

GUNCRAWL

A GAME OF CLOSE QUARTERS HAVOC

WEIRD SCIENCE

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Victory Force Miniatures

Ground Zero Games

TABLE OF CONTENTS

WEIRD SCIENCE

APERTURE PROJECTOR

MOTIVATION.....2

RULES.....2

GRAV-MANIPULATOR

MOTIVATION.....3

RULES.....3

DELAMETER

MOTIVATION.....4

RULES.....4

OMNISUIT

MOTIVATION.....5

RULES.....5

TELEPORTERS

MOTIVATION.....6

RULES.....6

TIME TRAVEL

MOTIVATION.....7

RULES.....7

GUNCRAWL

-A GAME OF CLOSE QUARTERS HAVOC-

WEIRD SCIENCE

Most scientific developments are advanced by rational and intelligent researchers in the eternal quest for knowledge. By and large, the resulting inventions and applications are of a conventional nature that fits comfortably within the scientific thinking box, and usually offer a wealth of potential benefits to society.

From time to time, a self-proclaimed scientific genius on the pseudoscientific fringes will dabble in the scientific equivalent of the occult, and may occasionally surface in the media with wild theories or physics-defying concepts that leave their more strait-laced counterparts sputtering in outrage.

Every once in a while, these aspiring Einsteins on the fringe of mainstream science do manage to develop working examples of seemingly absurd or impossible contraptions. In the majority of these cases, no one ever hears about these wondrous, alleged breakthroughs in the news because the inventor usually perishes in a spectacular accident, quickly disappears under mysterious circumstances, or ends up in a room with very soft walls being tended to by nice medical types in spotless white coats.

However, roughly one out of a million times, these strange inventions defy the odds and become a reality, a technological Holy Grail pursued by a brave, often unscrupulous, and industrious few. Treasure-hunting adventurers, mercenaries, government employees of mysterious acronymic agencies, greedy arms dealers, and a variety of other unsavory types embark upon mostly fruitless quests into extremely dangerous territory to acquire these incredible items for their own use, their government, for a deep-pocketed and sleazy corporation, or simply to sell to the highest bidder on the open market.

Whether or not any of these quests have succeeded is a subject of some debate, and many have taken on almost mythological proportions, often told and retold in dark, seedy

places across the galaxy, or simply relegated to a sealed folder in a forgotten file archive in a dreary government basement somewhere.

The people who tell these modern equivalents of Homer's Odyssey span a range of extremes. Some are veritable Ahabs, wistfully recounting their struggles with the elusive white whale, others simply repeat what they were told by the quintessential "friend of a friend of a friend" in the hopes of getting some sort of reward, and a few will quietly recount their own tales of failure and near-success after being sufficiently lubricated.

For as long as those legends are told and retold, there will always be someone searching for these elusive artifacts. The competition is intense, the expense is overwhelming, the dangers are great, but they pale in comparison to the allure, magnitude, and seductive promise of the reward. The seekers know that they only need to find just one of these mythological items. Find the right buyer or deliver it into the right hands, and they will never need to work again.

So, too, must they beware—the treachery of their fellow man in the face of such riches seemingly knows no bounds, and many quests have failed for that reason alone.

Still, they continue trying.

GUNCRAWL

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APERTURE PROJECTOR

One of the mysterious technological artifacts is a handheld device that projects an aperture, or portal, onto certain surfaces. Commonly referred to as an "aperture projector," this device essentially allows people to create small transit gates large enough for a human to enter.

MOTIVATION

The governments and corporations who take this myth seriously recognize a staggering military and commercial potential in the aperture projector. If scaled up sufficiently, logistical and transportation issues would nearly vanish, as people and things could simply enter an aperture on Earth and exit another aperture on the Moon. Dangerous space voyages that take months could conceivably be replaced by allegedly safe aperture travel, and this technology is seen as having the potential to completely change life as humans know it.

Because the potential benefits are so great, companies and governments who are assured enough of its existence will stop at practically nothing to get their hands on it first.

