

SCI-FI IMMERSION GAME

5150

URBAN RENEWAL

NEW BEGINNINGS

2HourWARGAMES
JUST PLAY THE GAME



"WELCOME TO NEW HOPE CITY."

New Hope City is a bustling, ready-made, sci-fi city, ready for your adventures. In *5150 New Beginnings - Urban Renewal* we provide all the tools to make your characters unique. Choose your Attributes, Skills, and Profession then outfit them with weapons, armor, cyber-enhancements and anything else you want. The Shopping List is pretty big to choose from, use as much of it as you want.

Our light bookkeeping RPG mechanics do all the work for you. They generate your Encounters, your enemies, random Non-Player Characters, linking all your games together. *Urban Renewal* is like a toolbox. You may not need all the tools, but they are there when you do!

In *Urban Renewal* you'll find:

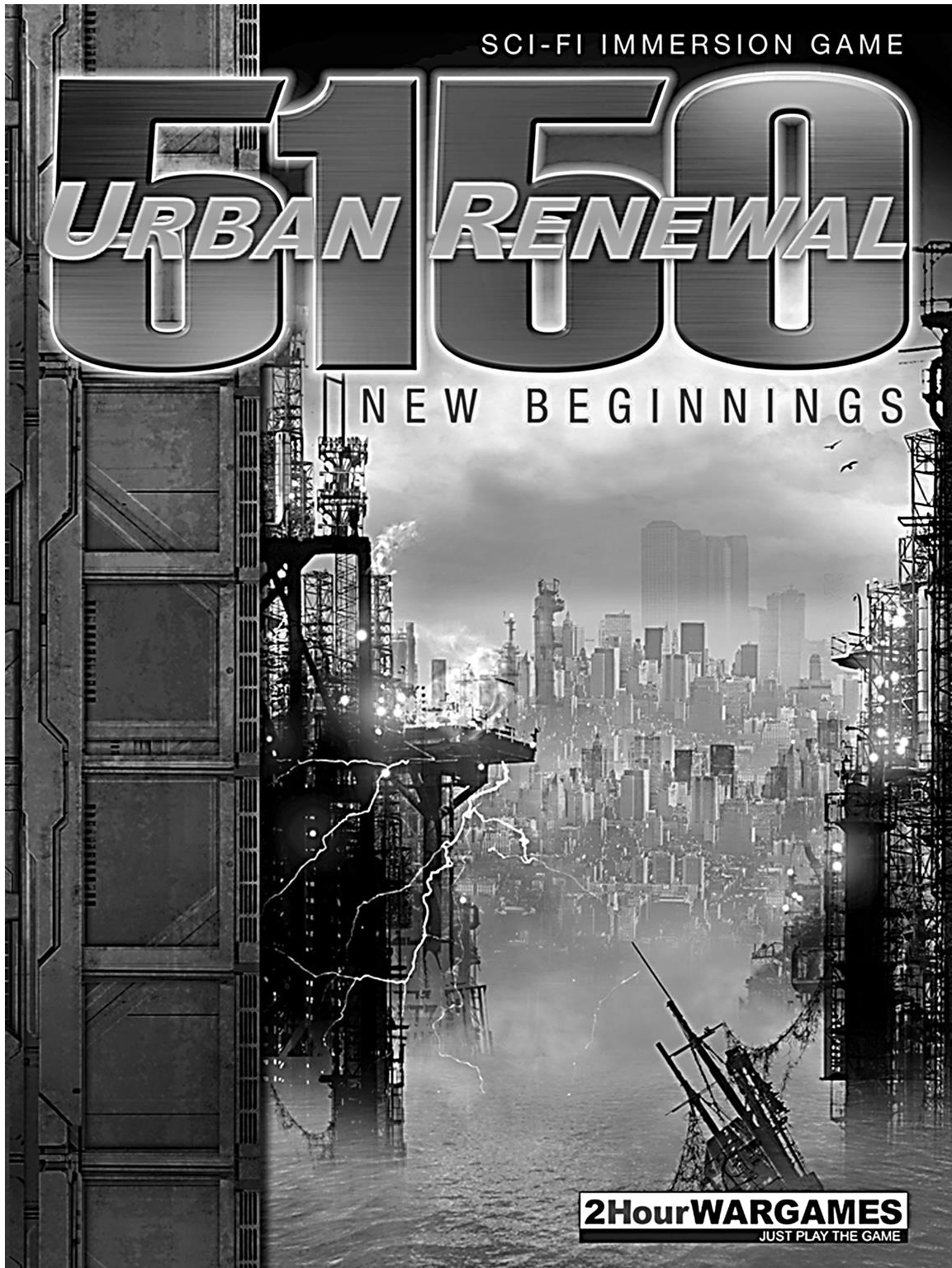
- Nine different *Character Classes* and *Aliens* to choose from.
- Fifty-plus *Attributes*, five *Skills* and fifty-plus *Professions* to make your characters unique.
- An easy to use *Economics System* that gets you *playing* the game instead of *book keeping* the game.
- A realistic *Combat System* that's easy to learn and adds tension to your games.
- Six *Basic Encounters* that can be played over and over and always with a different result.
- *Cyber-Enhancements* to give your characters an edge.
- Easy to use *Campaign* and *Character Advancement Systems* to track the success of your characters.

Urban Renewal can be played solo, same side with everyone against the game, or head to head. It's also playable with any figures and in any scale. *Urban Renewal* is fully compatible with *5150: Star Army*, our military sci-fi game, allowing you to move your characters back and forth between games.

5150: New Beginnings - Urban Renewal is all about the story, your story. So stake out some time, grab a relaxing beverage of your choice and ...

"WELCOME TO NEW HOPE CITY."

Where everyone deserves a second chance.



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Paul Kime: For another great cover.

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5150 NEW BEGINNINGS – URBAN RENEWAL

TABLE OF CONTENTS

PROLOGUE 1

INTRODUCTION 1

Why Urban Renewal?	2
Terminology	2
Word of Advice	2

NEEDED TO PLAY 2

THE DICE 2

Passing Dice	2
Counting Successes	3
Possibilities	3
Reading and Adding the Dice	3
1/2D6	3
How Many D6	3

FIGURES AND TERRAIN 3

Basing Figures	3
Defining Facing	3

TABLES 4

Why So Many?	4
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STEP BY STEP STAR 4

DEFINING CHARACTERS 4

STARS AND GRUNTS 4

Star Advantages	4
Star Power	4
Larger Than Life (LTL)	5
Cheating Death	5
Free Will	5

BASIC OR ALIEN 6

GENDER 6

REPUTATION 6

SKILLS 6

Fitness	6
People	6
Savvy	6
How Proficient in the Skill	6

Acquiring a New Skill	7
Stop!	7

ATTRIBUTES 7

How Many	7
How Determined	7
Basic Attributes	7
Table 1	7
Table 2	8
Table 3	8
Table 4	8
Table 5	8
Table 6	9

Alien Attributes 9

Table 1	9
Table 2	9
Table 3	9

Alien Attribute Packages	10
Making Your Own Aliens	10

PROFESSIONS 10

Alien Professions	10
Primary Skill	10
Explaining the Profession Lists	10
Movers	10
Shakers	10
Exotics	11
Ordinary Joes #1 & #2	11
Ordinary Joes #3	11
Ordinary Joes #4	11
Ordinary Joes #5 & #6	12
Criminal Element	12
Stop!	12

CLASS 12

Aliens	12
Gangers	12
LWC	12
Mercenaries	12
Police	13

CIRCLES 13

Knowing the Character	13
Aliens	13
Circle – Movers Table	13
Circle – Shakers Table	14
Circle – Exotics Table	14
Circle – Ordinary Joes Table	14
Circle – Criminal Element Table	15

CASH 15

Borrowing Cash	15
Robbery	15

5150 NEW BEGINNINGS – URBAN RENEWAL

<i>Maximum Cash</i>	15	ZHUH-ZHUH	22
<i>What to Buy</i>	16	<i>Current History</i>	22
<i>Gambling</i>	16	<i>Zhuh-Zhuh Attribute Package</i>	23
WEAPONS	16	<i>Stop!</i>	23
<i>What About Heavy Weapons?</i>	16	YOUR BAND	23
<i>Yeah, But Where's The...</i>	16	<i>Recruiting Your Band</i>	23
<i>Nuns With Guns</i>	16	<i>Who Are They?</i>	23
ARMOR	16	<i>Gender</i>	23
COM-LINKED	16	<i>Where Are They?</i>	23
<i>Universal Voice Box</i>	16	<i>Where Are They Table</i>	24
<i>Stop!</i>	17	<i>Availability</i>	24
HOME	17	<i>Keeping It Together</i>	24
<i>The Areas of New Hope City</i>	17	<i>Keeping It Together Table</i>	25
<i>Being Home</i>	17	<i>Setting Up Your Grunts</i>	25
<i>Burglarized</i>	17	<i>Stop!</i>	25
<i>Burglarized Table</i>	17	<i>FYI – Finding the Target</i>	25
BASICS	18	GROUPS	26
<i>Current History</i>	18	<i>Group Rep</i>	26
ALIENS	18	<i>Group Cohesion</i>	26
GRATH	18	<i>Splitting Up Groups</i>	26
<i>Current History</i>	18	<i>Activating Groups</i>	26
<i>Grath Attribute Package</i>	19	LEADERS	27
HISHEN	19	<i>Star Leaders</i>	27
<i>Current History</i>	19	<i>Temporary Leaders</i>	27
<i>Hishen Attribute Package</i>	20	<i>Leader Die</i>	27
RAZOR	20	<i>Stop!</i>	27
<i>Current History</i>	20	TURN SEQUENCE	28
<i>Razor Attribute Package</i>	20	ACTIONS	29
<i>Razor Toxin</i>	20	MOVEMENT	29
<i>Razor Mental Blast</i>	21	<i>Normal Movement</i>	29
<i>Bullet Move</i>	21	<i>Fast Movement</i>	29
XEOG	21	<i>Going Prone</i>	29
<i>Current History</i>	21	<i>Involuntary Movement</i>	30
<i>Xeog Attribute Package</i>	22	<i>Carry On</i>	30
		<i>Charge</i>	30
		<i>Duck Back</i>	30
		<i>Fire</i>	30
		<i>Run Away</i>	30
		<i>Snap Fire</i>	30
		<i>Stop!</i>	30

5150 NEW BEGINNINGS – URBAN RENEWAL

REACTION TESTS	30	<i>Applying Shots</i>	38
<i>Exceptions</i>	30	<i>Firing a Weapon</i>	38
<i>How to Take a Reaction Test</i>	31	<i>Ranged Combat Table</i>	39
<i>Received Fire</i>	31	<i>Determining Damage</i>	39
<i>Man Down</i>	31	<i>Shoot to Wound</i>	39
<i>Recover From Knock Down</i>	31	<i>Ranged Combat Damage Table</i>	39
<i>Recover From Duck Back</i>	31	<i>Auto-Kill or Capture</i>	39
<i>Multiple Tests</i>	32	<i>Surrender</i>	39
<i>Reaction Test Results</i>	32	<i>Cover or Concealment</i>	39
		<i>Cover or Concealment Table</i>	40
		<i>Firing into Melee</i>	40
STATUS AND ACTIONS	32	<i>Firing at Carrying Wounded</i>	40
<i>Carry On</i>	32	<i>Firing Two Weapons at Once</i>	40
<i>Charge</i>	32	<i>Pitiful Shot</i>	40
<i>Duck Back</i>	32		
<i>Fire</i>	32	NON-LETHAL FIRE	40
<i>Knocked Down</i>	32	<i>Flash-Bang Grenades</i>	40
<i>Obviously Dead</i>	32	<i>Throwing a FBG Table</i>	41
<i>Out of the Fight</i>	32	<i>Flash Bang Damage Table</i>	41
<i>Run Away</i>	32	<i>Disabling a Grenade</i>	41
<i>Snap Fire</i>	32	<i>Who's Got the Grenade</i>	41
<i>Stop!</i>	32	<i>Rubber Bullets or Similar</i>	41
		<i>Stop!</i>	41
IN SIGHT	33		
<i>In Sight Or Out of Sight</i>	33	DAMAGE	42
<i>Triggering an In Sight</i>	33	<i>Knocked Down</i>	42
<i>Taking the In Sight Test</i>	33	<i>Obviously Dead</i>	42
<i>In Sight Table</i>	34	<i>Out of the Fight</i>	42
<i>Resolving In Sight Actions</i>	34		
<i>In Sight Resolution Table</i>	34	MELEE	42
<i>Loss of Action</i>	35	<i>Melee Weapons</i>	42
<i>Adding to Ongoing In Sights</i>	35	<i>Unarmed</i>	42
<i>Completed In Sights</i>	35	<i>Improvised Weapon</i>	42
<i>Moving and In Sight</i>	35	<i>One Hand Weapon</i>	42
<i>Stop!</i>	35	<i>Two Hand Weapon</i>	42
		<i>Enhanced One Hand Weapon</i>	42
RANGED WEAPONS	36	<i>Enhanced Two Hand Weapon</i>	42
<i>List of Ranged Weapons</i>	36	<i>Other Types of Melee Weapons</i>	42
<i>Weapons Table</i>	36	<i>Charge into Melee Test</i>	43
<i>Arc of Fire or Swath</i>	36	<i>How to Charge into Melee</i>	43
<i>Outgunned Rankings</i>	37	<i>Charge into Melee Table</i>	43
<i>Outgunned Rankings Table</i>	37	<i>Flee</i>	43
<i>Outgunning When Firing Two Weapons</i>	37	<i>In Sights & Charge into Melee</i>	44
<i>Never Outgunned</i>	37	<i>Melee Combat</i>	44
<i>Tight Ammo</i>	37	<i>Multiple Figure Melees</i>	44
<i>Stop!</i>	37	<i>Melee Combat Table</i>	44
		<i>Melee Damage Table</i>	44
SHOOTING	37	<i>Non-Lethal Melee</i>	45
<i>Line of Sight</i>	37	<i>Stun Baton</i>	45
<i>Target Selection</i>	38	<i>Stop!</i>	45
<i>Active Targeting</i>	38	<i>Breaking Off Melee</i>	45
<i>Reactive Targeting</i>	38	<i>Grunts Breaking Off Melee</i>	45

