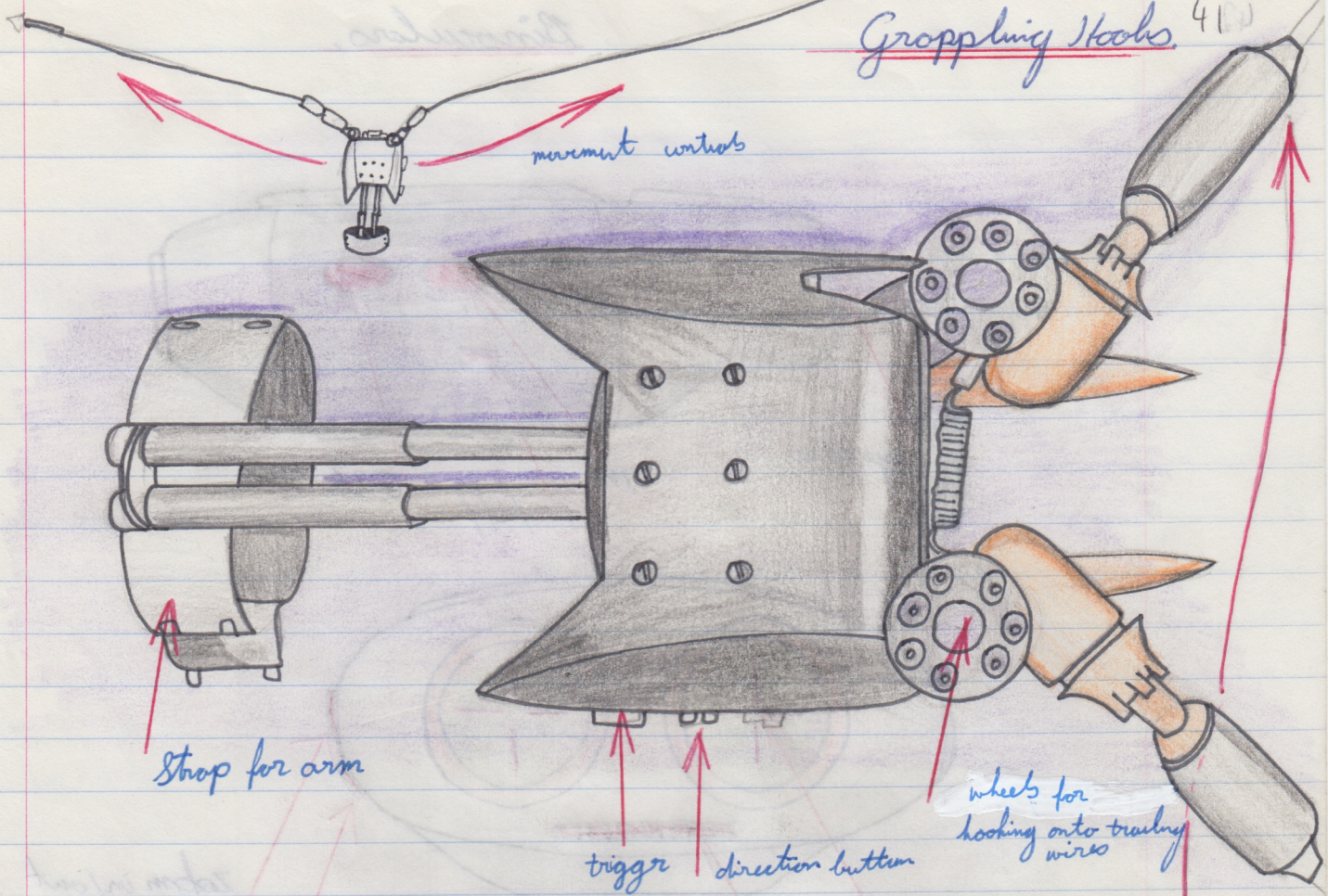
Bounty Hunter:

You are supplied with all the newest weapons and gadgets. If you are licensed you will be called for jobs.

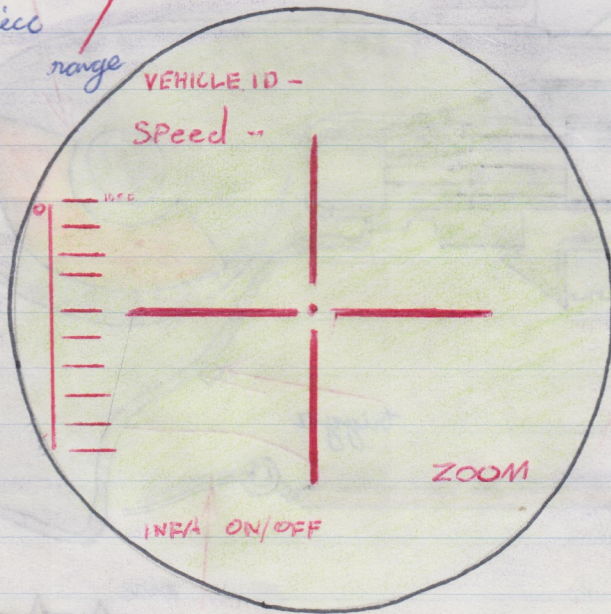
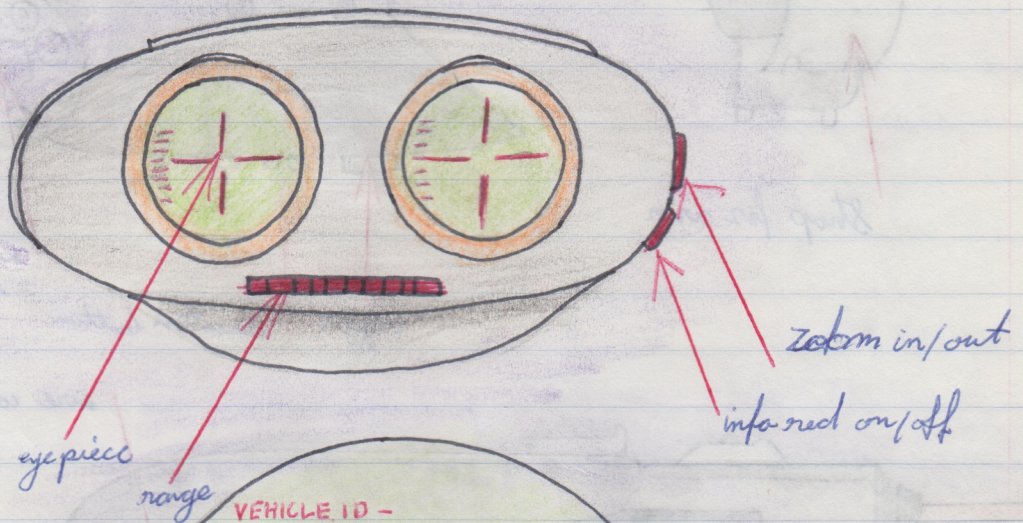
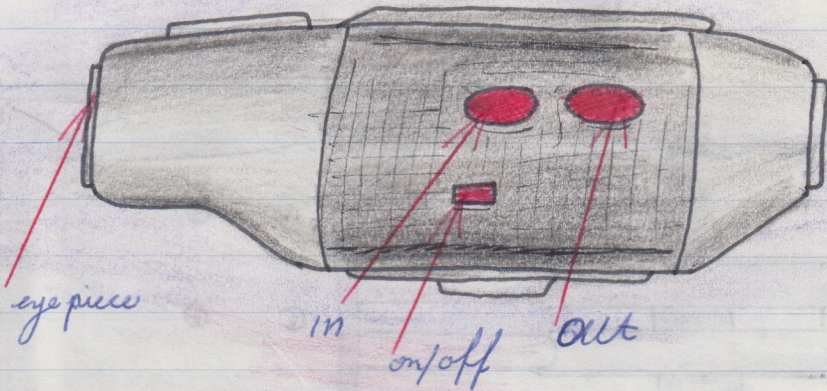
Inventor:

Allows you to invent gadgets, weapons, bullets, scopes and clothing you can even sell goods to make money.

Groppling Hooks 411



Binoculars.



eye piece

This eye piece is used on the new range of helmets, and on these binoculars

Creating Character

434

	gunnery skill	strength	kick	punch	head butt	pick locks
Gunnery	+45	+3	+0	+0	+0	+0 Na
Mechanics	+2	+4	+0	+0	+0	+0 Na
Electronics	+2	+3	+1	+1	+1	+0 Na
Thief	+1	+3	+0	+0	+0	+2
Karate	+1	+4	+3	+3	+2	+1
Healer	+3	+3	+1	+1	+1	+0 Na
Piloting	+2	+3	+1	+1	+1	+0 Na
Driving	+2	+3	+1	+1	+1	+0 Na
Bounty Hunter	+4	+4	+2	+2	+3	+1
Inventor	+2	+2	+1	+1	+1	+0 Na
Assassin	+4	+3	+1	+1	+2	+0 Na

	stealth	climb	throwing	mind	pilot	diving
Gunnery	+0	+0	+1	+1	+0	+0
Mechanic	+0	+0	+1	+1	+0	+0
Electronics	+0	+0	+1	+1	+0	+0
Thief	+3	+2	+1	+1	+0	+0
Karate	+3	+3	+2	+1	+0	+0
Healer	+0	+0	+1	+2	+0	+0
Piloting	+0	+0	+1	+1	+3	+2
Driving	+0	+0	+1	+1	+2	+3
Bounty Hunter	+2	+1	+1	+1	+0	+0
Inventor	+0	+0	+1	+4	+0	+0
Assassin	+3	+1	+1	+1	+0	+0

When creating a character,
 you roll a D12 and line the skill with your attribute and add the number
 in that box to your skill.

NOTE: the skill is the number in the box

Hit Tables.

Hover bike M.T.I.

