

NECROWORLDA

Necroworlda is an ultra-polluted planet of mega-factories infested with mutant monsters. Its criminal underworld is violent and lawless. Countless warrior gangs fight for supremacy in NECROWORLDA.

Each player creates a gang with a starting territory and gives it a name.

GANGS (roll 1d6. All have 10G, 1W and 1\$)

1. **Mutants.** May buy 2G for \$1.
2. **Cyber-Warriors.** May buy 3W for \$1.
3. **Techno-Terrorists.** +1 Covert Missions.
4. **Paramilitary Sect.** +1 to Gang War.
5. **Survivalist Militia.** +1 to Go Out into the Wasteland.
6. **Headhunters:** +1 per enemy Ganger killed as Attackers in Gang War.

TERRITORIES (roll 1d6)

1. **Dead Zone:** nothing.
2. **Weapon Factory:** yields +1 W.
3. **Scrap Mine:** yields +1 \$.
4. **Village:** yields +1 G.
5. **Tunnels:** gain +1 to Covert Missions.
6. **Casino:** roll 1d6: 1-Pays \$1. If you can't, it's destroyed. 2-5: +1\$. 6: +3\$

If you have no territories, you can't be targeted by actions nor have more than 5 Gangers.

GANG VALUE (GV)=

Gangers+Weapons+Money+(Territories x 2)

GAME RULES

Repeat this sequence until someone wins:

A) Production: territories yield resources. If a gang has none, generate one but do not produce this turn.

B) Actions: each gang secretly chooses its action and they are revealed. Resolve actions in ascending order of Gang Value.

C) All players update their Gang Value.

If at the start of step A) a gang has a GV of 30 or more, it wins the game.

RESOURCES

Gangers (G): A gang starts with 10 Gangers. If G=0, the gang is eliminated. Create another one with 1G, 1W and no territories.

Weapons(W) and Money(\$) are used to give +1/-1 to certain rolls and pay costs. W+\$ can't be higher than G in any gang.

Territories: A Gang may control up to 5 territories but may not have more than Gangers.

ACTIONS

One per Gang per turn. When declared, the specific type and target must be specified. If an action cannot be resolved for any reason, that gang *Goes for the Wasteland* that turn. Two actions may be taken but either roll is 3d6 and the higher result is discarded. When a 2d6 roll is required, the total modifier cannot be greater than +3/-3.

GANG WAR

You will be the attacker. Choose another gang: it will be the defender. Choose an objective:

- Conquer a territory from the Defender.
- Fight for \$5 or 5W loot (take your pick).
- Fight for new territory (generate it).

Starting with the attacker, both sides decide how many Weapon points to use. The modifier remains for the duration of the Gang War. Additional Weapons may be spent on subsequent rolls. Remember the +3/-3 limit.

Roll 2d6 + (Attacker's W)-(Defender's W).

Double Six: Defender loses 2 G and retreats.

10+: Defender suffers losses. Lose 1 G.

7-9: Both sides suffer losses. Lose 1G.

6-: Attacker suffers losses. Lose 1G.

Double One: Attacker loses 2Gs and retreats.

When suffering losses, one side may retreat and give the victory to the other. If both can, the Attacker

chooses first. If no one retreats, roll again until one side retreats or is exterminated.

The winner gets the Scenario objective.

DODGY BUSINESS

You go to the criminal underworld. Choose up to 2 options (may be repeated):

- Recruit 1 Ganger for 1\$.
- Buy 2 Weapons for 1\$.
- Sell 1 Weapon for 1\$.
- Earn \$1.

If multiple players choose this, they all roll 2d6.

10+: You finish your business and escape.

7-9: You are cornered. Choose only one option unless you pay 1G or 1W.

6-: Your gang is accused of starting the fight. You lose 1G and don't get to do your business.

UNDERCOVER MISSION

Choose a target gang (defender) and a mission:

- Steal up to 3 points of W or \$ from them.
- Destroy a territory of the target gang.
- Set up an ambush (+2 to a *Gang War* you make against the target gang next turn. If you don't use it, it is lost)

Starting with the attacker, both sides decide how many Money points to use.

Roll 2d6 + (Attacker's \$) - (Defender's \$).

10+: You achieve your objective.

7-9: You are seen. You only achieve your objective if you pay 1G or 1W.

6-: You get caught. You lose 1G and fail your mission.

GO OUT INTO THE WASTELAND

You go out into the toxic wasteland to search for food and resources. Roll 2d6:

10+, you find something of value. Roll 1d6: 1-3: 1\$.

4-5: 2\$. 6: New territory.

7-9, same but you are attacked by a mutant monster. You must pay 1W to kill it or lose 1G.

6-One ganger does not return. You lose 1G.