RULES

The aperture projector is a handheld device that requires two hands to operate. Creating an aperture requires one action, and two apertures must be created. The first aperture is referred to as the Alpha aperture, and the second aperture is referred to as the Beta aperture. Note that this means two actions are required to successfully establish a matched pair of apertures.

Apertures are represented by standing Aperture markers, which are color-coded as follows:

- ♦ Alpha apertures are blue.
- ♦ Beta apertures are red.

Apertures may be projected onto any wall within direct line of sight of the user, up to 24 spaces away from the projector. They cannot be projected onto doors, figures, or other objects. Aperture markers must also be placed in the selected space so that they are flush with the edge of a tile, parallel to the wall that they were projected upon. For the purpose of establishing line of sight, the front facing of the aperture is perpendicular to the wall that it was projected upon.

Once the Alpha and Beta apertures are both active, any figure mounted on a base smaller than 40mm in diameter may enter one aperture and exit the other aperture as part of a movement action. If a new aperture is projected while an Alpha and Beta aperture both exist, the existing apertures must be removed from play before placing a new Alpha aperture.

Apertures continue to exist until removed from play in the aforementioned fashion, and do not require any actions to maintain. This means that the figure that used the aperture generator may choose to stow it or switch to another item after projecting both apertures. Both apertures may also be manually deactivated. In this case, the figure equipped with the projector simply spends an action to deactivate the apertures, and both markers are removed from play immediately.

Objects may be thrown or moved through apertures, and weapons may also be fired through apertures. To resolve these cases, the first direct line of sight must be drawn to an Alpha or Beta aperture, and the second line of sight is then drawn from the other aperture to the targeted space or figure. If both lines of sight are clear, the attack may then be performed.

GUNCRAWL

-A GAME OF CLOSE QUARTERS HAVOC-

GRAV-MANIPULATOR

The legendary electrogravitic manipulator, commonly referred to as a grav-manipulator, is a bulky handheld device that is capable of manipulating gravitational effects at the targeted destination. Put simply, it allows the user to lift, move, and manipulate very heavy objects with practically no effort.

MOTIVATION

This device is noteworthy for being publicly sought after by the Popeil Group, a powerful and extremely wealthy alliance of consumer-goods manufacturers that have plans to patent, commercially reproduce, and market the grav-manipulator as an assistive-living device for the elderly and infirm on late-night trivid. The few other corporations and governments that take the existence of the grav-manipulator seriously have somewhat less benevolent applications in mind, however.

RULES

The electrogravitic manipulator requires two hands to operate, and allows the user to perform the following actions by manipulating the beam:

Zap: The electrogravitic manipulator may be used to zap any object up to 2 spaces away with a kinetic pulse. The kinetic pulse will knock the object a number of spaces away, determined by the size of the object:

- ♦ **Small:** The object occupies half the area of the figure's base diameter or less. Small objects are knocked up to 4 spaces away.
- ♦ **Medium:** Medium objects occupy more than half of the figure's base diameter, but still fit within the figure's base diameter. Medium objects are knocked up to 2 spaces away.

- ♦ **Large:** Large objects occupy more area than the figure's base diameter. Large objects are nudged 1 space away.

In order to successfully zap an object, the object must not be permanently secured to the floor in any fashion, and must not occupy more area than six bases of identical size to the user's.

Capture: The user may attempt to capture an object up to 4 spaces away with the electrogravitic manipulator. Capturing an object requires one action, and does not require a die roll. Captured objects must be immediately moved into any space adjacent to the user. Only inanimate objects, machines, or robotic figures may be captured, they may not be fixed to the floor in any fashion, and they must be no larger than the figure's base diameter.

Carry: Captured objects are carried by the grav-manipulator during the user figure's normal movement. When an object is carried, it moves with the user figure, and must maintain formation with the user figure. No actions are required to carry an object.