Die Roll	Front	Back	
1	canopy (roll critical)	canopy (roll critical)	hits or injures pilot
2	hits engine	hits engine	explodes
3	hits GVA 88	hits laser sight	no fire / no sight
4	hits armour	hits armour	-
5	hits armour	hits armour	-
6	hits sensor eye	hits sensor eye	no targets with helmet

Cyclone

Die Roll	Front/Back	Side	Effect
1	through windshield	hits rider	take damage off rider
2	after burner	after burner	no use
3	tyres	tyres	take of damage
4	armour	armour	-
5	armour	armour	-
6	hits fuel tank	hits fuel tank	roll lock

Red "Ox"

Die Roll	Front/Back	Side	Effect
1	engine	engine	- 20kph per hit
2	exhaust	exhaust	suffocating
3	cabin	cabin	crew takes hit
4	room	room	destroys weapons and com
5	armour	armour	-
6	armour	armour	-
7	fuel tank	fuel tank	roll critical (explodes)
8	front wheels	front wheels	takes damage
9	armour	back wheels	"
10	armour	back wheels	"
11	armour	armour	-
12	windows	windows	crew takes hit to upper

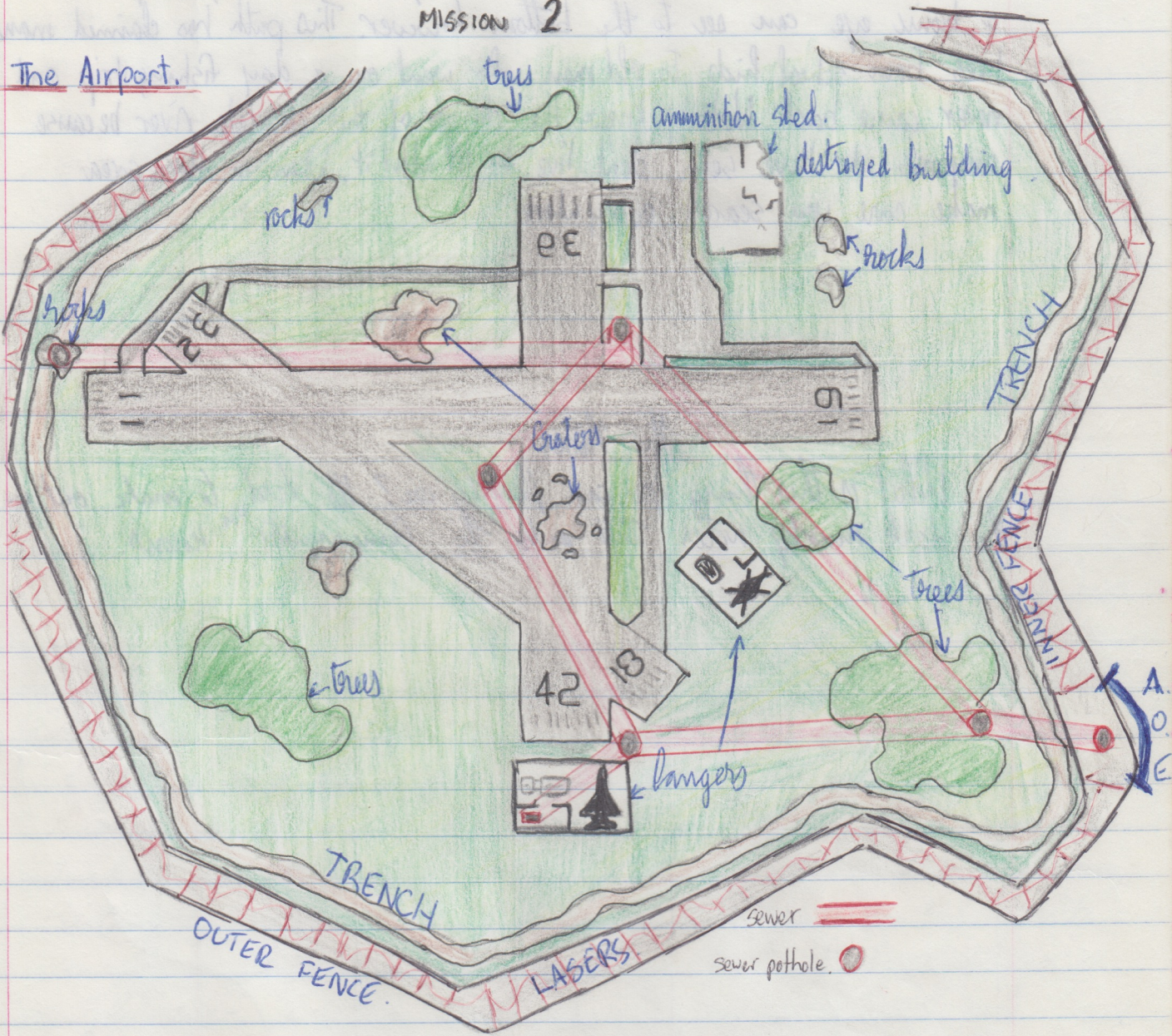
NOTE: when taking hits to wheels take damage of armour wheels then of tyre

MIDNIGHT RESISTANCE

45

MISSION 2

The Airport.



You must enter through the eastern side of the fence. The inner fence has a laser inside the bars. When touched the bars instantly heat. Enter sewer system and go from there. Be careful the sewers have been found before and you don't know what could be lurking around in the dark. Because there is still active machinery in the hanger, there will be a lot of guards.

The Korkap

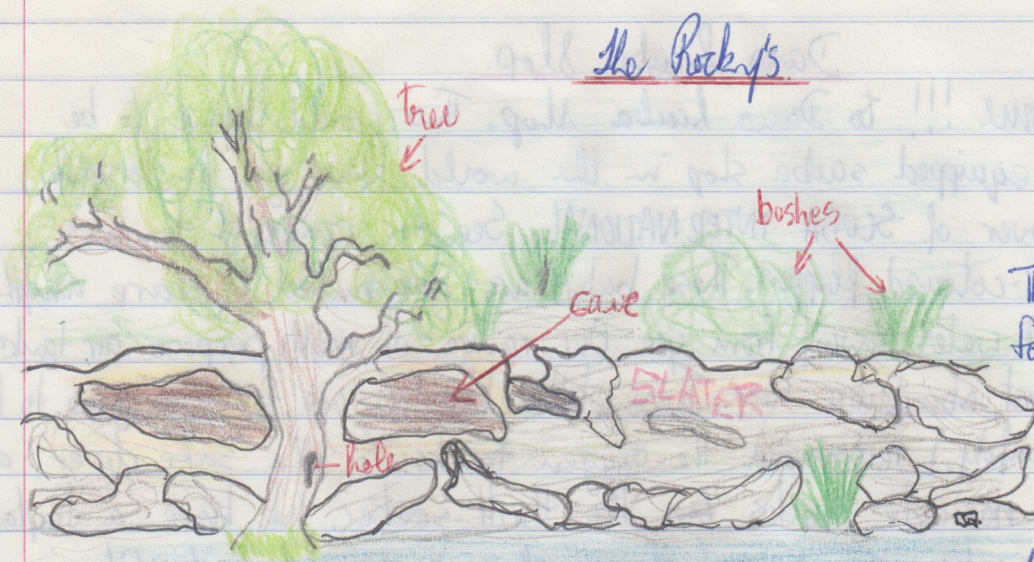
The path along the riverbank is dangerous. The path is heavily laden with mines. The water itself is deep and murky. A person with a bionic eye can see to the bottom however. This path has claimed many lives from school kids to old men who went on a day fishing trip and never came back. Nobody knows the danger of this desolate river because anyone's who have seen don't live to tell about it. When in this area make sure you search everywhere.

The River

What is this thing you can faintly see? It's hard to make out in the dark murky water. But only the Gamemaster™ knows.

For most enter through the eastern side of the fence the river
fence has a laser inside the base when touched the base is activated
not with some sensor system. It is a simple system. It is a simple system.
The base is a simple system. It is a simple system. It is a simple system.
The base is a simple system. It is a simple system. It is a simple system.
The base is a simple system. It is a simple system. It is a simple system.

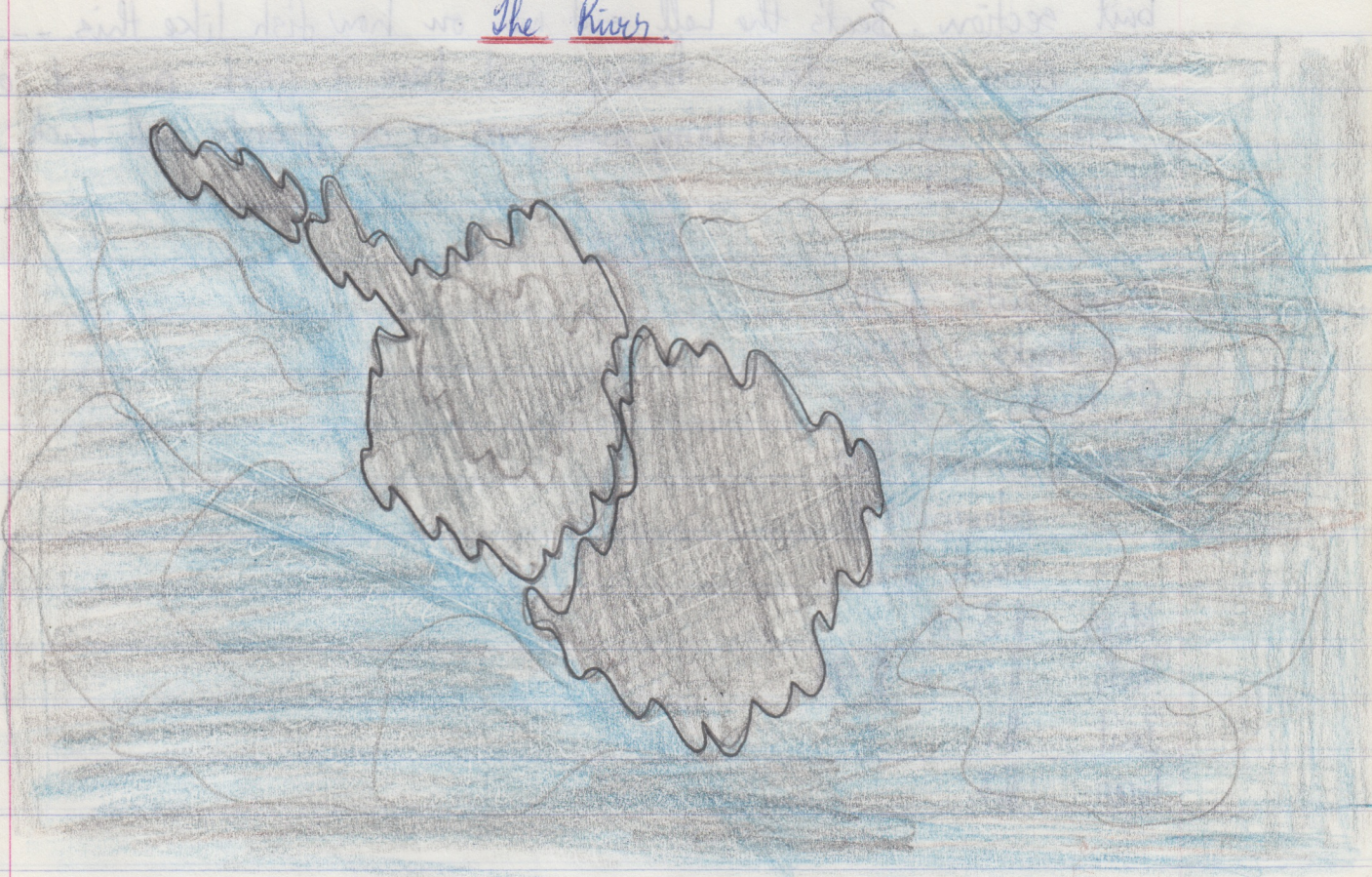
The Rockies



The Rockies was a place for many a school kid to hang out. Here they did almost anything. But now this place is almost dead. Very few people visit here. Way back

in the 1991 war people heard an explosion. whatever made it was never found.

