

# THESE ARE THE ARMIES OF THE NIGHT.

They are 100,000 strong. They outnumber the cops five to one.  
They could run New York City. Tonight they're all out to get the Warriors.



## THE WARRIORS

Paramount Pictures Presents A Lawrence Gordon Production "THE WARRIORS"  
Executive Producer Frank Marshall Based Upon the Novel by Sol Yurick  
Screenplay by David Shaber and Walter Hill Produced by Lawrence Gordon  
Directed by Walter Hill

Read the Dell Book



# The Warriors – Jumpchain Gauntlet

v. 1.0

*Over two millenniums ago, an army of Greek soldiers found themselves isolated in the middle of the Persian Empire. One thousand miles from safety. One thousand miles from the sea. One thousand miles with enemies on all sides.*

*Theirs was a story of a desperate forced march. Theirs was a story of courage.*

*This too is a story of courage.*

New York City. Though not the same version as your world's. This city has been carved up. Every neighborhood and borough has been divided into turf for the various themed gangs. Here, reputation and style is everything. Some gangs like the Baseball Furies take these themes to unusual extremes, adopting looks that might be ridiculed, if they weren't backed up by a maniac wielding a Louisville Slugger. Tonight, representatives from every significant gang in New York have been sent to the Bronx to hear the words of Cyrus, president of the biggest gang in the city.

It's in this world you find yourself wearing the colors of one of the toughest gangs around, the Warriors. You will take the place of one of the characters sent as an envoy to the conclave. Out of a street family of 120, plus affiliates, you were chosen for this mission..

Roll to determine which of the Warriors will remain while you take their place.

1. Cleon: Gang Leader
2. Swan: Second in Command
3. Ajax: Heavy Muscle
4. Snow: Heavy Muscle
5. Fox: Scout
6. Cowboy: Soldier

7. Cochise: Soldier
  8. Vermin: Bearer (Essentially the gang's treasurer)
  9. Rembrandt: Young graffiti artist
  10. Free Choice
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## **+ 0 Choice Points.**

You're going like everybody else: nine guys, no weapons. You are restricted to your Body Mod and locked out of your warehouse. None of your companions will be joining you on this jump.

Cyrus tried to unite all the gangs into an alliance that could seize control of the city itself. By the reaction of the crowd it seemed like it might actually be possible, that is until he was shot down at the height of his speech, The bullet was fired by Luther, the maniac leader of the Rogues. Blame will fall squarely on the Warriors. All hell will break loose..

The win conditions are simple, make it back to Coney Island and survive until just after sunrise, when the truth will come out about Cyrus' death.

*"All right now, for all you boppers out there in the big city, all you street people with an ear for the action, I've been asked to relay a request from the Grammercy Riffs. It's a special for the Warriors, that real live bunch from Coney, and I do mean the Warriors. Here's a hit with them in mind."*