Block: Carried objects may be used to block incoming attacks if they have a Cover Save. The user automatically receives the object's Cover Save against all attacks that must cross the space containing the carrying object in order to hit the user.

Hurl: Carried objects may be hurled at enemy figures or other objects up to 6 spaces away. Roll one attack die as normal. The base Power of the attack is equal to half the distance to the target in spaces, rounded up to the nearest whole number, minus two. Both the hurled object and the target must make a Defense roll. If the hurled object survives its Defense roll, it must be placed in the nearest empty space to the target, and no longer counts as captured. If the object fails its Defense roll, it is destroyed and must be removed from play.

GUNCRAWL

-A GAME OF CLOSE QUARTERS HAVOC-

DELAMETER

Stories of unbelievable wonder-weapons also abound. Amongst these stories are tales of a legendary handgun with attributes so incredible that it was quickly dubbed the "DeLameter," named after a fictitious handgun of similarly incredible characteristics that was featured in a work of science fiction literature from 20th-century Earth.

The tales and stories vary in details, but the common thread tying these stories together is the handgun itself. It is reputed to have multiple firing modes, the most powerful of which can destroy an armored vehicle in one shot, and the least powerful of which is a fully automatic pulse mode that seemingly never ends. The weapon is also reputed to be temperamental, and some stories even assert that the firer is killed spectacularly when attempting to unleash the full power of the DeLameter.

MOTIVATION

Such a weapon, if it indeed exists, would lend one man the firepower of an entire squad or platoon. Improved upon or scaled up, such a weapon would be a fearsome asset to any interested parties willing to pay the right price. Weapon manufacturers that get their hands on a real example of this weapon would quickly be courted by deep-pocketed governments and militaries like a debutante at her coming-out ball. To despots, treasure hunters, and adventurers, this weapon would be the ultimate collectible and symbol of authority.

RULES

The first rule is: There Can Only Be One. No more than one DeLameter can exist in the game at a time.

The DeLameter has a Tiny form factor, as the business end of the weapon is a handgun-sized beam emitter, and is a Multimode weapon.

The weapon has a separate regenerative power pack weighing 8 kilograms, worn on the back, connected to the weapon by a shielded cable. The Infinite Ammo rule is used to represent the regenerative power source.

There are three settings for the weapon: Full Power, Half Power, and Low Power. The profiles for each setting are displayed below:

FULL POWER MODE

RNG	PWR	DICE	AREA	AMMO
48	6	1	0	Infinite
SPECIAL NOTES				
Dangerous: On any attack roll result of 1, the weapon overloads and detonates in a Power 6, Area Effect 1 explosion.				
Incandescer: If the Power of this weapon completely negates a target's Defense and Recovery rolls, the target detonates in a Power 0 Area 1 explosion.				
Accurate: +1 bonus to attack rolls.				

HALF POWER MODE

RNG	PWR	DICE	AREA	AMMO
24	3	1	0	Infinite
SPECIAL NOTES				
Temperamental: On any attack roll result of 1, the weapon overloads and shuts down. One action must be spent to re-activate the weapon before it may be fired again.				
Accurate: +1 bonus to attack rolls.				

LOW POWER MODE

RNG	PWR	DICE	AREA	AMMO
24	1	6	0	Infinite
SPECIAL NOTES				
Temperamental: On any attack roll result of 1, the weapon overloads and shuts down. One action must be spent to re-activate the weapon before it may be fired again.				

GUNCRAWL

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OMNISUIT

The Omnisuit is a legendary full body suit with incredible protective capabilities. The wearer of an Omnisuit is said to be able to perform superhuman feats and withstand a staggering amount of damage, often surviving in circumstances that would instantly kill anyone wearing lesser protection.

MOTIVATION

The stories of the Omnisuit claim that its earliest form was designed by a slightly deranged backyard inventor who wanted to interact with the local population of 3000-kilogram carnivorous predators on equal footing. After multiple failed attempts to sell the design to interested parties, the Omnisuit was continuously revised and modified into newer designs that incorporated ever more bizarre improvements. Still, the suit failed to find a buyer due to the inventor's somewhat odd personality and lack of marketing aptitude.