5150 NEW BEGINNINGS – URBAN RENEWAL

<i>Retrieving Wounded</i>	46	NEW HOPE	55
AFTER THE BATTLE	46	<i>Background</i>	55
<i>After the Battle Recovery Table</i>	46	<i>Location and Geography</i>	55
<i>Stop!</i>	46	<i>People</i>	55
CHALLENGES	46	<i>Religion</i>	56
<i>Unopposed Challenge</i>	47	<i>Language</i>	56
<i>Unopposed Challenge Table</i>	47	<i>Government</i>	56
<i>Opposed Challenge</i>	48	<i>Economy</i>	56
<i>Opposed Challenge Table</i>	48	<i>Communication</i>	56
<i>Meeting Them Again</i>	48	<i>Transportation</i>	56
PARTY FAVORS	49	<i>Military</i>	57
<i>Using Party Favors</i>	49	<i>Planetary Issues</i>	57
<i>Consequences of Party Favors</i>	49	<i>Stop!</i>	57
<i>“No, Thanks. I’ve Had Enough.”</i>	49	CAMPAIGNS	57
<i>Stop!</i>	50	<i>Your Role</i>	57
SETTING UP THE TABLE	50	IMPROVING REP	57
<i>Placing Terrain – NHC</i>	50	<i>Minimums and Maximums</i>	58
<i>City Terrain Table</i>	50	<i>Raising a Zero Level Skill</i>	58
<i>Alley</i>	50	<i>Decreasing Rep or Skill</i>	58
<i>Intersection</i>	51	TIME IN THE CAMPAIGN	59
<i>Street</i>	51	DAY PART	59
<i>Target Building</i>	51	<i>What Day Part and When?</i>	59
<i>Stop!</i>	51	<i>Day Part Table</i>	59
BUILDINGS	52	<i>Advancing Day Parts</i>	59
<i>In and Out of Buildings</i>	52	<i>Day Parts and Visibility</i>	59
<i>Movement Inside Buildings</i>	52	ITEMS	59
<i>Building Types</i>	52	<i>Is it a Game Breaker?</i>	59
<i>Building Sections</i>	52	<i>How Do I Lose Items?</i>	60
NHC BUILDINGS	52	<i>What Can I Carry?</i>	60
<i>City Hall</i>	52	<i>Special Cases</i>	60
<i>City Hall Buildings Table</i>	52	<i>Stop!</i>	60
<i>Financial District</i>	53	NHC TRANSIT SYSTEM	61
<i>Financial District Buildings Table</i>	53	<i>Riding the Three Rails</i>	61
<i>The Heights</i>	53	<i>New Hope City Transit System Map</i>	62
<i>The Heights Buildings Table</i>	53	<i>The Rectangle Knows All</i>	62
<i>Lower Income Areas</i>	53	<i>Area</i>	62
<i>Lower Income Buildings Table</i>	54	<i>The Number in the Middle</i>	62
<i>Middle Income Areas</i>	54	<i>PEF & Law Level</i>	62
<i>Middle Income Buildings Table</i>	54	<i>Clockwise From the Top Right</i>	63
<i>Pub & Rec</i>	54	<i>Encounters on the Train</i>	63
<i>Pub & Rec Buildings Table</i>	54		
<i>Space Port</i>	54		
<i>Space Port Buildings Table</i>	55		
<i>FYI – Green</i>	55		

5150 NEW BEGINNINGS – URBAN RENEWAL

LAW LEVEL	63	<i>Enhanced Arm (MM2)</i>	70
		<i>Enhanced Legs (MM3)</i>	70
		<i>Full Metal Jacket (MM3)</i>	70
		<i>Visual Enhancements (MM3)</i>	70
		<i>Damaged Enhancements</i>	70
		<i>Repairs</i>	71
POLICE ARE CALLED	63	BLEND ED ENHANCEMENTS	71
<i>When?</i>	63	<i>CPU Overload</i>	71
<i>How Many?</i>	63	<i>CPU Overload</i>	71
<i>Back Ups</i>	64	<i>Available Loops</i>	72
<i>Break It Up!</i>	64	<i>Agile</i>	72
<i>The Arrest</i>	64	<i>Athlete</i>	72
<i>5150</i>	64	<i>Audio Enhancement</i>	72
<i>Resolving the 5150</i>	64	<i>Brawler</i>	72
<i>Eye Witness</i>	64	<i>Combat Reflexes</i>	72
<i>Eye Witness Table</i>	65	<i>Data Storage</i>	72
<i>Investigation</i>	65	<i>Imaging</i>	72
<i>Investigation and Arrest Table</i>	65	<i>Infrared Vision</i>	72
		<i>Rage</i>	72
WARRANTS	66	<i>Targeting</i>	72
<i>Effects of Warrants</i>	66	<i>Meshing Enhancements</i>	72
		<i>Enhancement Removal</i>	72
JUSTICE FOR ALL	66	<i>Stop!</i>	73
<i>Crimes Table</i>	66	METAL MADNESS	73
<i>Explaining the Crimes</i>	66	<i>Using and Abusing</i>	73
<i>Multiple Charges</i>	66	<i>Loops Are Safe, Right?</i>	73
<i>Circle Influence & Counsel</i>	67	<i>Let's Go Crazy</i>	73
<i>Exceptional Counsel Table</i>	67	<i>Metal Madness Target Number Table</i>	74
		<i>Now What?</i>	74
YOUR DAY IN COURT	67	<i>Metal Madness Results Table</i>	74
<i>The Trial</i>	67		
<i>Justice is Served Table</i>	67	MENACE TO SOCIETY	74
<i>Result of the Trial</i>	67	<i>Metal Maniac Encounter Table</i>	75
		<i>Sadistic</i>	75
ESCAPE	68	STIMS	75
<i>Escape Table</i>	68	<i>How to Use Stims</i>	75
<i>Getting Caught</i>	68	<i>Types of Stims</i>	75
<i>Stop!</i>	68	<i>Beast Mode</i>	75
		<i>Bounce</i>	76
ENHANCEMENTS	69	<i>Cool Breeze</i>	76
<i>Your Responsibilities</i>	69	<i>Dead Man Walking</i>	76
<i>Society's View</i>	69	<i>Einstein</i>	76
<i>Enhancement Response Table</i>	69	<i>Ice</i>	76
<i>Police Enhancement Use</i>	69	<i>Wired</i>	76
<i>Looking Back</i>	69	<i>I Think I'm Going Hatter</i>	76
		<i>Going Hatter Target Number Table</i>	76
PHYSICAL ENHANCEMENTS	70	<i>Now What?</i>	76
<i>Audio Enhancement (MM1)</i>	70	<i>Going Hatter Results Table</i>	76
<i>Bio Med (MM1)</i>	70	<i>Stop!</i>	77
<i>Blade (MM1)</i>	70		
<i>CPU3 (MM3)</i>	70		

5150 NEW BEGINNINGS – URBAN RENEWAL

PEFs	77	<i>Terrain</i>	84
<i>Generating PEFs</i>	77	<i>Deployment</i>	84
<i>Generating PEFs During the Encounter</i>	77	<i>Special Instructions</i>	84
<i>Re-Stocking PEFs</i>	77	ARREST	84
<i>PEF Rep</i>	77	<i>Finding the Target</i>	85
<i>PEF Movement</i>	77	<i>The Arrest</i>	85
<i>PEF Movement Table</i>	78	<i>Bring 'Em In</i>	85
<i>Resolving PEFs</i>	78	CHILLIN'	85
<i>PEF Resolution Table</i>	78	<i>Robbery</i>	86
<i>Defining Moment</i>	78	<i>Robbery Table</i>	86
<i>Multiple Moments</i>	78	CONFRONTATION	86
<i>How Many of Them?</i>	79	<i>Your Grunts</i>	86
<i>Who Are They?</i>	79	<i>Who Is It?</i>	87
<i>Who Are They Tables</i>	79	<i>Confrontation – Who Table</i>	87
<i>How NPCs Move</i>	80	<i>Hated Enemy</i>	87
<i>NPC Movement</i>	80	<i>Job Related</i>	87
GENERATING NPCs	81	<i>Personal Problem</i>	87
<i>Ganger Generator</i>	81	<i>Who Are They?</i>	87
<i>Grath Generator</i>	81	<i>Confrontation Opposition Table</i>	87
<i>Hishen Generator</i>	81	<i>Their Grunts</i>	87
<i>LWC Generator</i>	81	<i>Walk the Walk</i>	88
<i>Mercenaries Generator</i>	81	<i>Okay, Let's Get This Thing Started</i>	88
<i>Police Generator</i>	81	<i>Ending the Encounter</i>	88
<i>Razor Generator</i>	82	<i>After the Confrontation</i>	88
<i>Xeog Generator</i>	82	<i>Peeling Back the Onion</i>	88
<i>Stop!</i>	82	<i>Confrontation Mercy Table</i>	89
ENCOUNTERS	82	GAMING HOUSE	89
<i>Voluntary Encounters</i>	82	<i>Employees</i>	89
<i>Arrest</i>	82	<i>Owner</i>	89
<i>Chillin'</i>	82	<i>Dealers</i>	89
<i>Confrontation</i>	82	<i>Companion</i>	90
<i>Gaming House</i>	82	<i>Bartenders & Servers</i>	90
<i>Raid</i>	82	<i>Gambling</i>	90
<i>Robbery</i>	83	<i>The Game</i>	90
<i>Involuntary Encounters</i>	83	<i>Cashing Out</i>	90
<i>Involuntary Encounter Table</i>	83	<i>Companionship</i>	90
TRAVEL ENCOUNTER	83	<i>Companionship Table</i>	91
<i>Travel Encounter</i>	83	<i>Benefits of Companionship</i>	91
<i>Travel Encounter Table</i>	83	<i>Robbery</i>	91
<i>Arrest or Robbery</i>	83	<i>Robbery Table</i>	91
<i>Chillin'</i>	83	RAID	92
<i>Confrontation</i>	84	<i>Resolving PEFs – Raiding</i>	92
<i>Robbery</i>	84	<i>It Cuts Both Ways</i>	92
PRESENTATION	84	<i>Resolving PEFs – Defend</i>	92
<i>Encounter Name</i>	84	<i>Spoils</i>	93
<i>Objective</i>	84		
<i>Forces</i>	84		

5150 NEW BEGINNINGS – URBAN RENEWAL

ROBBERY	93	<i>Weapons & Gun Running</i>	102
<i>The Robbery</i>	93	<i>Gun Running Table</i>	102
<i>Pickpocket</i>	94	<i>Shopping List Table</i>	102
<i>Stop!</i>	94	<i>Star Army Weapons</i>	102
JOB OFFER	94	<i>Star Army Weapons Table</i>	102
<i>The Employer</i>	95	<i>Grenade</i>	102
<i>The Employer Table</i>	95	<i>Grenade Launcher</i>	102
<i>Meeting the Employer</i>	95	<i>Heavy Machine Gun</i>	102
<i>Type of Job</i>	95	<i>Laser Rifle</i>	103
<i>Job Type Table</i>	95	<i>Rapid-Fire Laser Rifle</i>	103
<i>Job Descriptions</i>	96	<i>Rocket Launcher</i>	103
<i>Wages</i>	96	<i>Selling Star Army Weapons</i>	103
<i>Base Wage Table</i>	96	<i>Doing the Deal</i>	103
<i>Modifiers to Wages</i>	96	<i>The Deal Table</i>	103
<i>Employer Wage Modifier</i>	96	<i>Selling Other Items</i>	103
<i>FYI Wages</i>	97	<i>Good News, Bad News</i>	103
<i>Want the Job?</i>	97	EPILOGUE	104
<i>The Target</i>	97	TABLES	105
<i>Target Table</i>	97	<i>NPC Movement</i>	105
<i>Employer Target</i>	97	<i>PEF Movement</i>	105
<i>Where They Can Be Found</i>	97	<i>PEF Resolution</i>	105
<i>Opposition</i>	98	<i>Who Are They?</i>	106
<i>Opposition Table</i>	98	<i>Circle- Movers</i>	106
<i>Failed? Try Again</i>	98	<i>Circle – Shakers</i>	106
<i>Looking For Work</i>	98	<i>LWC Generator</i>	106
<i>Black Jobs</i>	98	<i>Circle - Criminal Element</i>	106
<i>Trading</i>	99	<i>Ganger Generator</i>	107
<i>Trading Table</i>	99	<i>Circle – Ordinary Joes</i>	107
<i>Party Favors</i>	99	<i>Circle – Exotics</i>	107
<i>Stims</i>	99	<i>Mercenaries Generator</i>	107
<i>Organic Body Parts</i>	99	<i>Police Generator</i>	107
<i>Physical Enhancements</i>	99	<i>Grath Generator</i>	108
<i>Laundered Funds</i>	99	<i>Hishen Generator</i>	108
<i>Information</i>	99	<i>Razor Generator</i>	108
<i>Pay Back</i>	99	<i>Xeog Generator</i>	108
<i>Stop!</i>	100	<i>Where Are They?</i>	108
MONTHLY CHECKLIST	100	<i>In Sight</i>	109
<i>Monthly Turn Sequence</i>	100	<i>In Sight Resolution</i>	109
THE END	100	<i>Weapons Table</i>	109
<i>Retirement</i>	100	<i>Outgunned Rankings</i>	109
<i>Retirement Table</i>	101	<i>Ranged Combat</i>	110
FROM SA TO NHC	101	<i>Ranged Combat Damage</i>	110
<i>Discharge or R&R</i>	101	<i>Charge into Melee</i>	110
<i>Discharge Table</i>	101	<i>Melee Combat</i>	111
<i>Setting Up Your Character</i>	101	<i>Melee Damage</i>	111
<i>Attributes</i>	101	<i>After the Battle Recovery</i>	111
<i>Armor</i>	102	<i>People Challenge (Opposed Challenge)</i>	112
		<i>Ganger Reaction Table</i>	113
		<i>LWC Reaction Table</i>	113
		<i>Mercenaries Reaction Table</i>	114
		<i>Police Reaction Table</i>	114

5150 NEW BEGINNINGS – URBAN RENEWAL

PROLOGUE

5150. *“When any basic or alien, as a result of mental disorder, is a danger to others, or to himself or herself or itself, or gravely disabled; a peacekeeper, or other professional person designated by the governing body, may, upon probable cause, take, or cause to be taken, the basic or alien into custody and place him or her or it into a facility designated by the governing body for 72-hour treatment and evaluation.”*

Judge Xyston V

3-4384-8-29

“Pastrami on rye, nothing better,” Bailey thought as he took his first bite of the sandwich. It didn’t matter if it really was pastrami. As long as he thought it was, then it was. What had his teacher said when he was little? Oh, yeah. *Perception is reality.* Bailey smiled and took another bite. *“Man, life is good!”* he said to no one in particular.