The River



Dans Scuba Shop.

Welcome !!! to Dans Scuba Shop. This would have to be the most equipped scuba shop in the world. We've got the largest collection over of SCUBA INTERNATIONAL. See our range of luminous and multi-coloured flippers. These babies are guaranteed to scare anything under that water away from you. Our range of multi-purpose air tanks are in great abundance here. These little beautys are for sure going to kill you. For safety, I recommend the oxygen tanks for the safe diver and the liquid noxide tanks for the thrill-seeker. We have a taylor ready to make you a suit if one of ours doesn't quite fit. And of course for our fishermen/women there are our 2 foot - 18 foot rods, to catch the biggest of fish out here. Then to the aromaous part of the store and that's to the snelly bait section. Beat's the hell out me on how fish like this ----- So come on down today and have a gork around our store. By the way don't bring any guns or our guards will kick honourable bit.

Prices

Diving Suits: \$ 90

Thrill Tanks : \$1000.50.

O² tanks : \$ 250.

Flippers; luminous \$50

coloured: \$10

black: \$2.

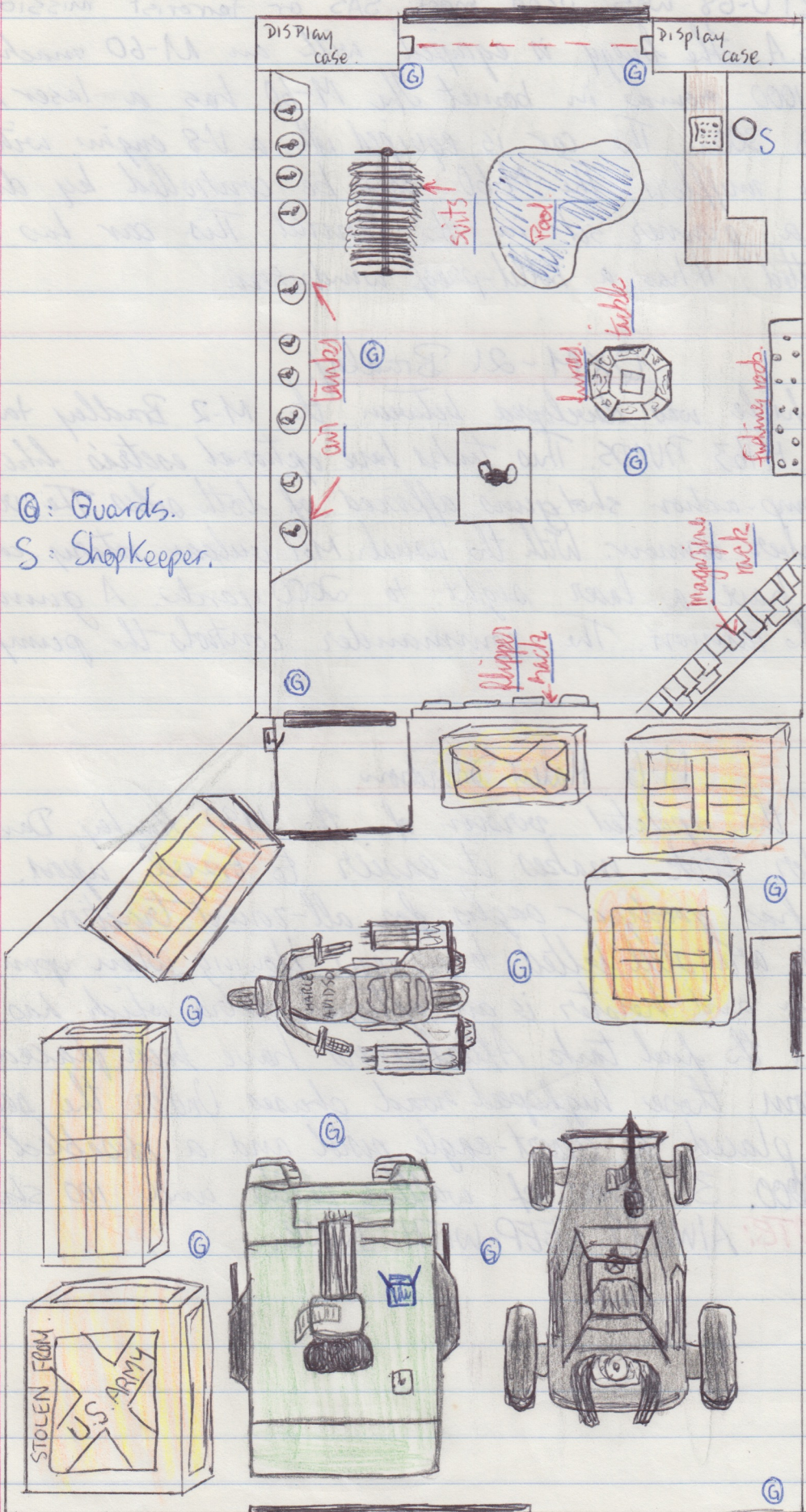
Mags : \$ 3.50.

Rods : \$20 - \$ 90.

Bait : \$1

Lures : \$3.

Dan's Seuba Shop + all blackmarket weaponry.



G: Guards.
S: Shopkeeper.

ZPU-68 Dune Buggy

The ZPU-68 was used most SAS or terrorist missions in the U.S.A. The buggy is equipped with an M-60 machine gun with 1000 rounds in bonnet. The M-60 has a laser sight effective to 300m. The car is equipped with a V-8 engine with noise cancellation mufflers. The M-60 can be controlled by driver or have a gunner sit in the bonnet. This car has no armor fitted. It has a bullet-proof windscreen.

QXM-21 Bradley

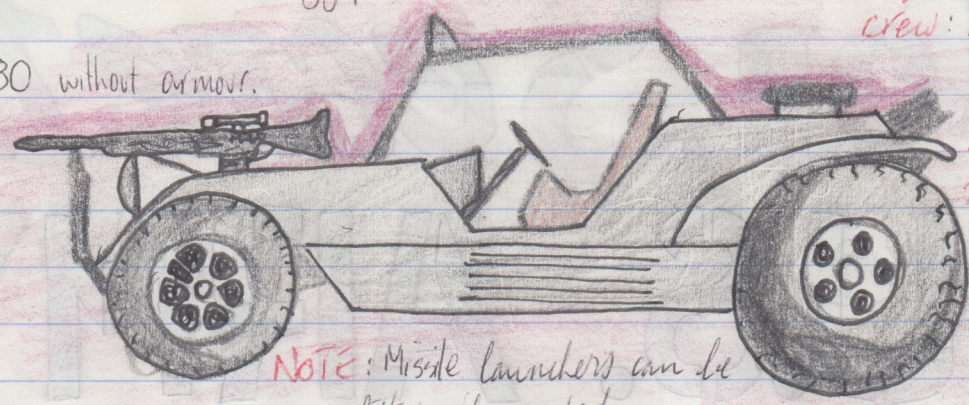
This vehicle was developed between the M-2 Bradley tank and the M163 PIVADS. This tanks have optional extras like the two pump-action shotguns affixed of both sides. The vehicle has chamber armour. With the usual M61 vulcan rotary cannon you also have a laser sight to 2000 yards. A gunner controls the cannon. The commander controls the pump-A.

M-6 Harley Davidson

This is the updated version of the 1990 Harley Davidson. Its slender look makes it easier to travel upon. The bike has goodyear eagles for all-round traction. The tyres are steel-belted to prevent blowing when upon fire. A shot-gun and holster is an optional extra which has been placed on the fuel tank. Afterburners have been placed to escape from those highspeed road chases. Under the seat has been placed a desert-eagle pistol and a disabled Walther 2000. 3 boxes of walther shells and 100 shots for pistol **NOTE: ALWAYS KEEP WITH BIKE.**

ZPU-68 Dune Buggy

HP: 80 without armor.



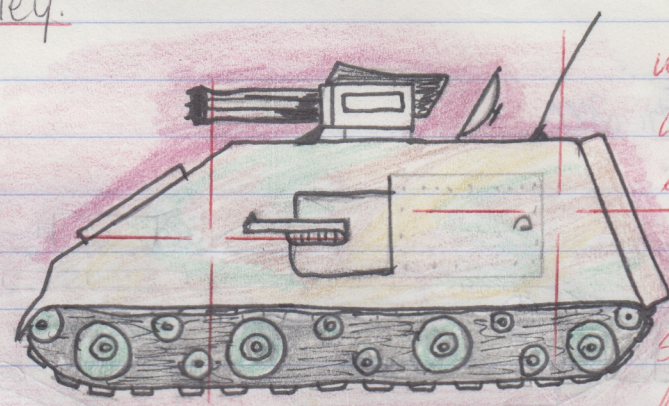
weight: 1.5 tonnes.
crew: 1, gunner optional.

Speed: 250 kph
Main Gun: M-60
Ammo: Ball (bullets).

NOTE: Missile launchers can be fitted if needed.

QXM-21 Bradley.

HP: 300.

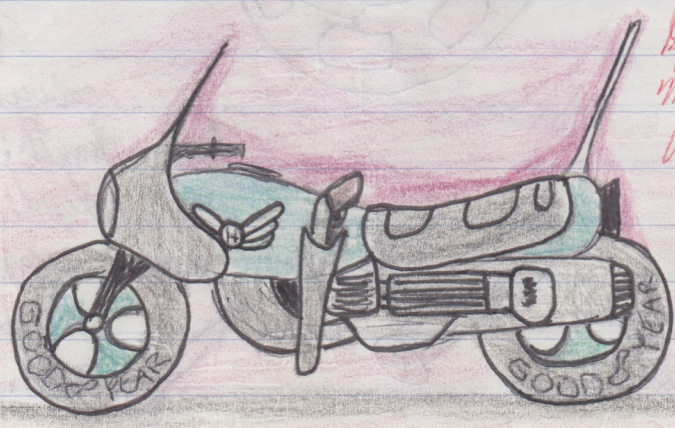


weight: 13 Tonne
crew: 3, Gnr, Driv, Com.
Speed: 78 kph

Main Gun: GBU-88
Secondary Gun: p-action shot.
Ammo: Ball, shells.

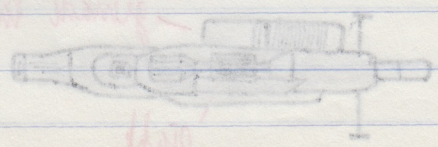
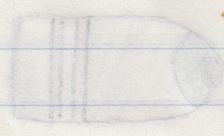
Model-6 Harley-Davidson.

HP: 120.