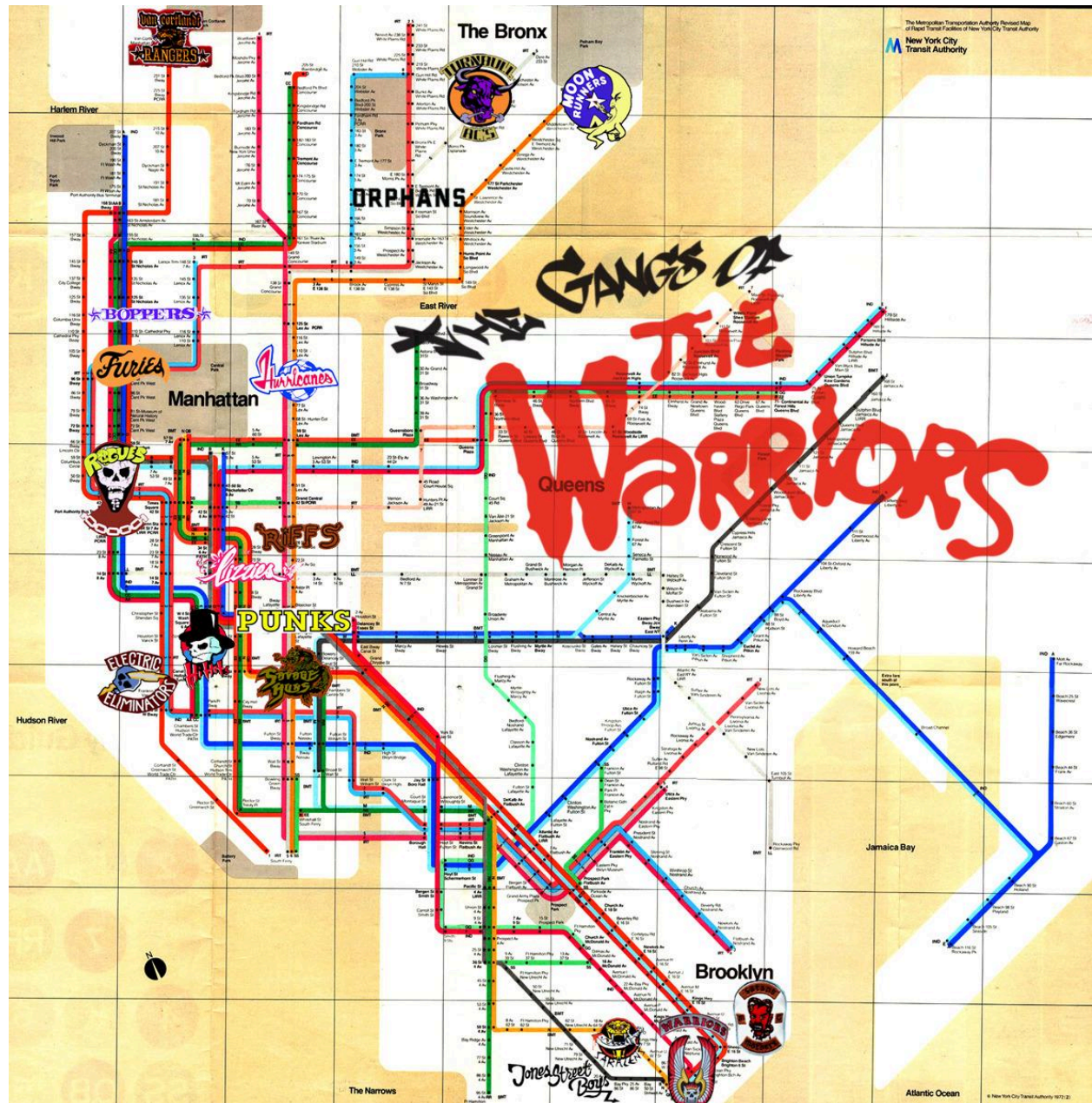
## **Origins:**

You may choose any plausible background to have. Though bear in mind that people with wealth, influence, or connections don't typically find themselves in a street gang.

## **Age and Sex options:**



While the Warriors appear to be entirely male, we know there's at least one female gang, the Lizzies. While not a Warrior, Mercy tags along for many of the events of the film and handles her own. She also shows considerable skill in manipulating the leader of the Orphans. Between these precedents, and the fact that you're the Jumper, you can be an exception and choose your sex/gender for free.



## Location:

You begin at the conclave being held in the Bronx at Pelham Bay Park in the Bronx. Cyrus has just been shot and Luther is telling anyone who will listen that the Warriors pulled the trigger. Every gang in the city is about to come after you. It's a long way to Coney Island and the safety of your home turf. The subways will allow you to cover a lot more ground, but they are also a perfect spot for an ambush by other gangs or the cops.

## Drawbacks:

**Book Continuity (+0):** Rather than mirror the events and characters of the film you'll be in the universe of the book the movie was loosely based off. Your gang is not the Warriors, but the Coney Island Dominators and they are significantly rougher, sometimes brutal. Many names, characters, events, will be very different from what you may have seen on the silver screen.

**So Far Down They're Not Even on The Map (+100):** The Warriors command respect even when they're far from their turf. The group chosen to go to the meet-up are some of the best the gang has to offer. Well, except you. No one's quite sure how you managed to talk your way into going to the meet-up, but you are at the bottom rung of the gang. The other Warriors are unlikely to trust your ability to handle things or listen to what you have to say. Should you run into any other gangs, they will not show you the same respect that they will your fellow Warriors. Maybe you've got a bad reputation all over town. Or maybe they just see that the rest of the gang looks down on you.