What was just another “disturbance” call had gone horribly wrong. The first officer had arrived on the scene and within seconds was dead. Backups were called in but this wasn’t some ordinary “perp”. *This was a Grath.* Local police weren’t trained to handle this. That’s why they had called him.

“What in the name of Gaea is a Grath doing here anyway?” Malcolm thought when he got the call. He flicked on his siren and accelerated through traffic.

The Grath pushed its thumb through the eye socket of the screaming officer. Two others blazed away at him with their auto-guns but to no avail. The rounds embedded, no, tore through the body of the Grath but still he kept coming.

“Alien, cease and desist!” Malcolm shouted through his Universal Voice Box (UVB). He knew the Grath understood so that made this legal. *“That’s an order!”*

The Grath dropped the officer and smiled with red eyes ablaze. With a voice like death he replied, *“I’ve been waiting for you, hunter.”*

“You are subject to penal code 5150. You may choose to come quietly with me or not, but in any case, you will come,” Malcolm said. *“The choice is yours. As you can see, I am unarmed.”* Malcolm extended his arms from his body empty palms outward.

“That’s your first and last mistake fool!” With lightning speed the Grath leapt towards Malcolm. Feet planted but with a slight jerk of his shoulders, Malcolm could feel his *enhancements* kick in as he twisted his body out of harm’s way, causing the Grath to sail by him.

The Grath landed in a combat crouch, spun around, and...boom! His head exploded into a fine metallic mist. The Grath took a step forward then fell to the ground. The crowd that had gathered burst out in applause and cheers.

Malcolm holstered his weapon and tapped behind his left ear. *“Ingham 1130. We need a bio-toxin cleanup down here. Yes, in front of the “Green” on Academy.”* Malcolm listened then said. *“One more thing, officers down, send multiple trauma units as well.”*

Bailey licked the last of the mustard from his fingers just as the trauma teams started to arrive. It had been a great lunch. He had had his favorite sandwich, pastrami on rye, and a chance to actually see a Grath. Or at least he thought it was a Grath. But more importantly Bailey saw his tax dollars at work. *Man, I can’t wait to get back to the office and tell everyone,* he thought.

“Good bye sir,” the redheaded waitress said as he got up to leave. *“Come back again!”*

Bailey smiled and said, *“Thanks and I will.”* He left a good-sized tip on the table and walked away. *“Kind of cute for a Robo-Serve 3”,* he thought as he entered the street.

Welcome to the world of 5150: New Beginnings – Urban Renewal, where things are not always as they appear.

INTRODUCTION

“Welcome to New Hope City where we like to say that everyone deserves a second chance and a little hope. As a inhabitant of NHC you’re expected to get a job and make a better life for yourself. The kind of job is up to you. Hey, we need accountants, bus drivers and even cooks. What? Looking for something a bit more, uh exotic? Oh, I see; something with a little more excitement? Yes, yes, we have those kinds of jobs available too. Yes, you’ll do just fine in New Hope City.”

In 5150: New Beginnings – Urban Renewal you’re thrust into a bustling, *living* urban environment hundreds of years in the future. Or maybe it’s now but just a place far, far away. In any case, your goal is to take your character, we call them Stars, as far as it can go. Acquire wealth, fight crime, commit crimes, or something in between, it’s up to you. Want to be an interplanetary Smuggler or how about a Bounty Hunter? Yep, you can be that. Want to

5150 NEW BEGINNINGS – URBAN RENEWAL

feel the rush of jacking up your body with the latest technology and running on the edge. Oh yeah baby, this is the place. And it's your story so let's get started.

WHY URBAN RENEWAL?

The last two years (2012 & 2013) saw a major change in Two Hour Wargames mechanics. With the great reception and acceptance of Chain Reaction 3.0: The Final Version I thought it would be best to update older rules to match newer rules that were being produced. The advantage of having one set of mechanics, tweaked to fit each genre and period, outweighed the work.

Many of our customers have said they enjoy not having to learn a new set of rules each time they switch periods. They also liked being able to cherry-pick rules from one set to use in another if they wanted to. Consequently we decided to update *5150 New Beginnings*. So we have, and are calling it *5150 New Beginnings – Urban Renewal*.

If you've played *Chain Reaction 3.0 – The Final Version* or other THW games you'll pick up the new mechanics as they are familiar and in some cases streamlined.

Urban Renewal works with all the previous published 5150 supplements with little to no modifying.

TERMINOLOGY

For ease of play and understanding we have chosen to use current terminology when possible to describe the people, places and things in *5150: New Beginnings – Urban Renewal* or simply, *Urban Renewal*.

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop box* at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Forum link below for answers to your questions.

<http://site.twohourwargames.com/forum/index.php>

It's a very active forum and you can expect an answer within 24 hours.

Now let's get started.

NEEDED TO PLAY

You will need a few things to play *Urban Renewal*. They are:

- Six-sided dice, also called d6. It is best to have at least six of them and the more you have, the quicker games will play.
- One measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice. Note that the rules are written for 28mm and if using a different scale adjust all distances accordingly, *but only if you want to*.
- Something to represent buildings and other terrain features.
- A flat surface at least 3'x3' but you can play with a larger one if desired.

DICE

During the game you will be asked to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2d6

PASSING DICE

To *pass dice* roll 2d6 and compare each die score individually to the *Target Number*. The *Target Number* can be *Reputation* (page 6) or something entirely different.

- *If the score is equal or lower* than the *Target Number* the d6 has been passed.
- *If the score is higher* than the *Target Number* the d6 has not been passed.
- You can pass 2d6, 1d6, or 0d6 when the dice are rolled in this manner, regardless of the number of d6 you may actually roll.
- *Isn't passing 0d6 like failing 2d6?* No, because we are counting the number of passed dice.

Example - The Charge into Melee Table (page 109) is used by rolling 2d6 versus the Rep of the figure. That means Rep is the Target Number. The Grath has a Rep of 4. I roll 2d6 and score a 5 and 2. The Grath has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

5150 NEW BEGINNINGS – URBAN RENEWAL

COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: A Net Runner is in melee and rolls a total of 6d6. He scores a 1, 2, 2, 3, 5, and 6. He has scored 4 successes.

POSSIBILITIES

Sometimes numbers will appear in parenthesis (1 - 2). Immediately roll 1d6. If that number is scored, that event has happened.

Example – I have met a female Thief. There is a chance (1) that we have met before. I roll 1d6 and score a 1. She is someone that I have met before.

READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

Example – On the City Terrain Table (page 50) I roll a 3 and a 6 for a total of 9.

1/2D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- (1 - 2) = 1
- (3 - 4) = 2
- (5 - 6) = 3

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 to roll. When a word such as *Rep* appears that means 1d6 for each point of whatever word. If an "X" appears, this means no d6 are rolled.

Example – Billy Pink declares a charge on a Hishen. Looking on the Charge into Melee Table in the upper left hand corner I see a 2. This means Billy will roll 2d6.

FIGURES AND TERRAIN

There are lots of figures that can be used with *Urban Renewal*. There aren't any official figures so play with whatever you have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *Urban Renewal*. If you don't have figures, you can find them in gaming, toy and dollar stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Forum and asking your questions there.

<http://site.twohourwargames.com/forum/index.php>

BASING FIGURES

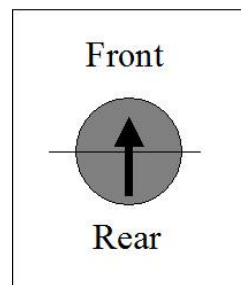
The easiest way to base figures for *Urban Renewal* is one figure on a round or square base. Whatever size bases you decide to use be sure to use them consistently.

DEFINING FACING

Charging onto or shooting to the rear of an enemy depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker *must begin and end its movement* behind the rear facing of the target.

- The front facing is defined as 180 degrees to the front of the figure. Any figure, building, or terrain feature within this facing is considered to be In Sight (page 32).
- The rear facing is defined as 180 degrees to the rear of the figure. Any figure, building, or terrain feature within this facing is considered to be Out of Sight.
- The following illustration helps to define the front and rear facings.



TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book. When reading a section it is recommended that you review the table in question. You will usually use two or three tables during your games and some, like the Ranged Combat Tables can be easily memorized.

WHY SO MANY?

Tables help to tell the story. Your *Urban Renewal* games can be as simple or as detailed as you like. For those who want a quick pickup game, just use the basic Reaction Tables. If you want to play a campaign use the additional tables that are provided. *Urban Renewal* is like a toolbox. You may not need all the tools but they are there when you do!

STEP BY STEP STAR

Here's a step by step list of how to create your Star and get him going in the game. You can follow it now or, (which I recommend) come back to it after you've finished reading most of the rules. In either case, here's how we do it:

- Your character is a Star (page 4).
- Decide if you are a Basic (page 6) or Alien (page 6).
- Choose your Gender (page 6).
- Choose your Reputation (page 6).
- Determine your Skills (page 6).
- Determine your Attributes (page 7).
- Choose your Profession (page 10).
- Determine your Class (page 12).
- Determine your Circle (page 13).
- Choose your Weapons (page 36).
- Choose your Armor (page 15).
- Choose your Items (page 59).
- Determine if you are Com-Linked (page 15).
- Consult the City Transit Map (page 62) and decide which Area you will call Home (page 16).

DEFINING CHARACTERS

Urban Renewal is played with individual figures referred to as *characters*. Characters and figures are used interchangeably in the text of the rules so don't sweat it!

Characters are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- Is it a *Basic* or an *Alien*?
- What is its *Gender*?
- What is its *Reputation*?
- What *Skills* does it have?
- What *Attributes* does it have?
- What is its *Profession*?
- What is its *Class*?
- What is its *Circle*?
- What *Weapons* does it have?
- Does it wear *Armor*?
- Is it *Com-Linked*?
- Where is its *Home*?

STARS AND GRUNTS

There are two types of characters in Two Hour Wargames. They are *Stars* and *Grunts*.

Stars – Characters that represent you, the player. We suggest your Star begin with a Rep of 5.

Grunts – These are the *Non-Player Characters* (NPC) that do not represent a player. *NPCs are controlled by the game mechanics whether they are fighting with or against you.* All Grunts are generated using the NPC Generators (pages 106 - 108).

STAR ADVANTAGES

As a Star in *Urban Renewal* you have four important advantages. Use all, some or none as you see fit. They are:

- Star Power
- Larger Than Life
- Cheating Death
- Free Will

STAR POWER

Star Power is the ability to reduce damage. Here's how we do it:

- Stars begin each game with Star Power equal to their Rep. So if you're a Rep 5 you get 5 Star Power dice.

5150 NEW BEGINNINGS – URBAN RENEWAL

- Whenever a figure with Star Power takes damage of any type it will roll their current number of Star Power dice. Read each d6 as rolled:
 - Any result of 1, 2, or 3 reduces the damage by one level.
 - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
 - Any result of 6 means the damage stays and that die is removed from the figure's Star Power for the rest of the Encounter.

Damage is reduced in the following ways:

- An Obviously Dead (page 30) result becomes an Out of the Fight (page 30) result.
- An Out of the Fight result becomes a Knocked Down (page 30) result.
- A Knocked Down result becomes a miss, Carry On (page 30) result and, if fired on, the Received Fire Test is taken.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit three times by submachine gun fire. He takes one Out of the Fight and two Obviously Dead results.

The player rolls 1d6 per point of the Star's Rep or 5d6 in this case. The results are 2, 2, 4, 5, and 6.

The two 2s reduce the two Obviously Dead results to two Out of the Fight results. The 4 and 5 have no effect and the 6 means the d6 is discarded and the Star has only 4 points of Star Power for the remainder of the Encounter. However, this won't do the Star much good since he is still Out of the Fight. Note that similar damage does not "stack". So receiving multiple Out of the Fights is only one Out of the Fight result.

LARGER THAN LIFE (LTL)

Urban Renewal can be used to capture the cinematic flavor of action movies where the Star is a larger than life character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star. The worse result a Star could receive would be Out of the Fight.

Example- A Star (Rep 5) is shot by a Grath Ganger (Rep 4). The Grath scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is using his Larger Than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied after Star Power is used.

CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety losing all the Items he has on his person.

- When a player chooses to *cheat death* his Rep is immediately reduced by one level.

Example - A Star (Rep 5) is shot by a Xeog Dealer (Rep 5). The Dealer scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.

Note that Cheating Death is applied after Star Power is used.

FREE WILL

Each time a Star must take any of the three following Reaction Tests he can *choose which of the three possible results he wants to do without rolling dice*. These are noted with an asterisk (*) on the Reaction Tests:

- Received Fire (page 31).
- Man Down (page 31).
- Recover From Duck Back (page 31).

Example - Detective Riker (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and Carry On.. Later Riker is hit by fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Knocked Down. He can now use his Star Power.

Note that Cheating Death is applied after Star Power is used.

BASIC OR ALIEN

The 5150 universe revolves around humans or Basics as they are called. Or at least they like to think so. *Players can choose to be either a Basic or an Alien.*

The Aliens found in *Urban Renewal* are:

- Grath (page 17).
- Hishen (page 18).
- Razor (page 19).
- Xeog (page 20).
- Zhuh-Zhuh (page 21).

GENDER

Characters can have the following Genders:

- *Basics*: Basics can be male (1-3) or female (4-6).
- *Grath*: Always male.
- *Hishen*: Always male.
- *Razor*: Always female.
- *Xeog*: Always female.
- *Zhuh-Zhuhs*: Zhuh-Zhuhs can be male (1-3) or female (4-6).

REPUTATION

Reputation or Rep represents a combination of training, experience, and morale. Rep is an expression of a figure's overall quality and coolness under pressure. Stars and Grunts, Basics and Aliens, all use Rep.

There are four possible *starting levels* of Reputation:

- **REP 5** - These are very confident and experienced characters. Not to be regarded lightly.
- **REP 4** - These are reliable characters of some experience. Overall pretty good characters.
- **REP 3** - These are characters of unknown quality and cannot be counted on during crunch time.
- **REP 2** - These are low end characters that need to be looked after.

Remember, Stars always start with a Rep of 5. This doesn't mean that you're a Rep 5, your figure is! When you start playing Urban Renewal you're really a Rep 3 but after playing a few games your real life Rep may equal the Rep of your character!

SKILLS

Skills are learned. Each character is composed of four Skills. These Skills are used to round out the character, to help with their background and storylines as well as to make each character unique. The three Skills are:

FITNESS (FIT)

Fitness represents the overall physical ability of the character.

PEOPLE (PEP)

The People Skill is a measure of how well a character interacts with other characters.

SAVVY (SAV)

This Skill is a measure of how the person performs both job related tasks and those requiring common sense.