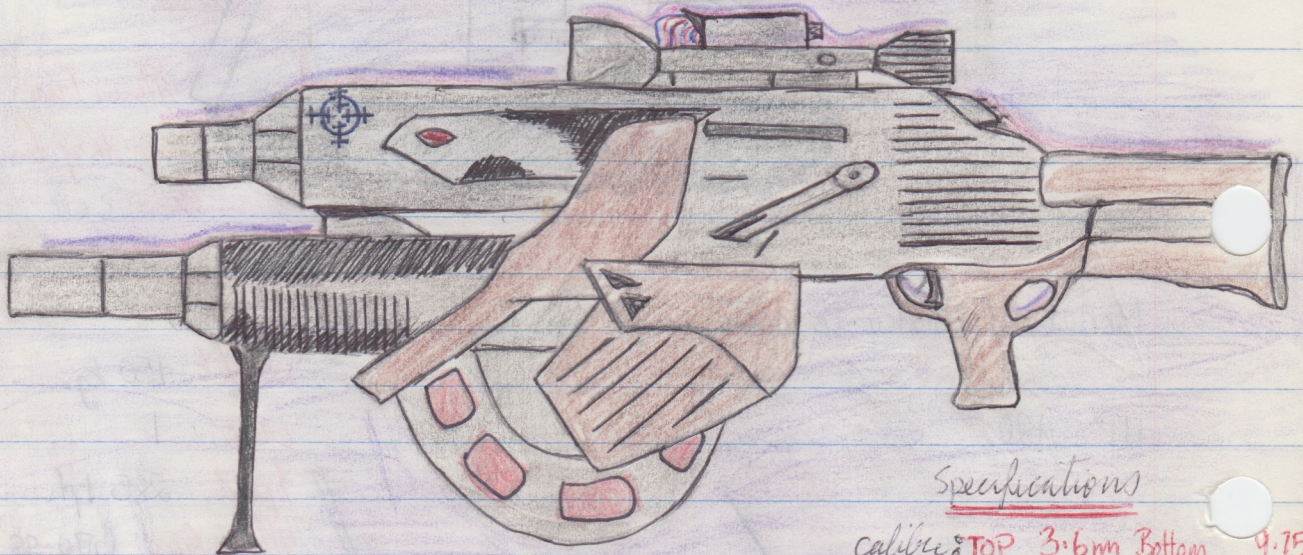
weight: 150 kg.
crew: 1
Speed: 285 kph.
Main Gun: GBU-88 plus P.A. slot
Ammo: Ball, shells.

NOTE: On this model afterburners are fitted.



Top Secret U.S. AIRMY

Arrow-Blasters 2000



Specifications

caliber: TOP 3.6mm Bottom 4.75

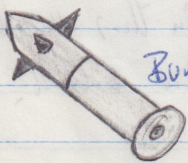
length: 8.70 mm.

weight: 15

magazine: TOP 20 Bottom 60.

launcher: 1 grenade or 1 warhead

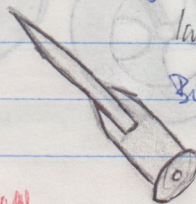
Bullet, (assassin bullet),
(silent firing)



Bullet, (immovable bullet).

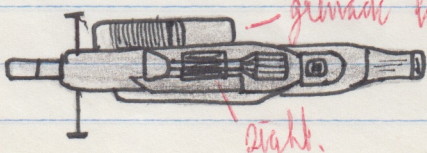


Bullet, (armour-piercing)



Explosive warhead. do = 100 damage.

Top View



grenade launcher.

sight.

Grenade



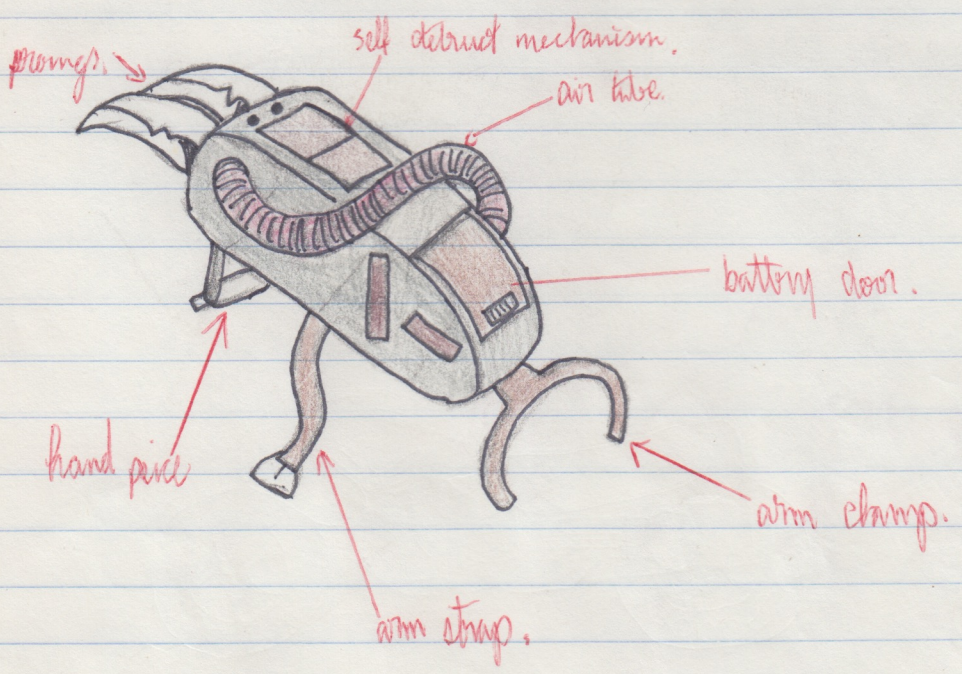
do 50 damage.

Aero-Blaster 2000

The aero-blaster 2000 was developed by top-notch scientists in a lonely town of lazyville alabama. Some terrorist organization found out its where abouts. and stole it. This gun has a variety of muck. It has two magazine compartments. The semi-circular magazine holds either the armor-piercing or spear-chucker bullets. The top magazine holds the assassin bullets. By the use of a switch you can change the firing mechanism. The Grenade launcher to the side is controlled by a button on the side. You can use explosive warheads which have jump-jets. The scope is the most revolutionary scope ever built. The scope has a centering mechanism like on all F-14 attack jets. It has heat and laser sights. When the gun is centered on target, itll always get it.

Predator Prongs.

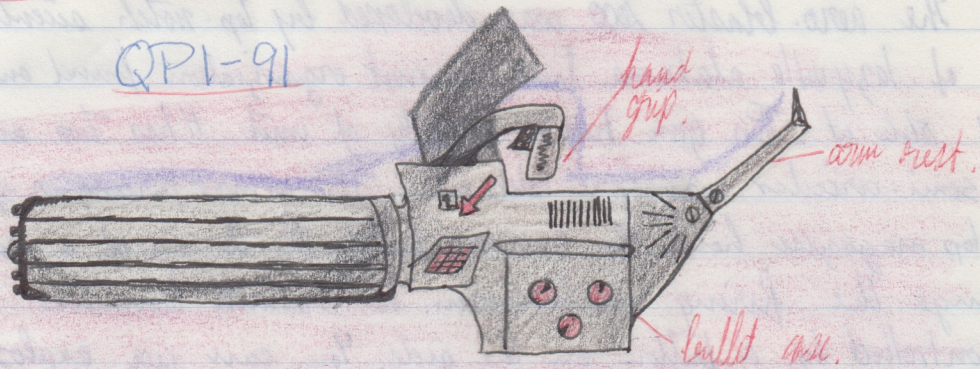
NEW RELEASE!



The predator prongs are Titanium tipped for cutting precision. It has a firing mechanism and a winch. Can be used with an electrical charge. The handpiece has a trigger on the left. It has a self destruct device for use a bomb if needed.

ASSAULT CANNON

QPI-91

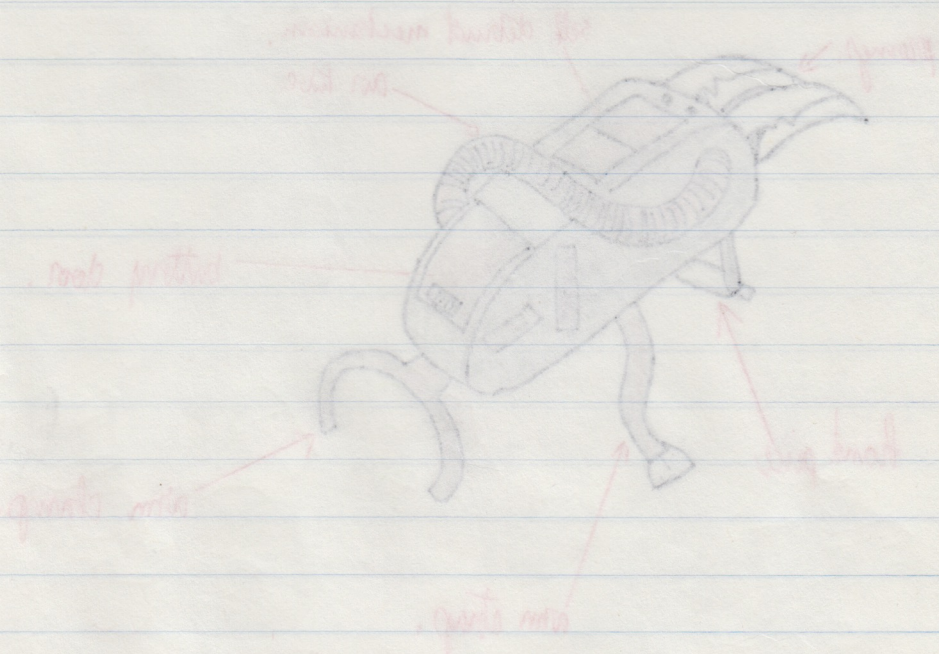


Mythral
bullet.