After one last and spectacular public exhibition, in which the inventor donned the suit and ran the gauntlet through an obstacle course involving a vat of molten steel, being crushed between 2 derelict groundcars swung by cranes, being shot at by antimateriel weapons, being tossed back and forth by a pair of 12-ton Kogura H8 construction walkers like a football, and other similar over-the-top demonstrations of the Omnisuit's ruggedness, the inventor and his creation disappeared shortly afterwards under mysterious circumstances. The whereabouts and the disposition of both remain unknown to this day, but rumors and alleged sightings occur frequently enough to make the Omnisuit an item of interest for adventurers, governmental operatives, and treasure hunters.

RULES

The Omnisuit is a bulky full-body suit of armor, composed of multiple layers of protection against various elements. To represent these multiple protective systems, the wearer counts

as if it had all of the Immunity (X) special abilities listed in the Core Rulebook.

The Omnisuit also includes multiple external sensors and optical receptors to compensate for the wearer's restricted vision, and thus the wearer benefits from the Thermal Vision special ability.

The wearer receives a Defense Roll of 0+ and a Recovery roll of 2+, and also benefits from the Hardshell and Extreme Toughness special abilities because of the Omnisuit's sheer survivability. Because the full ensemble weighs approximately 400 kilograms, the suit has a built-in framework of power assists and mobility augmentations, which allows the user to move around normally despite the Omnisuit's bulk. The wearer is considered to have a Physical Aptitude of 5, and moves at their normal Movement rate. The Omnisuit has no built-in weapon systems, but does not restrict the wearer from carrying or using most small arms.

Because the Omnisuit is prototypical and has not been refined for mass production, it is a technological nightmare to maintain and the sheer number of different protective tasks that it tries to excel at simultaneously means that despite the protection it offers to the wearer, its subsystems do not always enjoy the same level of protection. To represent this, the suit must lose one special ability every time it fails a Defense roll. The player controlling the figure wearing the Omnisuit must choose which special ability to remove from the list below:

Any one of the Immunity (X) abilities, Hardshell, Extreme Toughness, or Thermal Vision

Alternatively, the player may choose any one of the penalties below:

+1 increase to Defense Roll*, +1 increase to Recovery roll*, -1 decrease to Physical Aptitude, or a -1 decrease to Movement,

*These penalties may only be taken if Hardshell or Extreme Toughness have been lost.

GUNCRAWL

-A GAME OF CLOSE QUARTERS HAVOC-

TELEPORTERS

One of the most bizarre legendary devices is the teleporter. The physical nature of the device seemingly changes every time the story is told, but two things remain constant in each re-telling of the story: the teleporter moves things from Point A to Point B almost instantaneously, and its temperamental nature sometimes results in horrifying effects upon the hapless user.

MOTIVATION

The ability to teleport people and objects across vast distances is a very appealing one from a commercial and military standpoint, and those in scientific circles are divided when it comes to how the device theoretically operates. Both sides see different potential applications for the device.

Some scientists claim that the teleporter could potentially clone or replicate, and these abilities alone would revolutionize medical science by allowing the patient's very body to be rebooted to a healthy state by simply applying error-correction and filtering algorithms to the data stream before reconstituting the patient in a new body.

Others claim that the device simply moves the intact original from one location to the other, and focus solely upon the logistical and transportation aspects of the issue. Regardless of how the device actually operates, the teleporter is seen as a very lucrative and groundbreaking device with world-changing potential, and is therefore coveted by those who take its existence seriously.

RULES

Teleporters are large, static machines that cannot be moved by figures, and are represented on the map by 2x2 teleport node markers and a teleporter control station. To operate a teleporter, a figure must first spend one action in any space adjacent to the control

station to set the destination node, and then move onto the node marker itself.