HOW PROFICIENT IN THE SKILL

Now that you know the four Skills let's see how proficient your character is in each of them. Here's how it's done:

- Start with the Rep of the character.
- Give the first Skill a value equal to the Rep of the character.
- Give the second Skill a value equal to the Rep of the character minus one
- Give the third Skill a value equal to the Rep of the character minus two.
- Fitness must be assigned a value of at least one.

Example - Here are four examples of characters that have been assigned Skills.

NAME	REP	FIT	PEP	SAV
Alyson	2	2	1	0
Barnes	5	5	3	4
Clack	4	3	2	4
Demezou	3	2	3	1

ACQUIRING A NEW SKILL

As mentioned previously it is possible to have a Skill with a value of zero when the character is generated. Is it possible to increase the zero Skill to one or more? Yes, yes you can. Take a look at the section called Raising a Zero Level Skill (page 57).

STOP!

What advantages does a Star have over a Grunt? If you roll a “6” when using Star Power what happens?

Which three Reaction Tests can the Star choose his result?

What Rep is your Star?

What are the four Skills? Can you raise a Skill that starts at zero?

Start collecting the information on your Star and fill out a Character Journal. Review the section and write down whether it is a Basic or Alien, its Gender, Rep and Skills. Give your character a name.

ATTRIBUTES

In *Urban Renewal* we use Attributes to further define our characters. When using Attributes it’s best to limit them to your Star and Grunts and not use them for the NPCs unless using Aliens or noted in the Encounter. But the choice is yours.

An Attribute is a trait or behavior that is demonstrated over the life of the character. There are two types of Attributes, Basic and Alien.

- *Basic Attributes* are those available to Basics and Aliens.
- *Alien Attributes* are restricted to the Aliens found in the 5150 universe. You can also use these and Basic Attributes to create your own unique aliens.

HOW MANY

Stars are allowed two Attributes. Grunts are allowed only one.

HOW DETERMINED

Attributes are determined in the following ways:

- Stars can choose one Attribute and roll for the other.
- Grunts must roll for their Attribute.

Here's how you roll for an Attribute.

- If you're a Basic roll 1d6. This tells you which Basic Attribute Table to consult.
- If you're an Alien roll 1/2d6. This tells you which Alien Attribute Table to consult.
- Next roll 1d6 to determine which Attribute to use from that table.

Example - Char is a Rep 4 Grunt. She rolls a "1" then a "5". Looking on the "1" Basic Attribute Table I go to the 5th Attribute. Char is a Born Leader.

BASIC ATTRIBUTES

TABLE 1

#	BASIC ATTRIBUTE
1	Agile: Counts a +1 to Skill when taking any Fitness related Challenge involving agility.
2	Athlete: Counts a +1d6 when taking the Fast Move Test counting all three.
3	Ambidextrous: The character ignores the <i>shooter firing with Off Hand penalty</i> when shooting.
4	Attractive: Counts a +1d6 when taking a People related Challenge against the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.
5	Born Leader: When taking the Received Fire and Man Down Tests, any friendly character within 4” and LOS to the Born Leader will react as it does regardless of what their reaction would have actually been. Born Leaders also count a +1d6 bonus on the Keeping It Together Test.
6	Brawler: Counts a +1d6 when in melee.

5150 NEW BEGINNINGS – URBAN RENEWAL

TABLE 2

#	BASIC ATTRIBUTE
1	Charismatic: Counts a +2d6 when taking a People related Challenge against other characters of the same Race.
2	Clumsy: When testing to Fast Move and any <i>doubles</i> are rolled the character will move 1d6" then fall prone.
3	Coward: Treats a result of Duck Back as Run Away. Counts a -1d6 when taking the Charge into Melee Test.
4	Cruel: Counts a +1d6 when taking a People related Challenge against characters with a lower Rep.
5	Dim: Counts a -1d6 when taking a People related Challenge.
6	Drunkard (or Druggie): Roll 1d6 at the start of every Encounter. If the score is higher than the figure's Rep or a "6", the character is drunk or drugged out. Roll 1d6 and consult the table below to see the effects on the character. This is done only once and the character will behave this way every time: <ul style="list-style-type: none"> (1 - 2) Staggering: When move will subtract 1/2d6" from their normal move and will take the Fast Move Test with only 1d6. (3 - 4) Dumbass: Behave as if Dim. (5 - 6) Nerves of Steel: Perform as if has Nerves of Steel attribute.

TABLE 3

#	BASIC ATTRIBUTE
1	Fast: Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test counting all three.
2	Free Spirit: Counts a +1d6 when taking a People related Challenge but counts a -1 to Skill when taking a Savvy related Challenge.
3	Genius: Counts a +2 to Skill when taking a Savvy related Challenge but counts a -2d6 when taking a People related Challenge.
4	Greedy: Empty structures, corpses, or <i>anything</i> that offers possibility of loot will delay him for 1d6 turns. A Leader can cut this short by moving to within 1".
5	Hard as Nails: Once during each Encounter the character will treat its first Obviously Dead result as a Knock Down result instead.
6	Initiative: Counts one Rep higher for Activation purposes when operating alone.

TABLE 4

#	BASIC ATTRIBUTE
1	Logical: Counts a +1 to Skill when taking a Savvy related Challenge but counts a -1d6 when taking a People related Challenge.
2	Lucky Bastard: Can change a result of Obviously Dead to a miss but only once in the life of the character.
3	Nerves of Steel: Treat Duck Back as if Carry On and never Outgunned. Not affected by Fear . Counts a +1d6 when taking the Charge into Melee Test
4	Poser: Will roll only 1d6 when taking the Received Fire and Man Down Tests.
5	Rage: Counts a +1d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test
6	Resilient: Once during each Encounter the character will treat its first Out of the Fight result as a Knocked Down result instead.

TABLE 5

#	BASIC ATTRIBUTE
1	Runt: Counts a -1d6 when taking the Charge into Melee Test
2	Shy: Counts a -1d6 when taking a People related Challenge.
3	Slow: Only rolls 1d6 when taking the Fast Move Test.
4	Slow to React: Counts a -1d6 when taking the In Sight Test.
5	Smooth: Counts a +1d6 to taking a People related Challenge.
6	Steely Eyes: Counts a +1d6 when taking the In Sight Test.



"Clean up on aisle 51?"

5150 NEW BEGINNINGS – URBAN RENEWAL

TABLE 6

#	BASIC ATTRIBUTE
1	Stone Cold: Will roll 1d6 extra when taking the Received Fire and Man Down Tests. Not affected by Fear . Counts a +1d6 when taking the Charge into Melee Test
2	Stunning: Counts a +2d6 when taking a People related Challenge versus the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.
3	Sure Handed: Counts a +1 to Skill when taking a Fitness related Challenge specifically involving the use of the hands as the primary factor.
4	Tough: Once during each Encounter the character will treat the first Run Away result as a Duck Back result.
5	Unlucky: Anytime a friend within 3" of the character is hit by ranged weapon fire there is a chance (1 - 3) that the friend will suffer the result instead.
6	White Knight: May not shoot or melee anyone unable to defend themselves. Not affected by Fear .

ALIEN ATTRIBUTES

TABLE 1

#	ALIEN ATTRIBUTE
1	Brick Wall: If scoring a (1) when rolling for Impact from Ranged Combat or Melee Damage the Grath has suffered a result of Obviously Dead. Any other result becomes a knock down. The Grath do not take the Recover From Knock Down Test.
2	Climb: Able to climb trees, walls and along roofs as if moving normally. Muggie-Zhuhs and similar may attempt to Fast Move.
3	Exceptional Fixer: Counts a +2 to Skill when taking a Savvy related Challenge when making repairs.
4	Heightened Senses: Whenever approached within 12" will immediately turn to face whether active or not. Counts +1d6 when taking the In Sight Test.
5	Infrared vision: Able to see normal distances in the dark and low light conditions.
6	Initiative: Counts one Rep higher for Activation purposes when operating alone.

TABLE 2

#	ALIEN ATTRIBUTE
1	Leap: Can leap onto a single story buildings or 6" distance from a standing start by taking a Fitness related Challenge. Failure of the test does not result in injury but does end its activation.
2	Natural Armor: The body structure of the Zhuh-Zhuh (not Muggy Zhuh-Zhuhs) allows it to take the Recover From Knock Down Test with +1d6 bonus.
3	Rapid: Normal move is now 12" and allowed to use 3d6 when taking the Fast Move Test counting all three.
4	Slight: Counts a -1d6 when in melee.
5	Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test.
6	Steady: Ignore all terrain penalties when moving.

TABLE 3

#	ALIEN ATTRIBUTE
1	Stealthy: If in cover and not moving, cannot be seen at all from beyond 12".
2	Superior Senses: Can detect target at any range on the table and are not subject to line of sight rules. Can track any target and follow the path it takes on the tabletop. Counts a +1d6 when taking the In Sight Test.
3	<p>Terrifying: When within 12" and in sight the terrifying character will cause Fear in everyone except those with certain Attributes including Terrifying. When a character Fears an opponent:</p> <ul style="list-style-type: none"> Counts a -1d6 when in melee with this opponent. Always counts the Fast Moving penalty when firing at this opponent. Counts a -1d6 when taking the Charge into Melee Test. <p><i>Once a character scores damage to a Terrifying character it no longer Fears it or its type.</i></p>
4	Vicious: Counts a +2d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test
5	Wary: Takes the In Sight Test with a +1d6 bonus.
6	Wobbly: May only roll 1d6 when attempting to Fast Move.

ALIEN ATTRIBUTE PACKAGES

Some Aliens in *Urban Renewal* will have their own Attribute package that defines them. This replaces any rolled for Attributes in Grunts and Stars but Stars are allowed to roll for one Basic Attribute to make them unique.

MAKING YOUR OWN ALIENS

Players are encouraged to make their own Attribute Packages for Aliens not found in *Urban Renewal*. This can be done as desired or simply follow this procedure:

- Give your Aliens 1+1/2d6 rolls on the Attributes Tables.
- Roll 1d6 for each Attribute scored.
- On a result of 1 or 2 use the Basic Attributes Tables.
- On a result of 3, 4, 5 or 6 use the Alien Attributes Tables.

Note that when rolling up a new Alien Race, it is possible for Attributes to cancel each other out but they still count towards the total number of rolls.

PROFESSIONS

People work. I work, you work, and in general everybody works. And it doesn't change in the 5150 universe. For simplicity's sake we've grouped similar professions together and placed them under five broad categories. We've also used contemporary terminology for ease of play. *These categories also provide the social standing of the character.*

- **Movers** - Wealthy and powerful people. These people influence the masses either in person or behind the scenes, usually economically.
- **Shakers** – People that have access to the Movers and often carry out their desires as well competing with them.
- **Exotics** – People with “unique” jobs such as Bounty Hunter, Pilot, Athlete and more.
- **Ordinary Joes** – The vast majority of people who have ordinary jobs and lead, usually, hum drum lives.
- **Criminal Element** – This covers all criminal professions from the petty thief to the interplanetary smuggler and everything in between

If you don't find your favorite occupation listed just slip it into one of the categories. These categories also match up to their Circles (page 13).

ALIEN PROFESSIONS

Aliens can have a variety of Professions. To see which Profession an Alien can have, refer to the Circle section (page 13) to see what is available for their Race.

PRIMARY SKILL

Each Profession has a Primary Skill that is used when taking Challenges related to performing that job. Players will do well to choose a profession that matches their highest Skill.

EXPLAINING THE PROFESSION LISTS

The following information, read from left to right in each entry, is provided for each Profession:

- Profession name.
- Reaction Table used.
- Primary Skill.
- Description.

MOVERS

Diplomat (LWC) Pep: One, such as an ambassador, who has been appointed to represent a planet in its relations with New Hope.

Office Holder (LWC) Pep: Those who are elected or appointed to their office ranging from the Mayor of New Hope City down to low level Area Spokesmen.

Patron (LWC) Pep: A supporter, sponsor, or benefactor of someone or something, such as an institution, event, or cause. Often their support takes the form of financial backing. Large amounts of financial backing.

Religionist (LWC) Pep: A religious figurehead varying from a simple Street Preacher to a self-styled Prophet.

Scientist (LWC) Sav: People having expert knowledge of one or more sciences, especially a natural or physical science.

Trophy Wife (LWC) Pep: These are highly attractive women (1 – 5) or men (1), with social grace and People Skills, that are seen as a prize possession of a very wealthy spouse. They are not otherwise employed and may (1 - 2) have children. Trophy Wives are often Patrons as well.

SHAKERS

Accountants (LWC) Sav: Accounting is the profession of managing and tracking business financial information.

Attorneys (LWC) Pep: Any form of law practitioner from high-priced lawyers down to para-legal assistants.

5150 NEW BEGINNINGS – URBAN RENEWAL

Corporate Exec (LWC) Sav: These are the people who run the Corporations.

Doctor (LWC) Sav: A person trained in the healing arts and *usually* licensed to practice medicine.

Entertainer (LWC) Pep: People who are in the business of entertaining people for compensation. This ranges from local singers to inter-planetary vid-stars.

Government Assistant (LWC) Sav: These are the people who assist the Office Holders.

Professor (LWC) Sav: An academic professional with vast knowledge in a specific field who chooses to teach.

Trophy Wife (LWC) Pep: These are highly attractive women (1 – 5) or men (1), with social grace and People Skills, who are seen as a prize possession of a very wealthy or famous spouse. They are not otherwise employed and may (1 - 2) have children.

EXOTICS

Athlete (Merc) Fit: One of the professional athletes playing a sport found in one or more of the following rules: *Qwik*, *Alien Fight Nights*, *Red Streets Blue Mats*, or *CVL – Competitive Violence League*.

Bounty Hunter (Merc) Pep: Bounty Hunters find people who have not appeared for a court date causing someone who has posted their bail to lose some money. Bringing these fugitives back to jail is how the Bounty Hunter makes a living. Bounty Hunters have been known to hunt Metal Maniacs (page 74) for a bounty as well.

Detective (Police) Pep: Either a Private Investigator or a member of the NHC Police Department.

Guide/Trader (Merc) Sav: Guides are people with knowledge of what's going on inside New Hope City. Traders buy and sell goods in the backwater areas outside New Hope City.

Gunslinger (Merc) Fit: A gunslinger is a problem solver. Part body guard and part assassin, gunslingers walk the fine line between legal and illegal.

Investigative Reporter (Merc) Pep: Journalists who will do whatever it takes to get a story. These are the high-profile investigators not the vid-screen talking heads. They are always “on assignment”.

Mercenary (Merc) Fit: Mercenaries hire out their martial services as body guards, provide security, or recover lost property. Think of a mercenary as a hired gun.