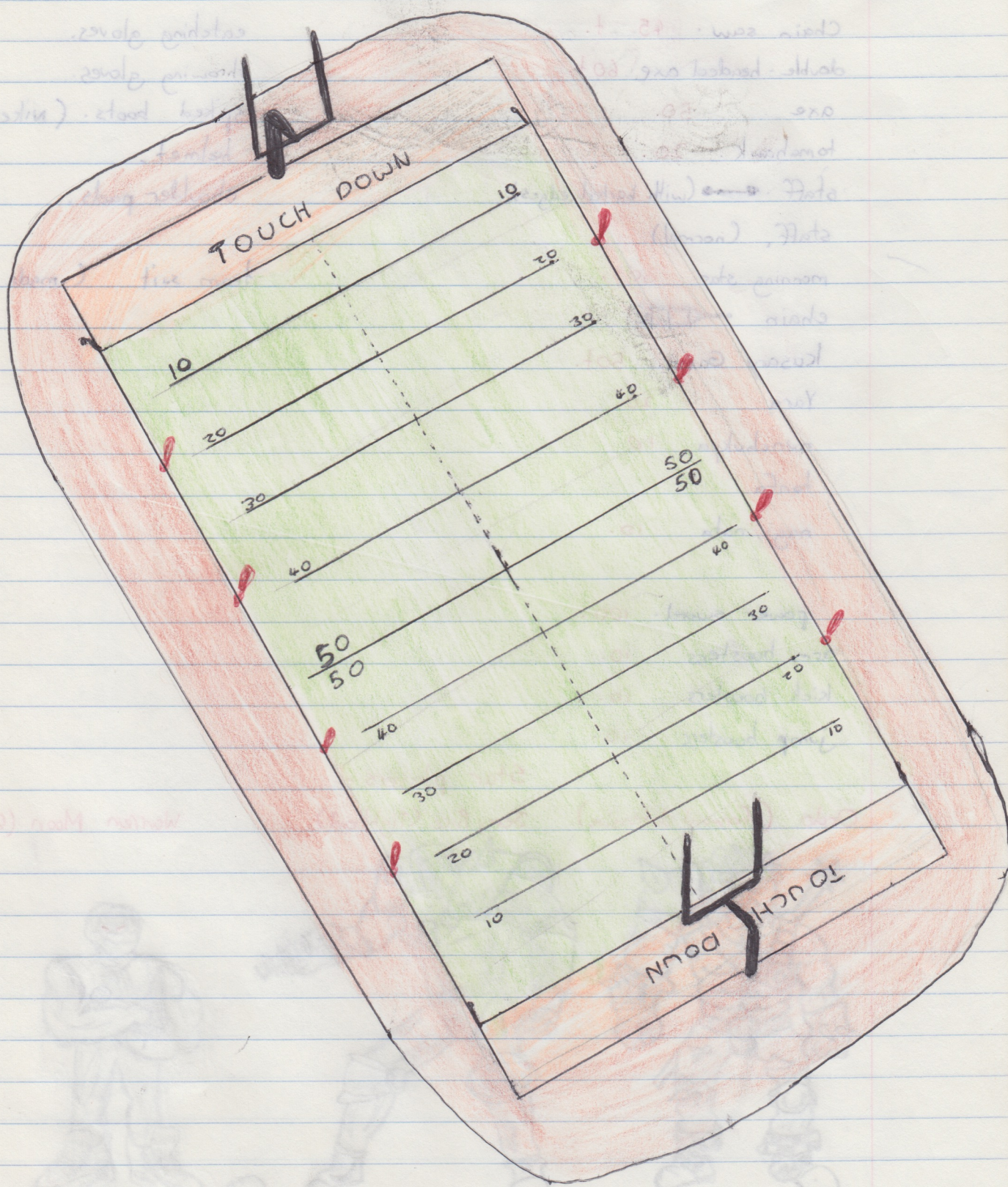


This is the updated version of the GBU-80. Costing a cool 12 thousand dollars it's well worth it's buy. This gun comes specially equipped with 200 mythral bullets. These can penetrate any armor.

NEW RELEASE!



Blood Bowl



Blood Bowl Shop


Chain fist. 50 +.

Chain saw. 45 +.

double-headed axe 60 +.

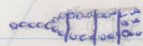
axe 50.

tomahawk. 20.

staff.  (with barbed edges).

staff. (normal).

morning star 30 +.

chain 

Kasary Gama. 50 +.

Yara 20.

nunchukya 10

tonfa.

nagi, nata 10.

power sword. 100.

arm boosters 10.

kick boosters 10.

jump boosters 10.

flack suits.

catching gloves.

throwing gloves.

spiked boots. (Nike ✓).

helmet.

shoulder pads.

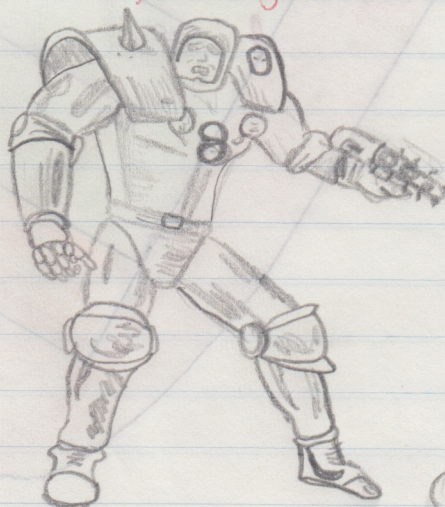
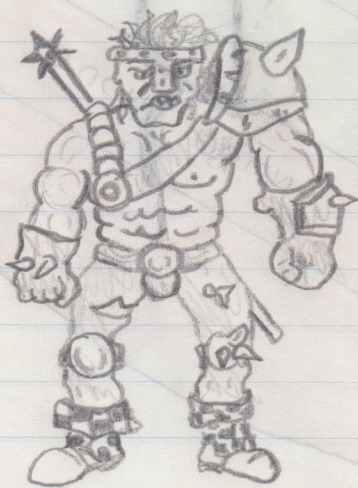
team suit (made to own design)

Star players -

Ordo (forward defensive).

Jerry Rice (Tightend).

Warren Moon (QB).



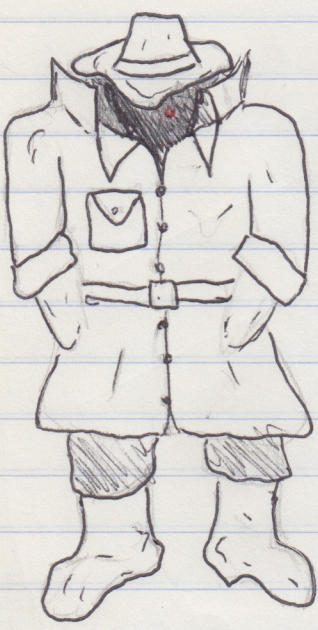
Casulties : 3240

Yards : 5000

Touchdown passes : 6000

Touchdowns : 3241

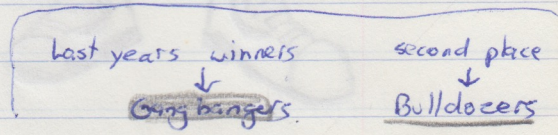
The Blood Bowl Black Market



A man named Dorkas is the leader of the Black Market. He can get you all these illegal items into the game of Blood Bowl.

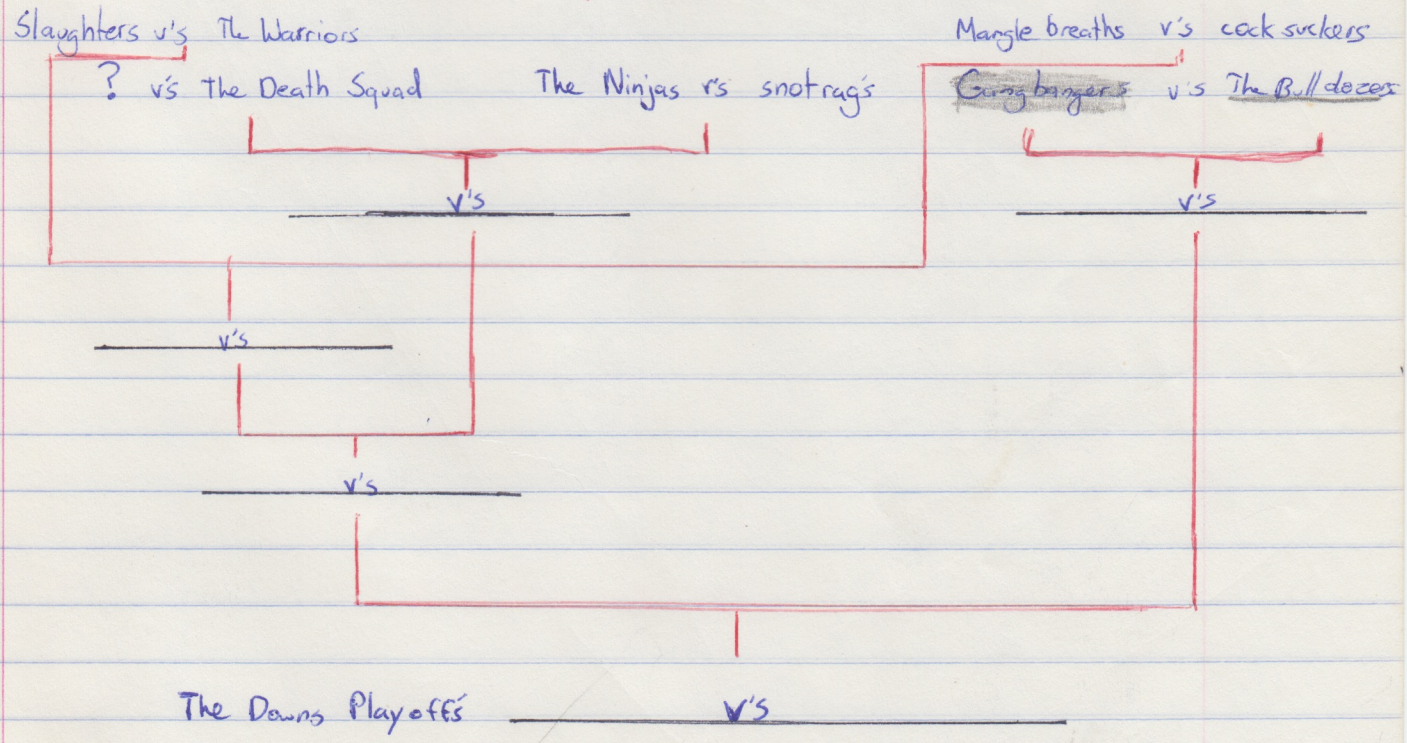
This week.

- Grenades (10) \$100
- Stun guns \$250
- Smoke bombs (20) \$100
- Hover shoes \$1000
- Gravetational \$10000
- Nail gun \$500.