**I'm Sick of This Running Crap (+100):** You're hot blooded and ready to smash some skulls. You hate backing down from a fight and would much rather rumble than run, even when you're outnumbered. Every gang in the city thinks your crew shot Cyrus. You gonna fight them all?

**Try and Keep Your Mouth Shut (+100):** You're a loudmouth, a braggart, and will frequently question the leadership of anyone who tries to tell you what to do. If any of your fellow Warriors don't go along with your ideas, you're almost certain to question their manhood.

**Test of Manhood (+200):** You and the gang will frequently engage in antics to prove yourself to one another. Some of these will be tests of physical prowess or courage. Others are downright

silly. However the gang will take these very seriously. At best, these games will be distracting. At worst, they will cause division among the gang, or get a member injured or killed doing something stupid to somehow prove themselves.

**Who Wants to Hide? (+200):** The Warriors might have saved themselves a lot of trouble if they'd donned some conventional clothes and just laid low. But that's not their way and now it's certainly not yours. You wear your colors proudly and don't feel the need to slink in the shadows even if half the city is looking for you.

**Cops are Trying to Rack Up Every Gang in This Town (+200):** The New York Police Department of this world seems to be not only outnumbered but also lacking in intelligence services. One would think that they'd have some undercover officers or informants to tip them off at Cyrus trying to unite every gang in the city. Despite this, they do pose a threat in the film. Well now they've stepped up their resources and are specifically targeting the Warriors. Expect greater police presence, especially around subway stations, and they will recognize the Warriors' colors on sight.

**Meeting Some Strange Wool (+200):** You've got a one-track brain, you know that? You're easily distracted by the possibility of sex and even more easily seduced. Expect to run into trouble chasing tail when you should be focusing on the thousands of gang members hunting you down.

**Wherever It Was You Came From (+300):** You have an abysmal sense of direction and no mental map of the city. For a normal person this can mark you as an outsider and put you in the wrong neighborhood, likely to be mugged or worse. For someone wearing the Warrior's colors, this drawback can get you killed. Especially tonight. If you get separated from the group expect to spend a lot of time wandering aimlessly and frequently winding up in enemy territory.

**No Reason. I Just... Like Doing Things Like That (+300):** You're an instigator of chaos. Whether it's terrorizing civilians for the fun of it or starting a gang war just because you can. You'll feel an overwhelming desire to start shit when you get bored and sometimes when the mood simply strikes you. Your allies will have little patience for this crap unless they're scared of being the next target of your wrath.

**Wimp (+300):** Okay, maybe you're not actually a wimp, despite what Ajax might say, but you cannot hold your own in melee combat. Maybe you're a pacifist, young, or inexperienced.

Maybe you're just shit at fighting. Whatever the cause you will lose any one-on-one fight you get into using your fists or or a melee weapon. Now if you get the drop on someone, that's a different story. You can take someone down as long as you do it before they have a chance to fight back. You can also gang up on opponents, relying on your fellow Warriors to do the bulk of the fighting while you attack from the back or sides. It may not be sporting, but it beats spitting out teeth.

**Come Out and Play (+400):** Normally, your win condition is just to get to Coney Island and your gang's home turf. The truth will come out about who really killed Cyrus. But with this drawback you must face Luther personally. He's a violent sociopath with no sense of honor. He will use every dirty trick he can think of to take you down or draw you out. His gang the Rogues will back him all the way. And you cannot win this gauntlet unless you've brought him down.

## Perks:

**Soundtrack (0):** The distinctive sound of The Warriors theme, and the end song by Joe Walsh helped to make the film iconic. Now you find similar thematic music playing through the events of this gauntlet. Even if you don't carry a radio with you, the music finds a way to pop up. A boombox set up at a train station. A store's radio is still playing music heard from the street even though they shuttered their windows hours ago. The small transistor that a street person wears around their neck while they sit on a bench you walk by. What's more, the music is occasionally broken up by a DJ who provides updates on the goings on of the city. And tonight, that most likely means you and your fellow Warriors.