Pilot (LWC) Sav: Anyone who pilots a spaceship (1) or aircraft (2 - 6).

Police Officer (Police) Fit: The rank and file on the street members of the NHC Police Department. There is a chance (1) of them being a SWAT member.

Police Sergeant Officer (Police) Fit: A sergeant in the NHC Police Department. Usually rides a desk. There is a chance (1) of them being a SWAT member.

ORDINARY JOES #1 & #2

Culinary (LWC) Sav: Back of the house, foodservice jobs. Chefs, dishwashers and other kitchen staff fall into this category.

Delivery Driver (LWC) Fit: This is the guy that drives the vehicle that delivers goods from one place to another. Delivery Drivers are limited to routes inside the city.

Sales Clerk (LWC) Pep: These are people who directly work with the customer. Retail sales people and customer service people fall into this category.

Storeowner (LWC) Sav: Commonly referred to as owners. These are the people who own businesses and provide much of the employment growth of New Hope City. Ranging from the owner of the corner convenience store or eatery to the manager of the large retail stores, this category covers those in charge.

Wait Staff (LWC) Pep: The food service equivalent to the Sales Clerk. This class covers wait staff, bartenders, and other servers who deal with the “front of the house” as well as dancers in clubs.

ORDINARY JOES #3

Farmer (LWC) Sav: People associated with the growing of crops or raising of animals for food. Not a lot of them on New Hope.

Laborer (LWC) Fit: These are general all-purpose laborers found on many job sites and in many industries from construction workers to plumbers.

Manufacturing (LWC) Sav: People who work in factories, machinists.

Mechanic (LWC) Sav: These are the people who keep all people moving machines running.

Miners (LWC) Sav: These are the people who work the soil for resources and wealth.

Power Supply (LWC) Sav: These are the people who install and maintain the equipment that power New Hope City.

ORDINARY JOES #4

Computer Tech (LWC) Sav: People trained in the maintenance and use of computers, hardware installation, and software production.

Data Analyst (LWC) Sav: People who process, track, and make sense of data at all levels.

5150 NEW BEGINNINGS – URBAN RENEWAL

Engineer (LWC) Sav: Those trained in or professionally engaged in a branch of engineering.

Lab Assistant (LWC) Sav: The people who assist the scientists.

Med Tech (LWC) Sav: Those who work the medical field nurses to X-Ray technicians.

ORDINARY JOES #5 & #6

Accountants (LWC) Sav: Accounting is the profession of managing and tracking business financial information.

Attorneys (LWC) Pep: Any form of law practitioner from high-priced lawyers down to para-legal assistants.

Brokers (LWC) Sav: Commodity and financial brokers, bankers and those working in financial institutions.

Corporate Assistant (LWC) Sav: These are the Personal Assistants (PAs) to the Corporate Officers.

Courier (LWC) Sav: People responsible for getting info and important packages from point A to point B in a timely manner in New Hope City. Couriers are usually hired by financial institutions.

Translator (LWC) Sav: Someone who can translate one or more languages without the use of a UVB (page 16). *It's all about privacy you know.*

CRIMINAL ELEMENT

Dealer (LWC) Pep: Person involved in buying, selling, and distributing illegal goods such as Stims (1 - 3), Weapons (4 - 5), or Body Parts (6). Dealers buy from a smuggler and sell to their customers.

Escort (LWC) Pep: Those involved in a variety of pleasures for a price.

Ganger (Ganger) Fit: Gangers are members of an organization that cooperate to benefit from illegal activities. Gangers are usually of a violent temperament.

Net Runner (LWC) Sav: This is the guy you need to get if you want someone to hack into a computer, dig up information or bring down a security system.

Smuggler (Merc) Pep: The smuggler makes his living by moving illegal Items from one place to the other, sometimes between planets.

Thief (Ganger) Sav: Thieves specialize in pick pocketing, robbery, or breaking and entering.

Transporter (Merc) Sav: Transporters move vehicles or people from one destination to another both inside and outside New Hope City. Sometimes, but not always, what they do is illegal.

STOP!

How many Attributes do Stars and Grunts get? What's an Alien Attribute Package?

Choose and roll for your Star's Attributes.

Choose their Profession.

Continue to fill in the Character Journal as pieces of information are revealed.

CLASS

All characters fall into one Class or another. Their Profession usually will determine the Class of the character. However there are exceptions where some Professions appear in more than one Circle. In these cases the player must decide which Circle he is in.

Class also determines which Reaction Tables (page 112) the character will use. Here are the Classes used in *Urban Renewal*.

ALIENS

Aliens are non-Basic characters. Aliens will use the Reaction Tests of their Professions but these may be affected by their Attributes. We use the following Aliens in *Urban Renewal* but there will be many more to come.

- Grath (page 17).
- Hishen (page 18).
- Razors (page 19).
- Xeogs (page 20).
- Zhuh-Zhuhs (page 21).

GANGERS

Gangers are members of the Criminal Element. People who skirt or openly break the laws for their personal gain and profit.

LWC

LWC is short for Law-abiding Working Class. These are the vast majority of people doing the hum drum jobs, day after day, just content to exist.

MERCENARIES

People who hire their services out to the highest bidders, usually the Corporations and the wealthy.

POLICE

Police include all Law Enforcement personnel including rent-a-cops. These are the people who keep the peace. “To arrest and serve”, as the saying goes.

CIRCLES

In real life people tend to associate with similar people. To reflect this we have grouped the people in *Urban Renewal* into Circles. See the section on Professions (page 10) for more information. Here’s how we use Circles:

- When directed, go to the appropriate Circle.
- Roll 2d6, add the results together and go down the left-hand column to the corresponding total.
- Go across to see what the Profession of the character is.
- Inside the Profession there may be a chance that the character is an Alien. Going from left to right roll 1d6 for the Alien type. If the result is scored the NPC is that type of Alien. If the result is not scored then continue on to the next Alien type.
- There is a chance (1 – 3) that the NPC may not be alone. If not alone, the result scored is also the number of NPCs it is with.
- The next four columns are used to see who the character is with when not alone. Roll 1d6 and go to the appropriate column. You can choose to do this for each additional NPC with the character or once for all of them.

Example – Billy Pink is Chillin’ in the Pub & Rec Area. He has a Defining Moment (page 78) so must roll on the Who Are They Table (page 106). I roll 2d6 and score a 9, Shaker. I go to the Shaker Table and roll 2d6 scoring a 7. I have run into an Accountant.

I now roll to see if he is alone and score a 3, he is with 3 other NPCs. I go to the Accountant row and roll 1d6, scoring a 4. He is with 3 Ordinary Joes. I can roll each one up individually or if I choose not to get too detailed, go right to the LWC Generator.

KNOWING THE CHARACTER

Sometimes you will already know the character’s Profession. In these cases, go to the appropriate Circle then down to the row of the Profession and across for the information.

Example Later Billy Pink is referred to a Net Runner. I go to the Criminal Element Circle and down to the Net Runner row. I now roll 1d6 to see if it is an Alien and score a “1”. I have met a Xeog Net Runner. If I had scored a result of 2 – 6 I would roll again to see if the Net Runner was a Zhuh-Zhuh.

ALIENS

When using the Circle Tables the character will be a Basic unless there is a chance of them being an Alien. Here’s how we do it:

- The type of Alien will have specific letters.
- The number in parenthesis is the chance of the NPC being an Alien on a 1d6 roll.
- Going from left to right roll 1d6.
- If that number is scored the character is that type of Alien.
- Once an Alien type is established do not continue to roll.

2

CIRCLE - MOVERS

(Add the results together)

#	MOVERS	1-3	4	5	6
2 - 3	Diplomat (Z 1)	M	S	J	E
4 - 6	Office Holder (Z 1)	S	J	M	CE
7	Scientist (Z 1)	S	J	J	M
8	Religionist (Z 1)	S	J	J	M
9	Patron (Z 1)	E	S	M	CE
10 - 12	Trophy Wife (X 1 - 2) (R 1-2)	M	M	S	E

5150 NEW BEGINNINGS – URBAN RENEWAL

2 CIRCLE - SHAKERS (Add the results together)

#	SHAKERS	1-3	4	5	6
2 - 3	Corporate Exec (Z 1)	S	E	M	CE
4	Professor (Z 1)	J	S	S	CE
5 - 6	Attorney (Z 1)	S	S	M	CE
7	Accountant	S	J	M	CE
8	Doctor	J	E	S	CE
9	Government Asst. (Z 1)	J	S	S	CE
10	Entertainer	S	E	M	CE
11 - 12	Trophy Wife (X 1-2) (R 1-2)	S	J	M	CE

2 CIRCLE – EXOTICS (Add the results together)

#	EXOTICS	1-3	4	5	6
2	Pilot (Z 1) (H 1) (R 1) (X 1)	E	J	S	CE
3	Gunslinger (R 1) (X 1) (Z 1 - 2)	E	J	S	CE
4	Mercenary (Z 1 - 2) (X 1) (G 1 - 2) (H 1) (R 1)	E	J	S	CE
5	Police Sergeant (Z 1 - 2)	J	E	M	M
6	Investigative Reporter (Z 1)	S	E	M	CE
7 - 8	Police Officer (Z 1)	J	E	CE	CE
9	Detective (Z 1)	E	S	M	CE
10	Athlete (Z 1) (H 1) (G 1) (R 1) (X 1)	E	S	J	CE
11	Bounty Hunter (G 1) (R 1) (X 1) (Z 1)	J	S	J	CE
12	Guide/Trader (X 1)	J	S	S	CE

1/1 CIRCLE – ORDINARY JOES (Read each result as rolled)

#	#	ORDINARY JOES	1-3	4	5	6
1 - 2	1	Culinary (Z 1) (H 1) (X 1)	J	S	M	CE
	2	Delivery Driver (Z 1)	J	E	S	CE
	3	Sales Clerk (Z 1)	J	J	J	CE
	4	Storeowner (Z 1)	J	S	M	CE
	5+	Wait Staff (Z 1)	J	S	E	CE
3	1	Farmer (Z 1)	J	J	J	J
	2	Laborer (Z 1-2)	J	J	J	J
	3	Manufacturing (Z 1)	J	J	J	J
	4	Mechanic (Z 1-2) (H 1)	J	S	E	CE
	5	Miners (Z 1-2)	J	J	J	J
	6	Power Supply (Z 1)	J	J	J	J
4	1	Engineer	J	J	S	S
	2	Lab Assistant (Z 1)	J	J	S	CE
	3	Med Tech (Z 1)	J	J	S	CE
	4	Data Analysis (Z 1)	J	J	S	CE
	5+	Computer Tech (Z 1)	J	E	S	CE
5 - 6	1	Translator (Z 1) (R 1) (X 1)	J	S	S	M
	2	Brokers	J	S	S	M
	3	Accounting (Z 1)	J	J	S	S
	4	Corporate Asst. (Z 1 - 2) (X 1)	J	S	S	S
	5	Courier (Z 1)	J	J	S	S
	6	Attorney (Z 1-2)	J	E	CE	CE

5150 NEW BEGINNINGS – URBAN RENEWAL

2 CIRCLE – CRIMINAL ELEMENT

(Add the results together)

#	CRIMINAL	1-3	4	5	6
2	Net Runner (X 1) (Z 1)	CE	CE	S	E
3	Smuggler (Z 1) (H 1) (R 1) (X 1)	CE	CE	S	E
4	Dealer (Z 1-2) (R 1) (H 1) (X 1)	CE	J	S	S
5 - 6	Thief (Z 1) (H 1-3) (X1)	CE	J	J	S
7 - 9	Ganger (Z 1) (H 1-2) (R 1) (X 1) (G 1)	CE	CE	J	S
10 - 11	Escort (Z 1 - 2) (X 1) (R 1)	J	CE	E	S
12	Transporter (X 1) (R 1) (Z 1)	CE	E	S	S

CASH

Here's a convenient and useful mechanic that can be used during your Encounters. It's called Cash. Cash represents "cash on hand" and not a specific amount of money that you would have to track. Cash can be spent during your Encounters. It's an abstract economic system that saves the player a lot of book keeping. Here's how we do it:

- Each character starts with Cash d6 equal to its Circle.
 - Movers have 5 Cash d6.
 - Shakers have 4 Cash d6.
 - Exotics have 3 Cash d6.
 - Ordinary Joes have 2 Cash d6.
 - Criminal Elements have 1 Cash d6.
- Decide what you wish to buy.

Example – Billy Pink wants to buy drinks for an NPC. If successful, it will count as the Party Favor Bonus on a People Challenge.

- Roll your Cash d6.
- Any result of 1, 2, 3, 4 or 5 means you have bought the item.
- Any result of 6 means you have bought the item but you lose that d6 for the rest of the day.

- When you have used all your Cash d6 you cannot buy anything.

Example – Billy decides to buy a drink for a woman he just met. Billy is at a Tavern so that's easy enough. Being an Exotic, he has 3d6 Cash. I roll 3d6 and score 1, 2 and 6. Billy loses 1d6 for rolling a 6 but as he rolled a 1 or 2 he buys the drinks.

Later at another Tavern he wants to buy more drinks and rolls 2d6 as he has already lost 1d6 previously. He scores a 6 and a 6, loses both Cash d6, but buys the drinks. He is now out of Cash until the following day unless he can borrow some.

BORROWING CASH

When all of your Cash d6 have rolled "sixes" during the day, you are out of Cash until the following day. If you want more you can borrow some. Here's how we do it:

- Go to a friend and take a People Challenge. If you score more successes he has Cash to lend. Borrow one Cash d6. This adds one to you and subtracts one from him.
- The next time you go on an Encounter with him re-pay him one of your Cash d6. This adds one to him and subtracts one from you.

ROBBERY

When you are robbed or have your pocket picked, they will take all your Cash for the rest of the day. Of course this also means if you rob other characters you have extra Cash as well.

MAXIMUM CASH

Robbers and others, hey maybe even your characters may gain extra Cash. Here's how we use it:

- When you have more Cash than your Circle you can bring extra Cash on your Encounters.
- Use it as normal except that once it is lost, it is lost forever. You still get Cash back up to your Circle on the following day.

Example – Jim Bob Joe, a Criminal Element, robs a Mover and gains 5 Cash d6. This now gives him 6 Cash d6 when he goes out on Encounters. In the first Encounter he rolls 3 sixes, reducing his Cash d6 to 3.

On the next Encounter he rolls 3 more sixes and is now out of Cash.

On the next Encounter he will start with Cash for his Circle or 1d6.