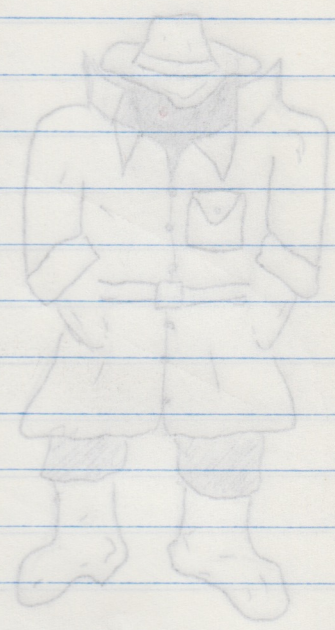
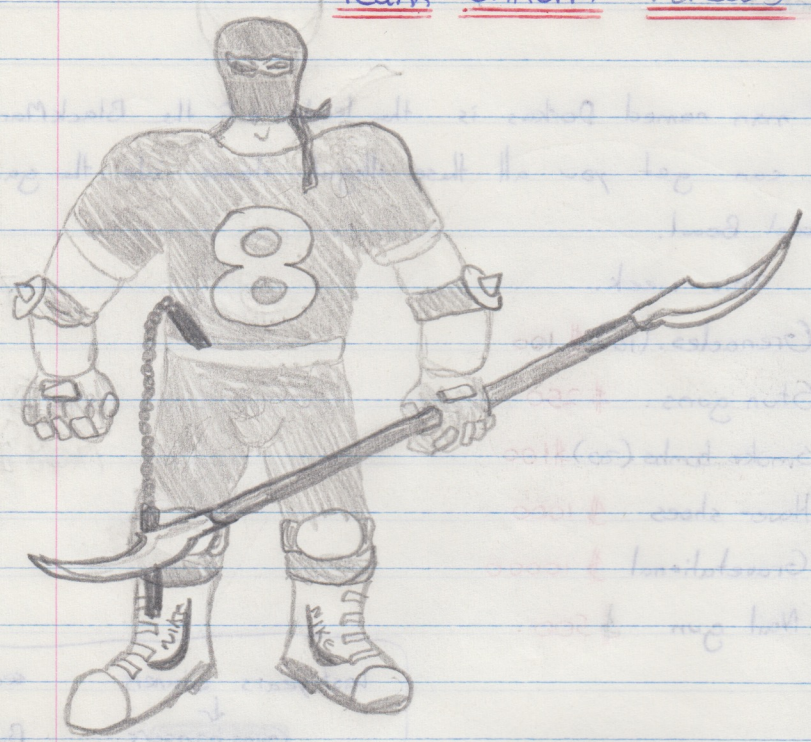


Playing in Blood Bowl

Play offs to the Super Blood Bowl. Downs area.



Team Uniform Idea's



Playoff vs. The Hawks

Playoff vs. The Hawks

Playoff vs. The Hawks

Playoff vs. The Hawks

Playoff vs. The Hawks

Playoff vs. The Hawks

Playoff vs. The Hawks

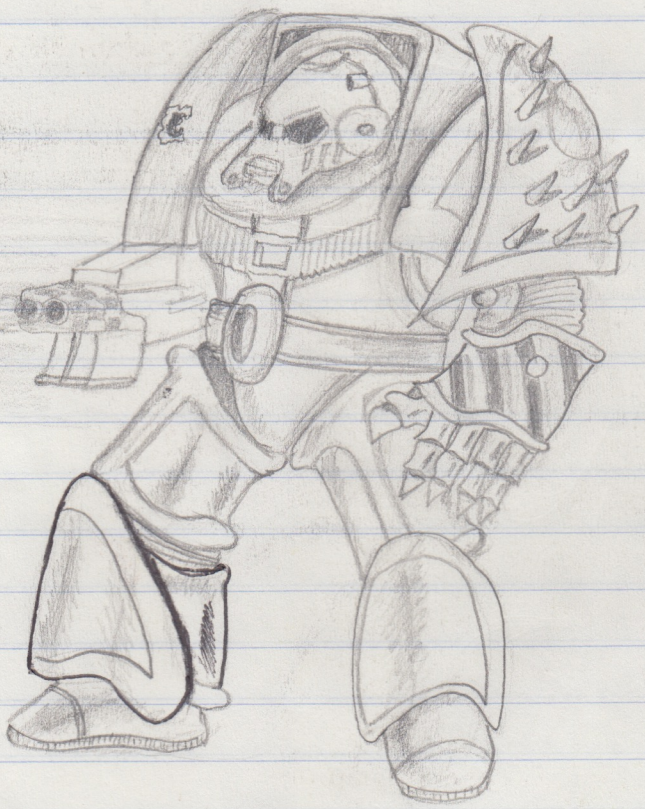
Playoff vs. The Hawks

Playoff vs. The Hawks

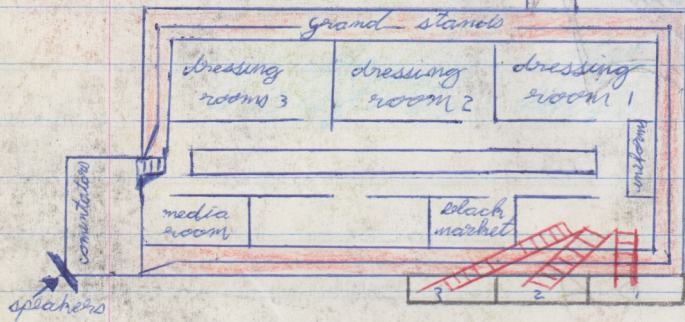
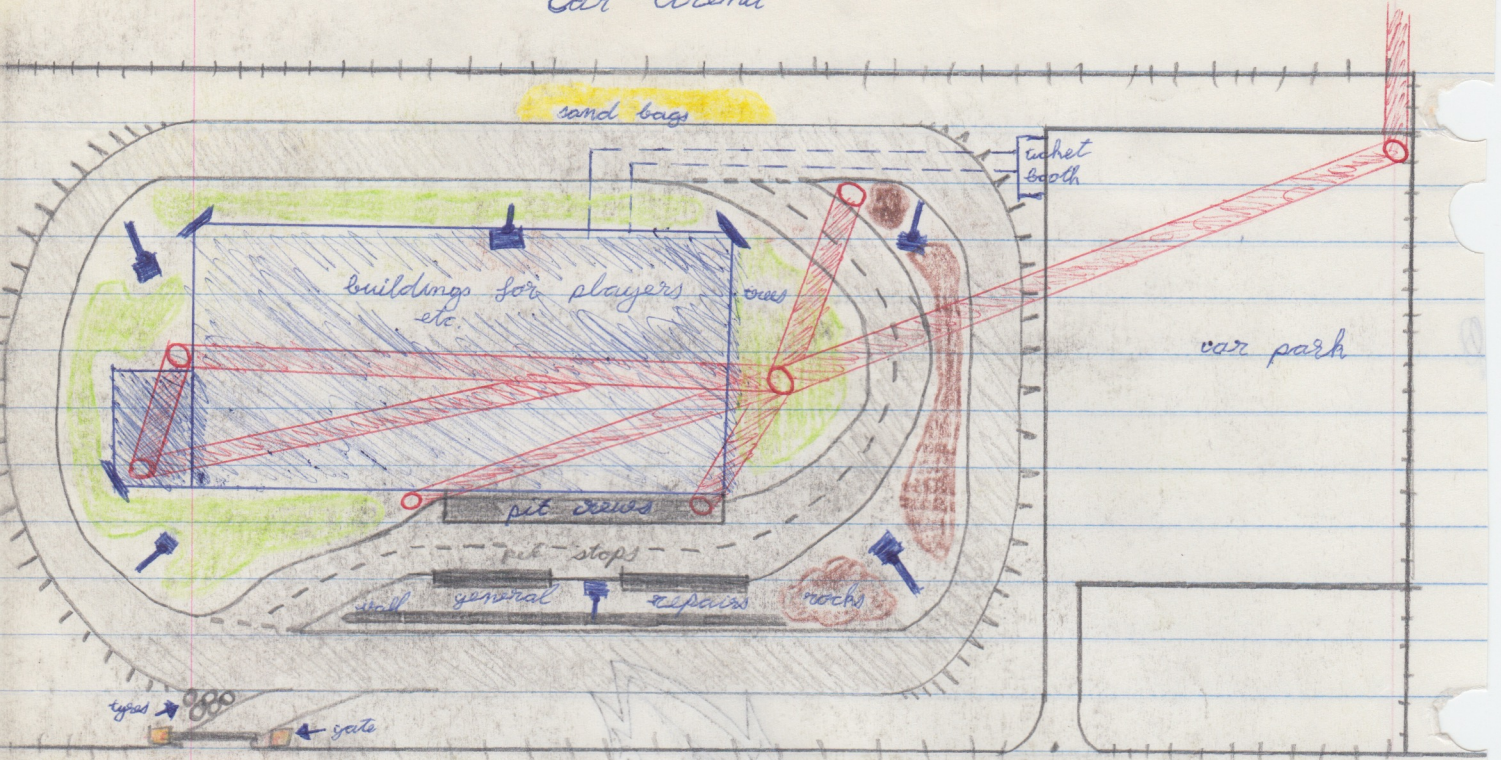
Playoff vs. The Hawks