**Bearer (100):** You carry the tokens and the bread. You've been trusted with the gang's cash and subway tokens. It might not sound like much, but you may need that scratch to bribe your way of trouble (or to keep out of it). Transit cops see a group of hoodlums jump the turnstile and decide to call for back-up and bring the heat down on you at the next stop. This position also brings with it some respect. The others see you as someone with a cool head who is too honorable to skim off the top.

**Street Artist (100):** In a world where reputation and word of mouth go a long way, graffiti isn't just an act of vandalism, it's a way of marking your deeds. You have a talent for it, producing impressive markings for your gang in just a few moments. As a bonus, your skill and familiarity

with spray paint means you can use it as an improvised weapon. Hard to rumble when you've got paint in your eyes.

**Concealment (100):** You're talented at hiding weapons, cash, and useful items on your person. Which is pretty impressive since you're probably running around wearing just a vest and jeans. Using this perk you could sneak a gun into a conclave full of rival gang members and not tip any of them off. Similarly, a pickpocket who bumped into you would walk away with nothing but the lint from your empty pockets. Meanwhile your wallet remains safely stashed where they never thought to check.

**We're Going Home (100):** You have an instinctive knowledge of which direction home is and how far away it is. This won't give you the quickest route or help you avoid dangers along the way, but it will keep you from going the wrong direction. Pretty useful to have when some guys in the gang think Coney Island must be 50 to 100 miles away from your starting point.

**Scout and Memory-Man (200):** You run ahead and tell the gang all they need to know. You're an incredibly observant individual, talented at spotting potential threats. You also know all the players, from the Gramercy Riffs all the way to the lowly Orphans. With just a glance at a partially obscured gang member in the distance you could identify who they're with and rattle off their standing, numbers, and turf.

**Stealth (200):** Sometimes discretion is the better part of valor. You know how to effectively move among shadows, utilize distractions, and hide behind cover. All traits that can help you avoid a fight, or to win one before the other guy knows what's happening. You can move through the city like a ghost, whether you're slipping through enemy territory unnoticed, or bringing down an opponent with a surprise attack.

**Heavy Muscle (200):** You're an exceptionally strong and tough fighter. You may not have conventional martial training, but you've been in numerous street fights and have dealt far more concussions than you've received. The gang will likely lean on you in a fight.

**Know How to Rumble (300):** Raw physical strength is valuable. Knowing how to use it is better. With this perk you have something a lot of these street fighters don't: training. You can unleash devastating unarmed attacks, combining fighting moves in quick succession. This can help you take down a conventionally stronger opponent who only knows how to unleash a



one-two punch. Keep in mind that this doesn't make you untouchable. After all, Cleon seemed to know how to handle himself, but he was quickly surrounded and subdued in the film.

**War Chief (300):** You're a natural born leader and a skilled tactician. You command the respect of your fellow Warriors, even if some may occasionally question or challenge your decisions. Your intensity can make even your strongest rival in the gang back down. You also have a knack for picking up potential allies and keeping them in line. Even someone who is normally disruptive is very unlikely to betray you or stir up trouble.

**Magic... Whole Lotta Magic (300):** Everybody says that Cyrus is the one and only. Well, you just might be able to give him a run for his money. You're a truly impressive orator and are skilled at persuading people individually or in groups.

## Items:

The Warriors travel light, and the rules of the conclave specified no weapons. Maybe you were able to sneak something in or grabbed an item in the confusion following Cyrus' assassination. Either way, gear will be hard to come by in this jump.

**Contraband (50):** Something to take the edge off. Can take the form of a dime bag, flask or bottle of booze, or just a pack of smokes. Post gauntlet this will refill daily.

**Tokens (50):** It might seem strange watching the beginning of the film and seeing pretty much every gang using subway tokens. Maybe the transit cops don't screw around in this world. Either way, if you want to move fast in this gauntlet you're going to want these. Forty or so tokens, enough to get several people clear across town, even after transferring multiple times. Post gauntlet this will refill daily. One free with purchase of the Bearer perk.

**Spray Paint (50):** This can never seems to run out of paint when you're the one using it. Comes in red by default. Post gauntlet you can change the color when no one else is looking, allowing you to create more detailed and varied graffiti artwork without having to swap cans. One free with purchase of the Street Artist perk.