WHAT TO BUY

Cash can be used in the following ways. Here's how we do it:

- Buy drinks or small gifts to gain the +1d6 Party Favor modifier on a People Challenge.

GAMBLING

Cash is used when Gambling as well (page 90).

WEAPONS

Most characters are assumed to have a weapon while some such as LWC may not. Weapons are covered in more detail in the appropriate sections entitled Ranged Weapons (page 36) and Melee (page 42). For ease of play we've also listed the weapon of the character on its NPC Generator.

WHAT ABOUT HEAVY WEAPONS?

Society in general and the Police, specifically, frown on their members carrying firearms. In some circumstances handguns may be permitted to be carried based on the Profession of the carrier but this is regulated by the government. In general you won't see firearms on the city streets, *at least not in plain sight*.

Just know that if you are carrying any weapon, except for a Pistol, BA Pistol or Machine Pistol, in plain view you will probably be reported and Police sent out to arrest you (page 64).

However, Police, Mercenaries and Gangers will always swap out their listed weapon for an Assault Rifle (1), BA SMG (2 – 3) or Shotgun (4 – 6) when on a Raid.

YEAH, BUT WHERE'S THE...

In *Urban Renewal* we have grouped weapons into broad categories. If you don't see a weapon listed use the stats for a weapon in the category that best fits it.

NUNS WITH GUNS

Made you look uh? Stars can *always* be armed with weapons regardless of their Profession. Now; about those nuns with guns (page 68).

ARMOR

Keeping in mind that *Urban Renewal* is set in a large civilian based city we have condensed Armor into three types. They are:

- *None* – Just Street clothes baby.
- *Armored Jacket* – Armored jackets are any flak jacket or armored vest that allows the wearer to take the Recover From Knock Down Test with 3d6 instead of 2d6.
- *Natural Armor* - The body structure of the character allows it to take the Recover From Knock Down Test with 3d6.

COM-LINKED

Com-Links are portable devices that allow the user to communicate with others that they may or may not be able to see. This is usually similar to a cell phone but can be a small external or internal headset that allows the users to communicate as needed. Not everyone needs or cares to have state of the art Mobile Comm-Links so here's how we do it:

- All characters *except* for Ordinary Joes #3 will be Mobile Com-Linked.
- Ordinary Joes #3 prefer to use Public Com-Link Booths. They are Stationary Com-Linked at their Home and place of work.

UNIVERSAL VOICE BOX

Although technically a Com-Linked device this is a good time to explain the Universal Voice Box. Although *Gaeen* is universally spoken, at least in its pigeon form of Gaea Speak, many people use the Universal Voice Box. Most conversations with Aliens are carried out with the aid of the UVB.

The UVB is built into all Comm-Link devices to "help the users to be understood" although some say it allows for the monitoring of conversations. It is due to this suspicion that Translators are employed in certain business and criminal settings.

STOP!

Go to your Profession to determine what Class you are. Class determines which Reaction Table (page 113) you will use.

What Circle is your Star in? If you chose an Alien did you see if it could have the Profession you chose? How do you know if an Alien can have a Profession? What does (Z 1 – 2) mean?

Choose your Star's Weapons (page 36) and Armor.

Continue to fill in the Character Journal as pieces of information are revealed.

HOME

You must begin and end every month at Home. You can also chose to go back as often as desired during the month.

Everybody has to live somewhere. An apartment uptown, three bedroom house in the 'burbs or hell, under a bridge, everyone has to live somewhere. Here's how it's handled in *Urban Renewal*, the benefits and the pitfalls. Don't worry, you won't be paying rent but we'll get you in other ways.

THE AREAS OF NEW HOPE CITY

New Hope City is divided into eleven Areas. Here they are:

- City Hall.
- Financial District.
- Gaea Heights.
- Hope Heights.
- Lower Gaea.
- Lower Hope.
- Lower Polariston.
- Middleton
- Midland Terrace
- Pub & Rec
- Space Port

Your Star must live in at least one of the Areas. Residency in some Areas (Gaea Heights and Hope Heights) is restricted by Class.

BEING HOME

A Home is a safe place in an Area of New Hope City that the player may store his belongings and rest. When a player declares himself to be Home, he chooses this in lieu of a Voluntary Encounter (page 82). You must still

dice to see if you have an Involuntary Encounter (page 83).

If the Involuntary Encounter is a Raid (page 92) someone has hit your Home. Here's how we do it:

- If you are Home (1 – 4) play out a Raid Encounter with you as the defender.
- If you are not (5 – 6) you were *burglarized*.

BURGLARIZED

When your Home is burglarized or you fail to protect your Home during a Raid, you may have lost some Items. Here's how we do it:

- Consult the Transit Map to determine the Law Level (page 63) of the Area where your Home is located during a random Day Part (page 59).
- Roll 1d6 for each point of Law Level.
- Count the number of successes (score of 1, 2 or 3) that were rolled and consult the Burglarized Table.
- Immediately carry out the results.

LL

BURGLARIZED

(Looking for successes)

# OF SUCCESSSES	RESULT
2+	<i>Nothing to worry about.</i> Something scared them off.
1	<i>Smash and dash!</i> Roll 1d6 for each of your Items. <ul style="list-style-type: none"> • Any result of 1, 2 or 3 and the Item is safe. • Any result of 4, 5 or 6 and the Item was stolen.
Zero	<i>Totally ripped off!</i> They stole all of your Items.

Example – Bizebode (Rep 3) is a Dealer and must roll for an Involuntary Encounter. She rolls on the Involuntary Encounter Table (page 83) and scores a result of Raid. She rolls again and scores a 5, she was not Home when her place was hit.

She lives in Little Hisha so rolls 2d6 for the Law Level of Little Hisha during the Late Day Part (rolled randomly). She scores a 3 and 4, or one success. She has suffered a Smash and Dash.

She rolls 1d6 individually for her eight Items that were in her Home. She scores a 1, 2, 2, 4, 4, 4, 5, and 6. This means five items were stolen.

BASICS



"Is she dangerous or just a Poser?"

CURRENT HISTORY

According to the *Alien Studies Institute (ASI)* located on Gaea Prime, *Basic* is the common term for any being who has the defining *"five major codes of life"*. Although there are humanoids that may have the *"five major codes"*, in reality, the term Basic only applies to those humanoids that can trace their ancestry back to Gaea Prime. Who qualifies for Basic status is a bone of contention in the Gaea Prime courts. Anyone interested in this aspect are recommended to read the briefs written by *Judge Xyston V* (page, 1). But we digress...

Basics come in a wide variety of shapes, sizes and more importantly, temperament. *"It's not the size of the dog in the fight but the size of the fight in the dog"* is a relevant saying when it comes to Basics. Don't underestimate Basics by their size or gender as they are the true *loose cannons* of the 5150 universe.

On the worlds where Basics make up the bulk of the inhabitants, the vast majority of them consist of the Law-Abiding Working Class (LWC). These people go about their day-to-day existent with little more than the desire to eat, sleep, and procreate...truly an ideal existence. However, there are other groups that define and separate Basics. These groups range from those who protect and serve the greater good to those selfish individuals who have forsaken their duty. Take heart and take hope knowing that the forces of Gaea, our Mother, are at work to *reform or remove* those malcontents.

ALIENS

How many aliens are there in the 5150 universe? No one knows for sure. But in this section you'll find info on five *important* aliens. They may not be the most plentiful but each of them impacts the 5150 universe in a significant way.

GRATH



"I didn't ask you how many of them there are; just where they are..."

CURRENT HISTORY

The Grath are definitely Xenofoms. According to the Alien Studies Institute (ASI) they are truly unique. This is because the Grath is *not* a single living organism. The Grath is composed of literally millions of tiny organisms. The control and function membrane that encase the interdependent systems comprising Grath keeps these organisms together. Due to this unique arrangement the Grath can rearrange or regenerate itself almost instantly. This makes killing a Grath very difficult and best done by removing the *head*, which if done instantaneously, will provide a terminal system shock. *In game terms you must score a '1' when rolling Impact or Melee Damage.*

Graths survive solely by fluid intake. They have the ability to convert *any* fluid into the necessary nourishment it needs to survive. Just a word to the wise, they do not care where they obtain this fluid.

The Grath is the perfect soldier. Graths will fight anyone (including each other), any place, any time, and are in constant demand as mercenaries throughout the 5150 universe. Only in Gaea Prime controlled worlds, with few

exceptions, are the Grath not used. In fact, any Grath caught on Gaea Prime controlled worlds are immediately destroyed. As the actual status of New Hope is up in the air, Grath are common.

Grath have no concept of sleep or imagination and are basic in their intellect. One shudders at the thought of a Grath developing intelligence and emotions on a level comparable to their physical abilities. ⁽¹⁾ Graths are extremely loyal to their employers and it is common for a Grath to know only one employer during its lifetime. This can be a very, very, long time as there is no known natural cause of death for a Grath, just combat.

(1) There have been rumors of Grath displaying Basic-like Attributes. If true this is a very disturbing development.

GRATH ATTRIBUTE PACKAGE

GRATH ATTRIBUTE PACKAGE
Brawler: Counts a +1d6 when in melee.
Brick Wall: If scoring a (1) when rolling for Impact from Ranged Combat or Melee Damage the Grath has suffered a result of Obviously Dead. Any other result becomes a knock down. The Grath do not take the Recover From Knock Down Test.
Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test.
Terrifying: When within 12" and in sight, the terrifying character will cause Fear in everyone except those with certain Attributes including Terrifying. When a character Fears an opponent: <ul style="list-style-type: none">• Counts a -1d6 when in melee with this opponent.• Always counts the Fast Moving penalty when firing at this opponent.• Counts a -1d6 when taking the Charge into Melee Test. <p><i>Once a character scores damage to a Terrifying character it no longer Fears it or its type.</i></p>

HISHEN



"Pure evil or...?"

CURRENT HISTORY

Much is known about the Hishen in general. Slave traders. No regard for life (they are notorious for leaving their wounded on the battlefield while being willing to risk their lives to capture prisoners). For those who wish to learn more about the Hishen Empire consult *5150: Star Army*. But just know that the slightly less than human size, grayish-blue skinned beings you meet in New Hope City are not your Daddy's Hishen. *These Hishen appear to have picked up some traits usually found in Basics.*

The Hishen have a unique way of communicating with each other. Because they share identical genetic code the Hishen can send vast amounts of communication to each other instantly. To the outsider this may sound like an incessant clicking sound. Perhaps this strange way of communication increases the distrust between Hishen and other Races even though the Hishen have been able to pick up *Gaea Speak* – a pigeon form of the proper Gaea language.

Hishen found on New Hope City profess to be different from their slave trader brethren. They claim to have become tired of serving the Hishen Empire and instead seek work and freedom on this back water planet. Maybe so, but a word of advice; be extra careful when dealing with the Hishen.

HISHEN ATTRIBUTE PACKAGE

HISHEN ATTRIBUTE PACKAGE

Cruel: Counts a +1d6 when taking a People related Challenge against those with a lower Rep.

Slight: Counts a -1d6 when in melee.

Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test.

RAZOR



"Trust me, I'm just misunderstood..."

CURRENT HISTORY

Strictly speaking Razors *are* not Xenofoms. Any Basic who encounters a Razor will dispute that fact. According to the ASI, Razors have *more* than the *five major defining codes*.

Razors encountered outside of New Hope are almost always Leaders of Hishen mercenaries or slavers. However, Razors have been working more and more with Basics as well as working independently. While more info can be found elsewhere let's re-cap the Razors that you may meet.

The Razors have a complex sensory system that allows them to process info and react at an amazing speed. Think of the chess player of antiquity that could *see* ten moves ahead.

They appear to be self-sufficient and need little to sustain life. Unsubstantiated rumours link Razors to cannibalism. Perhaps this is why no male Razors have ever been seen.

Witnesses report the ability of the Razors to focus a *mental blast* that can cause severe pain and even death in some cases.

Razors have extraordinary reflexes, developed musculature, and excellent hand-to-hand combat skills made more dangerous by a natural toxin they produce.

RAZOR ATTRIBUTE PACKAGE

RAZOR ATTRIBUTE PACKAGE

Bullet Move: When a hit is scored on the Razor by Ranged Weapons this test is immediately taken.

Infrared vision: Able to see normal distances in the dark and low light conditions.

Nerves of Steel: Treat Duck Back as if Carry On and never Outgunned. Not affected by **Fear**.

Rage: Counts a +2d6 when in melee.

Steely Eyes: Counts a +1d6 when taking the In Sight Test.

Terrifying: When within 12" and in sight the terrifying character will cause **Fear** in everyone except those with certain Attributes including Terrifying. When a character **Fears** an opponent:

- Counts a -1d6 when in melee with this opponent.
- Always counts the Fast Moving penalty when firing at this opponent.
- Counts a -1d6 when taking the Charge into Melee Test.

Once a character scores damage to a Terrifying character it no longer **Fears** it or its type.

RAZOR TOXIN

Razors have extended hands and nails that serve as natural weapons. Razors secrete neurotoxins that can be fatal on contact. They prefer not to use weapons but young Razors have been known to resort to their use. But don't be misled, if needed, *any* Razor will use *any* weapon.

Whenever a hit is scored on a target in melee the Razor will inject a toxin from its nails. Here's how we do it:

- Every time a character suffers Melee Damage from a Razor, that results in a Recover From Knock Down Test to be taken, roll 1d6 versus the Rep of the target.
- *If the result is higher than the Rep or a "6"* the target takes the Recover From Knock Down Test with only 1d6, regardless of any Armor it may be wearing.
- *If the result is equal or less than the Rep* the target takes the Recover From Knock Down Test normally.

5150 NEW BEGINNINGS – URBAN RENEWAL

- The toxin has no effect on enhanced limbs, Grath or other Razors.

RAZOR MENTAL BLAST

Razors have the ability to transform mental energy into a wave that can damage all organic life forms, except for the Grath. Here's how it works:

- The Razor will always fire with Targets (page 36) equal to her Rep but only 1d6 can be applied to each target.
- Any figure in Line of Sight in the front facing 90 degrees, *not 180 degrees*, of the Razor is a target.
- The Mental Blast is resolved by rolling on the Ranged Combat Table (page 110).
- Arrange the dice from highest to lowest and apply them, one to each target.
- Targets do not count any benefit for being concealed or in cover.
- Razors may fire when active or in reaction.
- Razors are limited to one active fire but have no limits to reactive fire.
- Those hit by a Mental Blast immediately take the Recover From Knock Down Test counting a result of "6" and an automatic failure. *Rolling for Damage from Impact is not done.*

BULLET MOVE

Like Xeogs, Razors are too vain to wear Armor. But as mentioned previously they can process info and react at amazing speeds. This manifests it most visibly with the special Razor ability known on the street as the Bullet Move. The net effect of the Bullet Move is that the Razor could move and contort her body fast enough to dodge a bullet. Here's how it works:

- When a hit is scored on the Razor by Ranged Weapons roll 2d6 versus her Rep.
- *If she passes 2d6* she has dodged the bullet and takes the Received Fire Test instead.
- *If she passes 1d6* she counts as being in cover. Refigure the shot to see if she is still hit.
- *If she passes 0d6* she has been hit normally.
- The Razor does not need to see the shooter to take the test!