Playoff vs. The Hawks

1

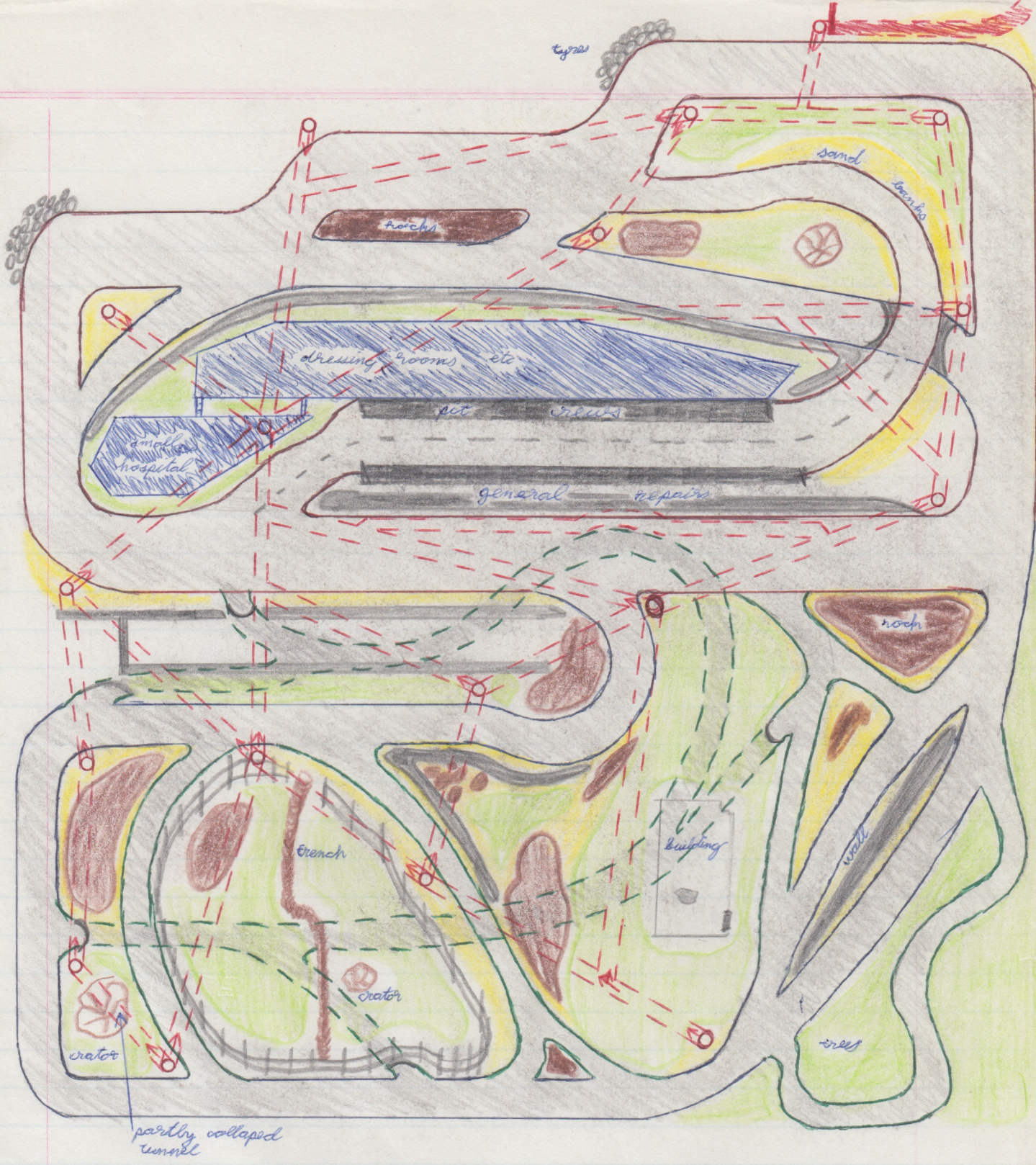


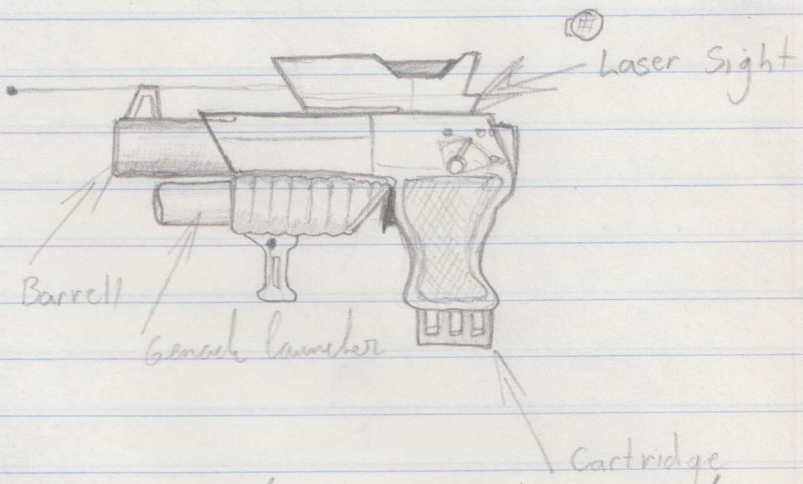
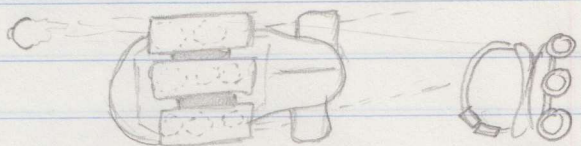
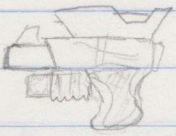
Car Arena



The vehicles are only allowed to travel in one direction and can only have weapons fixed to the front of the vehicle. The idea of the race is to drive behind another vehicle and blow it up.

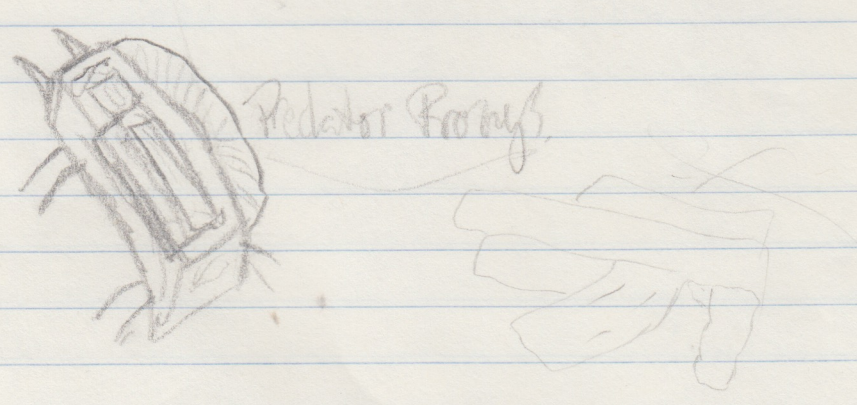
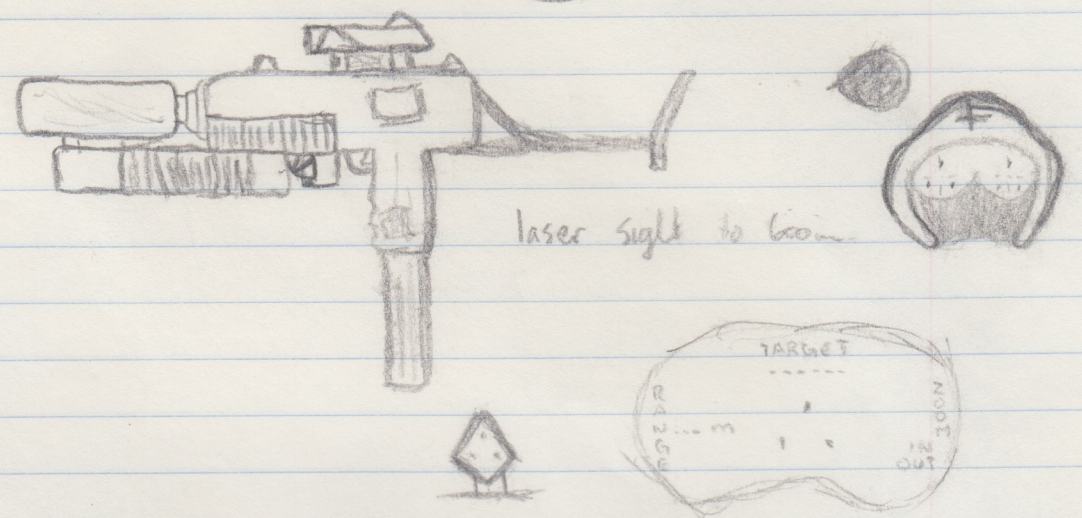
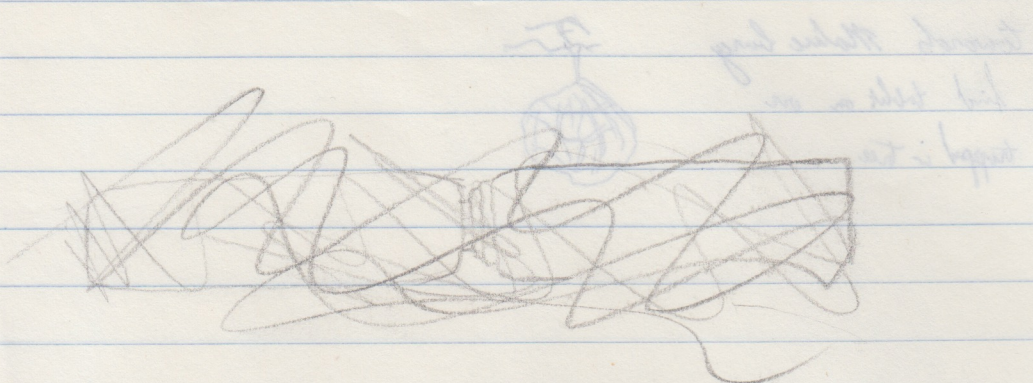
There are 3 pit stops that you can hire and 4 general repair stops. NOTE there are 6 cannons placed around the track and they will shoot if someone disobeys the rules.

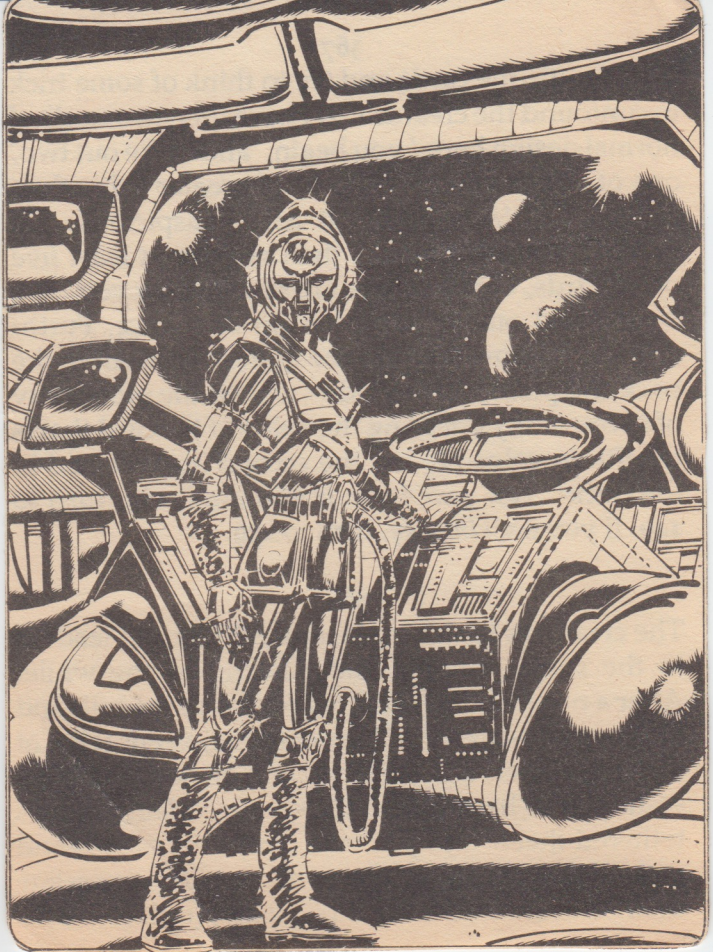




This weapon is the newest in the VZ1 range.







VEHICLE HIT LOCATION TABLE

Die Roll	Front/Back	Side
2	Armor pierced (roll critical)	Armor Pierced (roll critical)
3	Armor plus Track/Axle/Lift Fan Destroyed	Armor plus Track/Axle/Lift Fan Destroyed
4	Armor plus Drive wheel/Wheel/Air Skirt (-1 MP)	Armor plus Track/Axle/Lift Fan Destroyed
5	Armor plus Air Skirt Hit (-1 MP)	Armor plus Drive Wheel/Wheel /Air Skirt Destroyed (-1 MP)
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor plus Air Skirt Hit (-1 MP)
10	Turret Armor	Turret Armor
11	Turret Armor plus Turret Locks	Turret Armor plus Turret Locks
12	Turret Armor (roll critical)	Armor pierced (roll critical)

Notes:

Track/Axle/Lift Fan Destroyed = no movement for rest of game.

Turret Locks = Turret locks in current position and cannot be moved for the rest of the game.

If there is no turret, then all turret hits become normal armor hits.

VEHICLE CRITICAL HIT TABLE

Die Roll	Result
1	Crew Stunned (no actions for two turns)
2	Main Weapon Jams (no fire from largest system for one turn)
3	Engine Hit (no movement for rest of game)
4	Crew Killed (vehicle out of game)
5	Fuel Tank Hit (vehicle explodes)
6	Ammo/Plant Hit (vehicle explodes)

clothes

solly's

SPORTS

ninja
training

ninja

DOBB HALL

Dans Scuba
shop

PUB

BANK

milk
shop

Danny
Lions
Sports
shop

Drive in
Pub

Palace
Pub.

post
office

electric

retro
vision

shed

Telex

shoe
shop

steaks

dentist

car park

bus

bank

car park

news agent

bin

shed

item
shop

shed

mechanic

book
exchange

furniture

thor

vet

shed

sheds.