**Bread (50):** A stack of cold, hard cash. Enough to cover the expenses of a group of hoodlums out on the town. That is, if they weren't being hunted. Might be enough to bribe one of New York's finest to look the other way. One free with purchase of the Bearer perk.

**Lockpicks (50):** A set of quality lock-picks that are easily concealable. Handy if you ever find yourself handcuffed to a park bench.

**Painkillers (50):** If you get hurt there's not much chance of getting proper medical care. You need something that can get you back on your feet in a flash. That's where this little bottle of pills comes in. Pop a couple and you can fight through the pain and keep moving for about 12 hours. Technically these won't replenish your health, but it'll feel like they did. Keep in mind this is a short term fix. Any injuries will need treatment or at least recovery time when the pills wear off. They also don't stop mortal wounds from taking someone down.

**Back-up Weapon (50):** This can be any improvised, low level weapon. Maybe a length of heavy chain, brass knuckles, or even steel-toe boots for stronger kicks. Not the ideal armament, but it's better than nothing.

**Blade (100 CP):** You have a small, easily concealed weapon. You can choose whether it's a straight razor, a switchblade, or a fixed blade knife. Either way it's well balanced and guaranteed not to chip or break.

**Blunt Weapon (100):** You've managed to pick up a weapon with less concealability but more reach than a small blade. Could be a crowbar, a lead pipe, or a baseball bat. The desired result is the same, smack a guy with something heavy before he can close the distance and stab you with his knife.

**Molotov Cocktail (200):** Rules of the truce said no weapons. Well, this is just a bottle of something strong. What exactly? Probably gasoline. Stuff in a rag, light it, and you're guaranteed to do some damage. Using this will probably scare off a weaker gang.

**Colors (200):** You'll start with your own leather vest bearing the Warriors crest regardless of buying this. But since you've spent CP, there's something different about these colors. Wearing this will draw attention to you. It also gives you an air of effortless cool, a hint of danger, and lets everyone who sees you know that you are not to be trifled with. Additionally, the vest provides you with protection in combat. Physical blows dealt to you just don't seem to pack as much punch. This means you can withstand more punishment, not that you are invulnerable. It also

helps against ranged weapons, making it more difficult for opponents to get a bead on you and shoot you down, even when in close proximity. Does not help against subway trains.

**“The Lizzies are Packing” (300):** Not many firearms appear in the film, most likely because of the truce and the likelihood of bringing down law enforcement on everyone. Guns are viewed as a massive escalation, if not outright dishonorable. But you know what? They’re also a force multiplier. And now you have one. A snub nosed revolver with six bullets. Of course, if you happen to pull it out and/or use it in sight of the other gangs it will only reinforce Luther’s lie that your gang shot Cyrus. It will also lead to the gangs chasing you to procure their own firearms. No one wants to bring a knife to a gunfight.

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*“Good news, Boppers: The big alert has been called off. It turns out that the early reports were wrong, all wrong. Now for that group out there that had such a hard time getting home, sorry about that. I guess the only thing we can do is play you a song...”*

You made it back to your home turf on Coney Island, Luther has been dealt with, and the truth about who killed Cyrus is out. Time to reap the rewards you’ve fought so hard for.

## **Gauntlet Rewards:**

**Media:** You gain copies of all media productions of The Warriors franchise. The novel by Sol Yurick, the 1979 film, the video game by Rockstar, etc. You also have the ability to keep the perk ‘Soundtrack’ and apply it to future jumps where similarly theme appropriate music will play.

**You Warriors are good. Real good.:** Being a Warrior isn’t just about being strong. It’s about courage, smarts, and skill. The Warriors know when to run, try to talk down at least one group of adversaries, and generally choose their battles and their battlefield. You now have the instincts of a veteran street gang member. You know how to handle yourself in a fight and never freeze up or panic regardless of the danger you’re in. Additionally, if you spend a week or more in an urban area you will gain a deep familiarity with its streets, neighborhoods, and any mass transit system. This isn’t just handy for navigation. You’ll know potential ambush sites, alternative

routes to avoid attention or bypass certain territory, chokepoints to keep you from being surrounded, and other tactical insights. You also gain a sixth sense for when you're being followed, or when you stumble into potentially hostile territory. This perk is added to your Body Mod.