Example – A Rep 5 Razor Trophy Wife is walking alone in the Space Port Area after dark, much after dark. Three Gangers confront her and demand money. She refuses and In Sights are taken. She acts first and fires a 5d6 Mental Blast at the two Gangers in range and arc. She rolls on the Ranged Combat Table and scores hits on both of them.

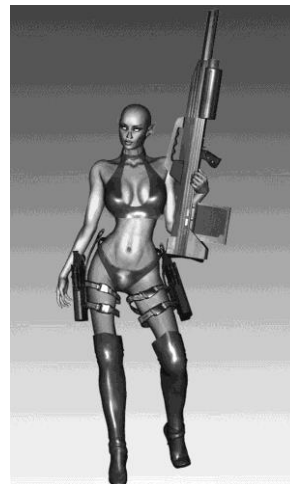
Each takes the Recover From Knock Down Test. One goes Out of the Fight while the other is knocked down but still carries on.

The Gangers now act. The one on the ground fires at the Razor and scores a hit. She rolls 2d6 for her bullet move and passes 2d6; the Ganger has missed.

The other Ganger enters melee with her and she wins, scoring damage to the Ganger. He immediately rolls 1d6 versus his Rep of 4 and scores a 5. The Razor Toxin has affected him and he now takes the Recover From Knock Down Test with only 1d6. He scores a "6" and is Obviously Dead.

The In Sight is complete so Reaction Tests are taken. The prone Ganger gets up and runs away while the Razor carries on. If the mechanics don't make sense, as we have not introduced all of them, just remember the results next time you confront a Razor.

XEOG



"Take a look behind the curtain if you dare."

CURRENT HISTORY

Xeog lineage can be traced back thousands of years to the ancient Shikar Empire. Most Xeog are part of a devout religious order whose sole purpose is the return of the Shikar Empire. *Those are not the ones you're likely to run into.* Those have made a science of moving stealthily through the universe. No, the ones that you will mostly encounter are the *divas*, the *one's that enjoy the attention.*

With naturally enhanced bio systems and strength, female Xeogs strike a stunning pose. Keeping in line with their appearance and mind set Xeogs are too vain to wear any form of armor. Tall and slender these *divas* are not afraid to use whatever wiles are at their disposal to further their

aims. Unfortunately, one would be hard pressed to understand these aims as they appear to have an appetite for everything and are insatiable in many ways.

Xeogs come in two shades the basic green and a bright shade of blue. It has been speculated that the blue version is a natural progression from the green stage and that some unknown stimulus occurs that causes this transformation. The *blues*, as they are often referred as, almost always “go rogue” and those are the ones you’ll encounter most of the time. The *greens* appear to be younger and less experienced. FYI, don’t ask a Xeog their age, you don’t want to know.

Xeogs are often found working in the intelligence field on many worlds. Due to this they have earned the reputation of being involved in the darkest of plots and subversion. ASI speculates it’s a desire to be in or be near a position of power.

XEOG ATTRIBUTE PACKAGE

XEOG ATTRIBUTE PACKAGE

Initiative: Counts one Rep higher for Activation purposes when operating alone.

Rapid: Normal move is now 12" and allowed to use 3d6 when taking the Fast Move Test counting all three.

Resilient: Once during each Encounter the character will treat its first Out of the Fight result as a Knocked Down result instead.

Stunning: Counts a +2d6 when taking a People related Challenge versus the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.

Wary: Takes the In Sight Test with a +1d6 bonus.

ZHUH-ZHUH



“Don’t tug on Superman’s cape.”

CURRENT HISTORY

Zhuh-Zhuh is the common term for members of the infraorder *Suprasimiiformes*. When ASI research expeditions had first contact with the Zhuh-Zhuhs they were assumed to be *evolved cousins* of the infraorder *Simiiformes* or the *higher primates* that populate many worlds in one form or another. This was incorrect as proven centuries later with data that supports that these *Suprasimiiformes* are much older than was originally thought.

Further evidence suggests that the Zhuh-Zhuhs have more in common with the average Basic than what is loosely termed a *monkey*. Unfortunately, this evidence has done little to offset the hostility which sometimes exists between Basic and Zhuh-Zhuh. Witness the derogatory term *monkey boy* as applied to Zhuh-Zhuhs.

Zhuh-Zhuhs or Zhuhs come in all shapes, colors and sizes ranging from smaller three-foot tall types, *Muggie Zhuh-Zhuhs*, to those close to seven feet in height.

Zhuh-Zhuhs own and occupy a large number of planets and are commonplace on many Gaea Prime worlds. Constant contact with the large number of Zhuh-Zhuhs in Gaea Prime space, has earned them the status of *trusted alien* ⁽¹⁾. This status allows them to hold a variety of Professions including some in Law Enforcement.

Do not underestimate Zhuh-Zhuhs. They are intelligent and very physically domineering and should be treated with utmost respect and care.

5150 NEW BEGINNINGS – URBAN RENEWAL

(1) *Trusted alien status means different things to different people. To some it means advancement towards Citizenship, although there are no Zhuh-Zhuh Gaea Prime Citizens, while to others it represents a sell out to Gaea Prime.*

ZHUH-ZHUH ATTRIBUTE PACKAGE

ATTRIBUTE PACKAGE
Climb: Able to climb trees, walls and along roofs as if moving normally. Muggie-Zhuhs and similar, may attempt to Fast Move.
Natural Armor: The body structure of the Zhuh-Zhuh (not Muggy Zhuh-Zhuhs) allows it to take the Recover From Knock Down Test with +1d6 bonus.
Rage: Counts a +2d6 when in melee.
Resilient: Once during each Encounter the character will treat its first Out of the Fight result as a Knocked Down result instead.
Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test, applies to Zhuh-Zhuhs only.

STOP!

You have just learned all you need to know about generating characters. Now go back and complete your Star, writing the info on your Character Journal. This character is *you*, so take your time and make it perfect. When you're done, move on to the next section.

YOUR BAND

You come into the world alone and you'll leave the same way. But if you're lucky you'll find a few like-minded individuals to call your friends. Failing that you can always hire them. Call them your posse, your homies, buddies, whatever. We call them your Band. In some THW rules we called them your group but that could have caused some confusion. Here's how we do it:

- Every Band has a Leader. You are the Leader of your Band.
- All other Band members are Grunts.
- Bands can be formed and broken up as desired.

Example – Billy Pink goes into Piranhas to Chill. He takes Reynaldo and Harvey, both members of his band with him. Once arriving at Piranhas he meets two of his old friends, Char and Sooze. They are new into NHC and decide to join Billy's band. The five now go to the Green on Academy and the Chillin' Encounter continues.

RECRUITING YOUR BAND

You start the game alone. Unlike other THW games you *really* start the game alone and must recruit Grunts. Here's how we do it:

- Go Chillin' (page 85) and Recruit Grunts (page 23).
- You cannot recruit Grunts with a higher Rep than yours.
- You can recruit one Grunt for each point of Rep that you have. Recruit more and you need to cut someone loose from the band.

WHO ARE THEY?

Like all Non-Player Characters (Grunts) your recruits will come from the appropriate NPC Generator as you meet them during an Encounter.

GENDER

If desired you can recruit characters of the opposite gender.

WHERE ARE THEY?

Let's say you want to recruit a Grunt with a specific Profession, or you need to meet someone such as an Employer who has offered you a Job (page 94). Here's how we do it:

- Go to the Where Are They Table and down to the Circle of the Profession (page 13).
- Go down to the row of the Profession.
- Go across to the appropriate Area and Day Part they could or will be found.
- If you are looking to recruit, they *could* be found there. You must resolve a PEF which matches their Profession. If you are looking to meet someone like an Employer go to the Building Table (page 52) to see where they can be found.

5150 NEW BEGINNINGS – URBAN RENEWAL

X WHERE ARE THEY? (Match the Person to the Day Part)

MOVERS	EARLY	DAY	EVENING	LATE
Diplomat	C	C	GH	GH
Office Holder	C	C	GH	GH
Patron	GH	F	GH	GH
Religionist	HH	F	P	HH
Scientist	C	C	C	HH
Trophy Wife	GH	F	P	GH
SHAKERS	EARLY	DAY	EVENING	LATE
Accountant	F	F	S	M
Attorney	F	F	P	HH
Corporate Executive	F	F	P	HH
Doctor	C	C	P	GH
Entertainer	HH	F	P	HH
Government Asst.	C	C	P	M
Professor	F	F	M	M
Trophy Wife	HH	F	P	HH
EXOTICS	EARLY	DAY	EVENING	LATE
Athlete	MT	P	P	MT
Bounty Hunter	MT	L	P	S
Detective	C	F	P	M
Guide/Trader	L	C	P	L
Gunslinger	MT	MT	S	S
Investigative Reporter	C	F	P	HH
Mercenary	MT	F	S	S
Pilot	M	S	S	M
Police Officer	C	C	P ⁽¹⁾	M
Police Sergeant	C	C	M	M
ORDINARY JOES	EARLY	DAY	EVENING	LATE
#1 & 2	C	C	P	MT
#3	S	S	S ⁽²⁾	L
#4	F	F	P	MT
#5 & 6	F	F	P	MT
Spouses ⁽³⁾	F	F	MT	MT
CRIMINAL ELEMENT	EARLY	DAY	EVENING	LATE
Dealer	L	C	P	HH
Escort	L	C	P	S
Ganger	L	L	P	S
Net Runner	L	L	P	L
Smuggler	L	S	P	L
Thief	L	F	P	S
Transporter	L	C	P	L

(1) May be off-duty (1 – 4). (2) Off work and blowing off steam.

(3) Use for all spouses.

C: City Hall

F: Financial District

GH: Gaea Heights

HH: Hope Heights

L: Lower Gaea (1 - 2), Hope (3 – 5) or Polariston (6)

M: Middleton

MT: Midland Terrace

P: Pub & Rec

S: Space Port

Example – Sooze has a Job Offer from an Employer. He is an Attorney from the Circle –Shaker. Sooze schedules a meeting for the Daytime. I go to the Where Are They Table, to the Shaker section and down to the Attorney Row. He can be found in the Financial District. I go to the Financial District Buildings Table (page 53), roll 2d6, score a 7, and see that he can be found in an Office Building. I set up the Encounter with the Office Building (Target Building) in the section opposite from the one that Sooze enters.

AVAILABILITY

When you go on Encounters members of your band *may* be able to accompany you. Here's how we do it:

- Decide which Encounter you will go on. This could be a Voluntary or Involuntary Encounter.
- Roll 1d6 versus the Rep of each band member you wish to accompany you.
 - If pass 1d6 the member will accompany you.
 - If pass 0d6 the member has plans and cannot accompany you.

KEEPING IT TOGETHER

Grunts will join you for a variety of reasons. Maybe for mutual defense, the promise of security, or perhaps because man is a social animal and nobody wants to be alone.

But for each reason that there is for a Grunt to join you there's more reasons for him to leave. So to see if the band splits up, this test is to be taken after each Encounter, Voluntary and Involuntary alike. Here's how we do it:

- Go to the Keeping It Together Table.
- Start with 1d6 per each point of your Rep.
- Modify this total by any applicable Circumstances.
- Roll the modified number of d6 and count how many successes (score of 1, 2 or 3) are scored. *Keep this score, as it will be applied against all of your band members.*
- Next each member starts with 1d6 per point of Rep.

5150 NEW BEGINNINGS – URBAN RENEWAL

- Modify this number by any applicable Circumstances.
- Roll the modified number of d6 and count how many successes (score of 1, 2 or 3) are scored by each member.
- Compare the number of successes scored by each member separately to your score. This could mean some will stay and some will go.
- Consult the Keeping It Together Table and immediately carry out the results.

REP KEEPING IT TOGETHER

(Looking for successes)

LEADER CIRCUMSTANCES	MODIFIER
If you went Out of the Fight or used Cheating Death.	-1d6
Each band member that went OOF or OD.	-1d6
If a Born Leader.	+1d6
If you bought one or more Party Favors for the Grunt during the last Encounter.	+1d6
GRUNT CIRCUMSTANCES	MODIFIER
The Grunt's mind has ever been "poisoned".	+1d6
For each 3 consecutive months that the Grunt has been in the band.	-1d6

# OF SUCCESSES	STAR	GRUNT
Score twice or more as many successes.	Grunt remains in the band and does not take this test after the next Encounter.	The Grunt leaves the band and "poisons" the minds of all other band members who have a lower Rep than his.
Score more successes.	The Grunt remains in the band.	The Grunt leaves the band.
Both sides same number of successes.	If the Encounter was a Success, the Grunt remains in the band. If a Failure, the Grunt leaves the band.	If the Encounter was a Success, the Grunt remains in the band. If a Failure, the Grunt leaves the band.

Example - The Encounter has ended and the members of Billy Pink's band must now take the Keeping It Together Test. Note that Billy went Out of the Fight but used a Star Advantage. This means he does not count a -1d6 for the test. Billy rolls 5d6 and scores 4 successes.

Char rolls 4d6 and scores 3 successes – she stays.

Sooze rolls 4d6 and scores 1 success – she stays and doesn't have to take the test after the next Encounter.

Jim Bob Joe rolls 4d6 and scores 4 successes – as the Encounter was a Failure, Jim Bob Joe leaves the band.

SETTING UP YOUR GRUNTS

Setting up your Grunts is a bit easier than your Star, as much of their info will be generated by the tables. Grunts will come and go, so we need not spend too much time on them.

Make a copy of the Character Journal. All the information about your Grunts should be kept on it.

STOP!

You have just learned all you need to know about forming your band. How do you recruit Non-Player Characters, or Grunts?

How many Grunts can you recruit?

Here's a simple exercise for you to do. You will take a Keeping It Together Test. You are a Rep 5 Star with three band members. One is a Rep 4 and the other two are Rep 3. Your last Encounter was a failure. One of the members went Out of the Fight (he still takes the test).

Take the test being sure to modify the dice rolled by any applicable Circumstances.

If the Rep 4 Grunt leaves the band by scoring twice as many successes as you did, what happens?