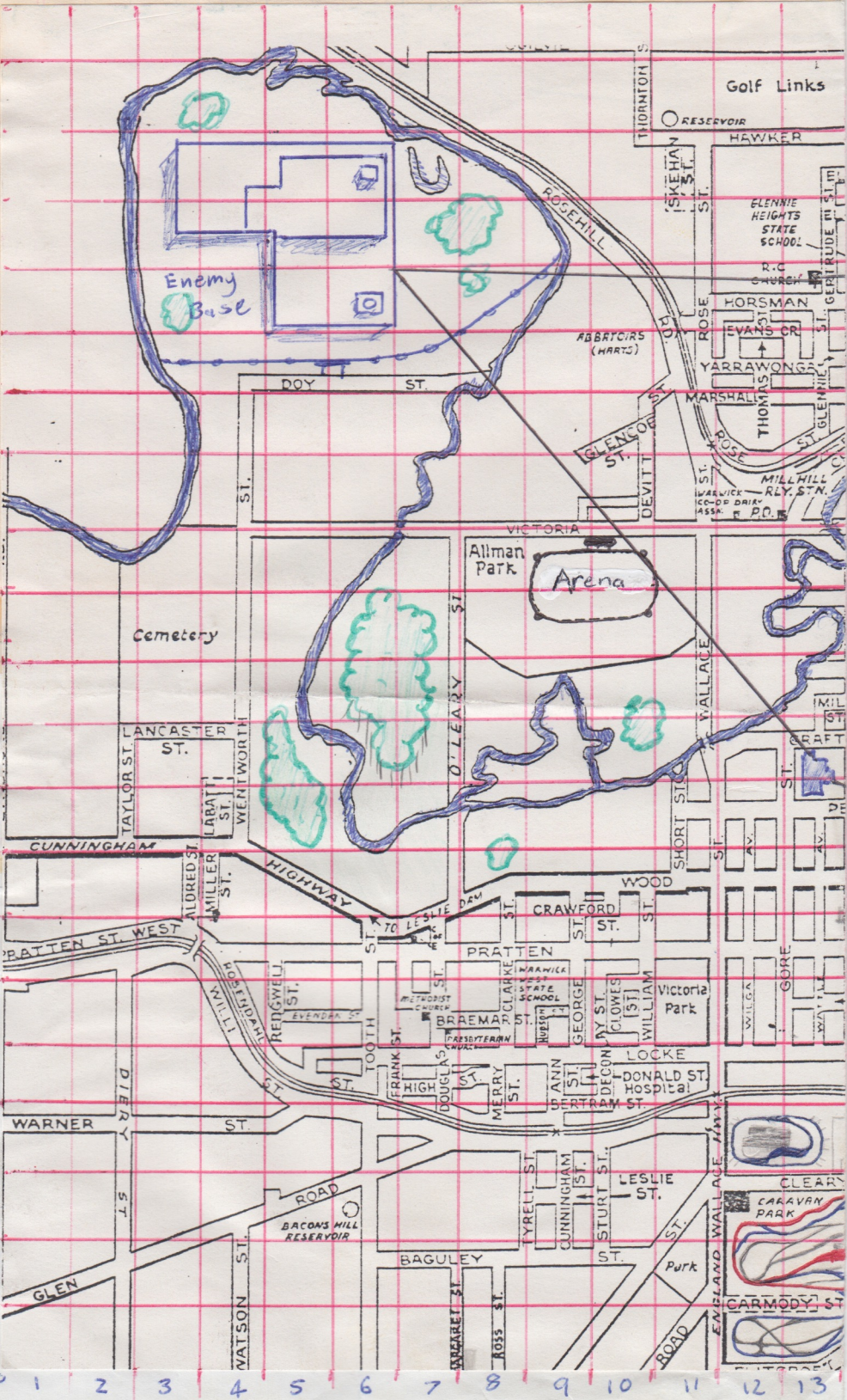
electricity
board

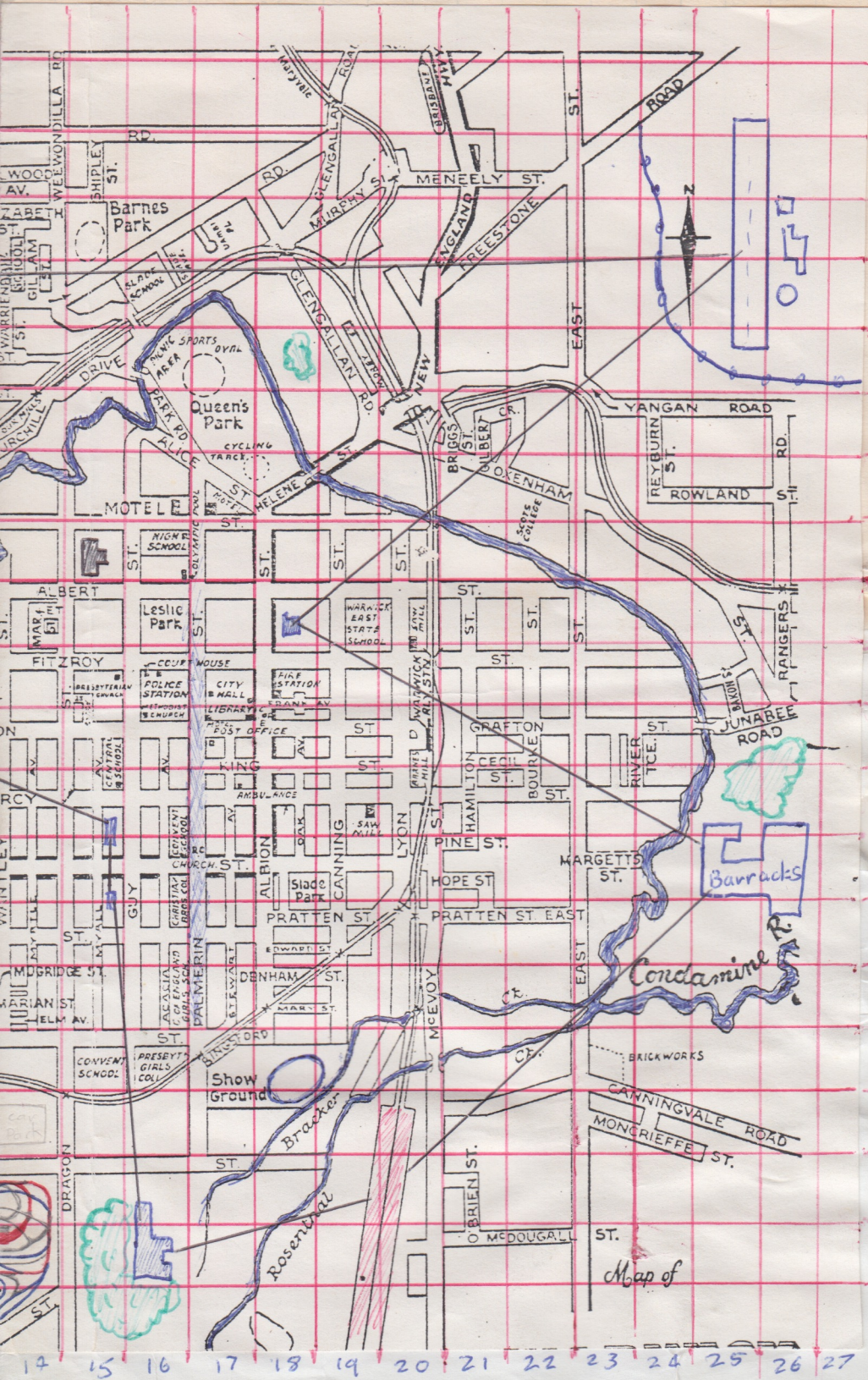
shed.

motor bike
shop.

Goodyear

T
S
R
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Q
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K
J
I
H
G
F
E
D
C
B
A





- Gunnery 17,5 close up
- Mechanics 17,5 close up
- Electronics 17,5 close up
- Infirmary Hospital E,11
- Unit 17,5 close up
- Ninja 17,5 close up
- Sewer Base 17,5 close up
- Home Base M-16
- Enemy Base U-5
- Enemy Barracks 1 17,5 close up
- " " 2 H-25
- " " 3 Q-6
- Gang 1 J-13
- " 2 I,15
- " 3 H,15
- " 4 L,18
- Airport Q,25
- Railway B,19
- arena M-10
- blood Bond E-18
- car arena D-12
- Death Derby B-13

Map of

Piloting
driving

	Heater Gunnery	Electronics Mechanics	Theif inventor	karate Assasin
1.	200	200	100	500
2.	400	400	150	600
3.	600	600	200	700
4.	1000	1000	300	800
5.	1200	1200	400	900
6.	1500	1500	500	1000
7.	2000	2000	600	2000
8.	2500	2200	700	3000
9.	3000	2500	800	3100
10.	3500	3000	900	3200
11.	4500	4000	1000	3300
12.	5000	4500	1500	3400
13.	5500	5000	2000	3500
14.	6000	6000	2500	4500
15.	6500	6500	3000	5500
16.	7000	7000	3500	6500
17.	8000	8000	4000	7000
18.	8500	8500	4500	8000
19.	9000	9000	5000	9000
20.	10000	1000	6000	10000

Boonty Hunter

1.	100	17. 13000
2.	500	18. 14000
3.	1000	19. 15000
4.	2500	20. 16000
5.	3500	
6.	4000	
7.	5500	
8.	7000	
9.	8000	
10.	9000	
11.	10000	
12.	11000	
13.	11500	
14.	11600	
15.	11700	
16.	12000	

crew - 3

Passengers - 7

Armor - 138 -
 weapons - 137 -
 -80 fuel tank - 137 -
 windows - 137 -
 turret - 138 -
 Total - 550

30mm Cannon - +70
 100mm Cannon - +150

crew

G Skill - 9
 Punch - 7
 kick - 2
 H Butt - 5
 Dive - 7
 Roll - 10
 Run - 5

passengers

G Skill - 14
 Punch - 8
 kick - 11
 H Butt - 10
 Dive - 14
 Roll - 13
 Run - 10

57 52 24

Mic 10
 Chairs 1

Man (Xanthos)

G Skill - 16
 Punch - 13
 kick - 12
 H Butt - 17
 Dive - 20
 Roll - 19
 Run - 13

Right Arm

~~T J D
 R L RA D
 RA D
 RT D
 RL RA D
 RT D
 RL LA D
 * RT LA KTD
 RL D
 RT RT D
 H RT D
 RT RA D
 LT D~~