**Secure Our Turf:** You know how to foster a reputation as a gang member or leader, and with that reputation comes power. A small group of upstart youths can become a gang. A gang can become an army. You can easily establish gang turf in a neighborhood. Additionally, recruiting members and affiliates takes less time. Finally, the law tends to look the other way so long as you're not doing anything too egregious or upsetting the rich and powerful. Once you've got your little kingdom, whether you rule with fear, respect, or a mix of both is up to you.

**This is What We Fought All Night to Get Back To?:** You may add 100 points worth of perks or items purchased from this gauntlet to your Body Mod. This increases by 100 points for every two survivors of the Warriors that went to the Conclave with you.

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## Ending Options:

**It's Survival in the City:** For some reason you've decided to stay. Maybe Cyrus' speech got to you, and you see what this place could be like if the gangs united. Just be warned, city streets don't have much pity. When you're down, that's where you'll stay.

**I Know There Must Be Something Better:** On to the next Jump.

**I Can't Stay Another Night:** You've been away for far too long. It's time to return home.

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## Notes:

- Vermin's title as 'bearer' is included in a deleted scene. It doesn't really come up in the rest of the film, which is probably why it was cut. But I liked the idea of the gang having different positions.

- In the same deleted scene Snow is referred to as the Music Man. Presumably he's responsible for carrying a boombox. He's briefly seen holding one during the earliest shots of the film. Hauling that around while being chased by cops and gangs didn't seem very smart so I was hard pressed to come up with an appropriate perk. I did consider trying to tie it to the DJ who speaks throughout the film, maybe as a sort of narrative guidance only the Music Man could hear. However, that didn't seem to match the tone of the setting.

- I did not read the novel nor play the video game adaptation. However, I did a little research and have tried to incorporate a few elements from both sources. 'Test of Manhood' comes from the antics the gang got up to in the original novel. 'Know How to Rumble' and 'Stealth' reflect the combo attacks and takedowns from the game. My aim was to keep these aspects open for jumpers to tie them more to the other media if they wanted or keep it grounded to the world of the film. Corrections and recommendations are always welcome.

- If one takes the 'Subway Tokens' as a Gauntlet reward it will transform in future jump settings to appropriately match the local setting. Whether it be a train ticket, transit pass for high speed rail, or similar means of proving you have a right to utilize a city's transit system.

## Changelog:

Version 1.0: Released.

Version 1.1: Incorporates much of the feedback I received from the original post on Reddit.

- u/dangerfun had many excellent ideas for drawbacks, perks, and items which eventually became 'Book Continuity', 'Wimp', 'Wherever You Came From', 'Soundtrack', 'Media', 'The Lizzies are Packing', 'Contraband', 'Subway Tokens', 'Lockpicks', and 'We're Going Home'. They also provided better quality images which I've added. Finally, the Gauntlet Reward 'Secure Our Turf' was created based on their recommendation.
- u/Atma-Stand rightly pointed out that the drawbacks were not organized by point order. This was fixed.
- u/ladykiller221 inquired about elements from the video game. I added the item 'Painkillers' to represent Flash. The item 'Backup Weapon' is meant to allow for Brass Knuckles and/or Steel Toed Boots which are both power-ups from Rockstar's game.



- Similarly, u/Nerx was specifically interested in the stealth moves and finishers from the game. I've tried to capture those with the perks 'Stealth' and 'Know How to Rumble'.
- u/sonama noted that the original version was not available to download as a PDF. Version 1.1 has been shared with Reddit in a manner that allows that.
- Added 'Spray Paint' to provide another item worth 50 CP and to specifically provide it as an item to accompany the 'Street Artist' perk.
- Moved 'Colors' from Gauntlet Reward to item. Also added limited protection from ranged weapons to reflect how some of the Warriors escaped the Lizzies without getting shot.
- The Gauntlet Reward allowing jumpers to add perks and/or items to their Body Mod was officially titled 'This is What We Fought All Night to Get Back To?'. I also revised the language to make it clear that you only get points for the Warriors who went to the Conclave, not all surviving members of the gang who stayed home.
- Misc. edits.