When a figure is placed on a node marker, the figure may immediately teleport to the destination teleport node marker. The figure is simply moved to the destination teleport node marker immediately, and may perform any remaining actions upon arrival.

Note that figures may only teleport to an empty teleport node marker. If the destination node marker is occupied, the teleporter will refuse to function for safety reasons, and will not send any figures to the destination node marker until the destination node marker is cleared.

Figures on a teleport node marker may also choose to be teleported to areas that do not have a destination teleporter node, at a significantly greater risk and with considerably less accuracy. This requires one action to manually override the interface, a second action to manually set the destination point, and a third action to execute the actual teleport itself.

The player in control of the teleporting figure must nominate the exact tile that they want the figure to teleport into. Next, the Enemy Placement Grid card is used to determine exactly where in the room the figure appears. If the space indicated by the Enemy Placement Grid card is occupied by an inanimate object or scenery feature, both the teleporting figure and the object are destroyed and removed from play.

If the teleporting figure survives, roll on the Enemy Defender table and use the Enemy Placement Grid card as normal. If the first enemy figure appears in the same space as the teleported figure, both figures are destroyed and removed from play.

If nothing untoward happens to the teleporting figure, it may then perform any remaining actions.

GUNCRAWL

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TIME TRAVEL

Time travel is something that has been researched for many years, for a multitude of applications. Technological, scientific, and cultural obstacles practically consigned the concept to a perpetual state of impossibility and non-existence...or so conventional wisdom would have us all believe. Rumors, wild tales, and so-called evidence of working, practical time machines have long been fodder for imaginations, and have planted the seed for more than one quest.

MOTIVATION

The most convincing of these rumors and wild tales revolve around a different form of time travel than what the typical person on the street imagines. Rather than literally going back in time and finding the past exactly as you lived it, you are instead moving from one parallel universe to another parallel universe, a mere two universes out of an unimaginably vast number of parallel universes, each of which may be viewed as a snapshot of one fleeting moment in time.

Thus, time travel is not limited to moving back and forth across an arbitrary timeline. Moving "sideways" is also possible, meaning that you could allegedly examine any one of an infinite number of possible outcomes for the same action performed in one of these many parallel universes. In other words, time machines are essentially teleporters capable of sending visitors to arbitrary locations in parallel universes.

Researchers find the idea of observing ancient cultures in their own native timeframe extremely appealing, criminal syndicates see the allure in being able to commit "perfect crimes" by committing huge thefts in parallel universes and returning to their own universe, where their crimes are largely unknown and unproven, gaining virtual immunity from prosecution, and governments have a vested interest in controlling such technology.

RULES

This form of spacetime travel gives you a plausible excuse to use anachronistic figures in your missions, by sending player figures to an arbitrary point in spacetime that would allow them to encounter Romans, musketeers, dinosaurs, cowboys, or other things of that nature. Additionally, it introduces several potential story hooks, such as having the players be members of a temporal crime investigation unit, archaeologists observing ancient cultures in their own environment, and so forth.

The time machine itself may be represented by the same models as the teleporter, and may be used as a starting tile. A set of quantum travel pods is also included so that the starting tile on time travel missions may be marked by the presence of one travel pod for each player figure.

Missions involving time travel ideally should make use of the Countdown rule, which is used to track the number of turns until the next travel window opens. Your time-traveling adventurers will need to complete their objectives and make it back to the starting tile alive in order to return to their own time. The number of turns before the travel window opens is up to the mission designer, and depends upon the size of the map and the number of objectives, but should ideally not exceed 12 turns.

When the Countdown clock reaches zero, place the travel pods anywhere on the starting tile. Set the Countdown clock to 3 turns to represent the duration of the travel window. When the clock reaches zero, remove the travel pods from play and reset the clock to its original value. At this point, the players must wait until the next travel window opens.

Figures that are in a space adjacent to a travel pod may spend an action to climb into the travel pod, and are automatically returned to their time and removed from play.