When you're done, move on to the next section.

FYI - FINDING THE TARGET

The *Where Are They Table* will tell you which Area to look for someone (the Target), but you still may not find them once you're there. How do you know if you do? Here's how we do it:

- *The Target will be the first PEF (page 78) you resolve that matches its Circle.*
- *It is possible that you can miss the Target.*

GROUPS

During the game, a *group* is any number of figures that operate together over the course of a turn.

- The smallest number of figures in a group is 1; there is no maximum number of figures in a group.

At the start of the Encounter each side deploys their figures into groups.

Figures that start the turn in the same group will activate at the same time.

GROUP REP

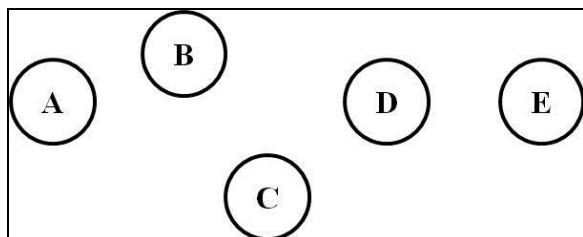
Figures in a group can have different Reps.

GROUP COHESION

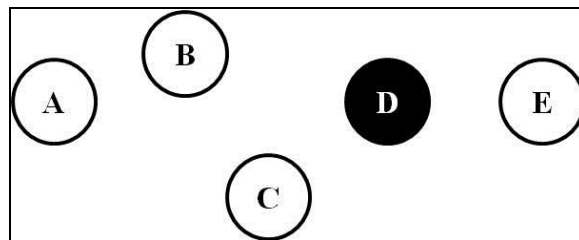
For figures to be in the same group they must:

- Remain within 4" of one or more figures in the group.
- Have a LOS to one or more figures in the group and/or be in LOS of one or more figures in the group.
- Characters must be in Carry On status to continue the group.

If any of the above three requirements no longer apply, then the figures are in separate groups.



In the picture above we see a 5 figure group. All of the figures are within 4" of another figure, have LOS and are in Carry On Status.

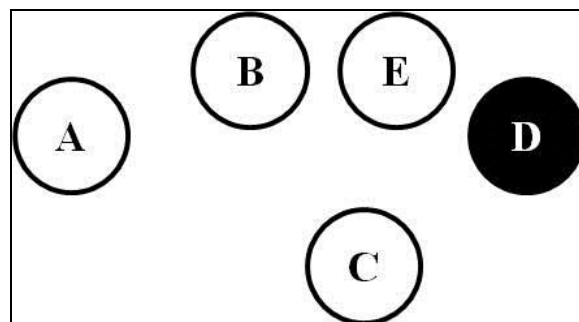


In this picture one member of the group (D) has been hit and is no longer functioning. This could be Out of the Fight, or Obviously Dead but as he is not in Carry On status, the link between figures is broken. There are now two groups (A, B, and C are one group while E is another) and they will activate separately.

SPLITTING UP GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups, at any time during the turn when you are *active*, or when forced to by a Reaction Test (page 30).

You may combine groups during the turn to form a single group. These groups can now move, shoot, etc. as one group, with the restriction that no figure may exceed their allowed movement.



In the above picture E has activated and moved 4" to join the other group (A, B and C). E can now move the remainder of his movement, including a Fast Move, taking A, B, and C with him. D could be carried by one of the figures but cannot move on his own.

ACTIVATING GROUPS

For activation purposes groups are defined at the *start* of the turn, *before* Activation dice are rolled.

LEADERS

There are two types of Leaders in *Urban Renewal*.

- *Star Leaders*. This is you, the player.
- *Temporary Leaders*. These are the figures with the highest Rep in a group when not lead by a Leader, as defined by the Encounter.

Example – Billy Pink is the Star of a small group of Mercenaries. He decides to move off by himself to out flank a group of Gangsters, while the group moves forward. This effectively splits the group into two. The other group consists of three Grunts, one Rep 4 and two Rep 3s. The Rep 4 is the Temporary Leader of that group.

Based on the Encounter the Gangsters have a Rep 4 Leader, a Rep 5 Ganger and Rep 3 Ganger. They will activate on 4, as long as the Leader is functional. Later he goes Out of the Fight and the Temporary Leader becomes the Rep 5 Ganger.

STAR LEADERS

Star Leaders have two functions in *Urban Renewal*.

- They determine when the group will activate based on its Rep.
- They are allowed to use Leader Die.

TEMPORARY LEADERS

Temporary Leaders have one function in *Urban Renewal*.

- They determine when the group will activate based on its Rep.

Example – Continuing the previous example Billy Pink is a Star Leader (Rep 5) while Char is the Temporary Leader (Rep 4) of the other group.

LEADER DIE

A Leader Die represents the ability of the Star Leader to lead his group, to inspire them to greater effort, and to guide them through tough situations. The Leader Die is an off color d6 that is rolled in addition to the 2d6 rolled for the group. The result of the Leader Die is used to influence the 2d6 rolled by the group. Here's how we do it:

- The Leader Die is only used for any Reaction Test with the letters (LDR) next to it found on the Reaction Tables.

- To use the Leader Die roll 1d6 and compare the result to the Rep of the Leader.
 - If the score is equal or less than the Rep of the Leader, you have passed 1d6.
 - If the score is higher than the Rep of the Leader, you have passed 0d6.
- If the Leader Die is passed, all the figures in the Leader's group will add 1d6 to the number of d6 they passed.
- The Leader Die is rolled, even if the Leader does not qualify for the Reaction Test.
- The Leader Die applies to all figures in the group, even those that may not be members of your band.

Example – Billy Pink (Rep 5) is the Leader of a group of Gangsters composed of himself and two Grunts, one Rep 4 and one Rep 3. They run into a group of Hishen Gangsters and two of them come under fire. After all In Sight actions are resolved, the two Grunts who came under fire must now take the Received Fire Test (page 31). Billy does not have to take the test as he was not fired on but is allowed to roll his Leader Die.

I pick up 1d6 for my Leader Die and add it to the 2d6 that I will roll for the group. I roll the d6 and compare the Leader Die to Billy's Rep. I score a 4 meaning that I have passed, based on Billy's Rep, and can now add 1d6 to however many d6 each Grunt passed.

The other 2d6 rolled for the group come up 4 and 5. The Rep 3 passes 0d6. He adds the passed 1d6 from the Leader Die, for a total of pass 1d6.

The Rep 4 Grunt passes 1d6. He adds the pass 1d6 from the Leader Die, for a total of pass 2d6.

Note that because the two Grunts passed different numbers of d6 they may behave differently.

STOP!

How many inches between figures can there be and still be a group?

What's a Leader Die? How is it used? Who can use it?

You have a Rep 5 Leader, a Rep 4 Grunt and a Rep 3 Grunt. The Leader score came up 4 and the 2d6 roll for the Grunts was a 1 and 4. How many d6 did each character pass? What happens if you pass 3d6?

TURN SEQUENCE

Urban Renewal is played in turns, with each turn divided into two phases of *activation*, one per side. Activation means that the active side can move their groups. Although games, called Encounters, can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors. If playing with more than two sides, use an additional different colored d6 for each additional side. Choose only two of the d6 to count for counting *doubles*.

Example - I choose a blue d6 and Jim Bob Joe chooses yellow. If there was a third player, we would use a third d6 of a different color. If there was a third player, we would choose to use my and Jim Bob Joe's d6 for counting doubles.

- At the start of each turn the dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles), neither side will activate, so re-roll the activation dice.

Example - Three d6 are rolled. I score a Blue 4, Jim Bob Joe scores a Yellow 4 and the Police scores a Green 3. Jim Bob Joe and I have doubled up, so no one can activate.

- In addition, when doubles are rolled, there is the possibility of a new PEF (page 77) being generated.
- If the die scores are *not* doubles read each die individually. The higher score determines which side will activate its group or groups first.

Example - The two dice are rolled and a Blue 5 and a Yellow 4 are rolled. I scored higher so I can activate my groups first.

- Only groups led by a Leader with a Rep equal to or higher than their Activation die score can be activated. Groups are activated from highest to lowest Reps, with ties activating in the order the player desires.

Example: A Blue 5 and a Yellow 4 were rolled. The Blue d6 scored higher so I activate first. I can only activate groups that are led by a Rep 5 or higher Leader.

- After the first group has completed all its actions *and any reactions it may have caused have been resolved*, the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated the other side can activate one group at a time, based on the result of its activation die roll.

Example: A Blue 5 and a Yellow 4 were rolled. I have finished activating all the groups I wanted to. It is now the Yellow sides turn. Yellow can only activate groups that are led by a Rep 4 or higher Leader.

- After both sides have activated all of their eligible groups and *all reactions have taken place* the turn is over and Activation dice are rolled again, signifying the start of the new turn.

This system will mean that many times lower Rep figures, will not be able to activate. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

Now that you know the turn sequence, we will explain the rules in the order that they will occur during the game turn. *This may be different than what you experienced in the past.* Let's start with actions.



"Some questions still need to be answered."

ACTIONS

When a group is *active*, its members can voluntarily do one of the following actions.

- Move up to full distance and fire at *any time* during its move. A figure can also fire once when active, if it has a loaded weapon, called active Fire, *whether it has fired in reaction or during the In Sight Resolution*.

Example – Billy Pink walks around a corner and triggers an In Sight Test. The Ganger and Billy exchange fire with Billy taking out the Ganger. Billy continues his move and triggers an In Sight with another Ganger. Both roll their In Sight and both score zero successes. Neither can fire!

But Billy still has an active Fire and does so.

- Stay in place, changing the way it is facing if desired, and active fire.
- Charge into Melee (page 43) in lieu of taking active fire.
- Search a vehicle, building or building section.
- Reload a weapon. The character may move up to normal move while doing so.

In addition the figure can perform this action as well.

- Exchange or pick up dropped weapons or Items, theirs or those belonging to other characters, but cannot fire them at that time.

MOVEMENT

There are two types of movement, *voluntary*, when the figure is *active*, and *involuntary* when caused by a Reaction Test. Figures can be forced into involuntary actions and movement due to the results of a Reaction Test. These actions and movement are covered in more detail in the Status and Actions section (page 32).

NORMAL MOVEMENT

Normal movement for all figures is 8" unless specified otherwise by an Attribute.

FAST MOVEMENT

A group can attempt to *fast move*. Remember that a group is one or more figures. Here's how we do it:

- Declare the intent of the group that wants to fast move.
- Roll one set of 2d6 and compare each die score individually to the Rep of each figure.
- For each d6 passed, the figure is allowed to add half its normal movement.
- If the fast move distance is not far enough for the player to reach cover, he can drop prone at the end of his movement.
- Figures can choose to move less than their total fast move yet still count as fast moving.

Example – A group of three figures want to fast move. I roll 2d6 for the group and compare the results to each figure individually. Here's how the group will move.

The Rep 5 Leader passes 2d6 and may add up to 8" to his normal movement of 8".

The Rep 4 Grunt passes 1d6 and may add up to 4" to his normal movement of 8".

The Rep 3 Grunt passes 0d6 and may add up to 0" to his normal movement of 8". He still counts as fast moving.

Fast movement may be attempted regardless of how close the enemy is and at any time during the turn. If attempted after the figure has partially moved, add the additional fast move distance to the remaining distance.

Example – Billy Pink moves 6" into sight of a PEF. The PEF is resolved and is a group of five Gangsters. Billy scores higher on his In Sight and he decides to run for it. He takes the Fast Move Test and scores an additional 8" of movement to add to his remaining 2". Billy moves 10" towards cover.

GOING PRONE

Characters may go prone at various times during the game. Here's how we do it:

- Active characters may voluntarily go prone at any time during their turn.
- If forced to Duck Back by a Reaction Test and no cover is available within 6", the figure will drop prone in place, ending its turn.
- To regain its feet a prone figure must be active and spend 4" of movement. If wishing to Fast Move after regaining its feet, the character will roll only 1d6.

INVOLUNTARY MOVEMENT

Characters may be forced into involuntary movement or actions by the results of a Reaction Test. Let's cover each one in detail.

CARRY ON

The tester carries on and can act when active and react when called upon.

CHARGE

The tester and target take the Charge Into Melee Test.

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" the figure will drop prone in place, ending its turn. It may fire when next active or if caused by a subsequent Reaction Test. *Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.*

FIRE

The tester must fire at the figure that caused the Reaction Test. If a figure cannot fire it will behave as directed by the Reaction Test.

RUN AWAY

The running away figure is immediately removed from the table. If there is an enemy figure within six inches it will surrender instead.

SNAP FIRE

The figure must fire but counts the *Snap Firing* penalty.

STOP!

Grab two d6 of different colors. Grab two figures from opposing sides and place them on the table 12" from each other. One side will use one colored d6, while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which side scored the higher number? Can that figure activate? Did you roll *doubles*? If so what happens?

Take a Fast Move Test. If you rolled a 3 and a 6 how far can the figure move?

After you have done these actions it's time to move on to the next section, In Sight.

REACTION TESTS

This section covers the heart of Two Hour Wargames. It is called the *Reaction Tests*. Figures will take Reaction Tests during the game when called upon as circumstances arise. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress. Here's a list of the Reaction Tests in *Urban Renewal*, who takes them, and how they are done:

- **In Sight (page 33)** – Taken individually by each figure rolling their own d6.
- **Charge into Melee (page 43)** – Taken individually by each figure rolling their own d6.
- **Received Fire (page 31)** – Taken by each qualifying figure in the group applying the same 2d6 result.
- **Man Down (page 31)** – Taken by each qualifying figure in the group applying the same 2d6 result.
- **Recover From Knock Down (page 31)** – Taken individually by each figure rolling their own d6.
- **Recover From Duck Back (page 31)** – Taken individually by each figure rolling their own d6.

All of the tests are grouped in the rear of the book (page 113-114).

EXCEPTIONS

Reaction Tests are taken when called for with the following two exceptions:

- When figures roll on the Charge Into Melee Table, they are directed not to take Reaction Tests.
- All Reaction Tests, except for the Charge Into Melee Test, that are called for by any In Sight Resolution are postponed until after all figures have acted.

Example – Billy Pink and a Ganger come into sight and take the In Sight Test. Billy scores more successes so acts first. He fires at the Ganger and misses. Normally this would cause a Received Fire Test to be taken but Reaction Tests, except for the Charge Into Melee Test, are postponed until the In Sight is fully resolved. The Ganger can now act and will charge. Both figures now take the Charge into Melee Test.

HOW TO TAKE A REACTION TEST

The In Sight Test is taken differently than the other five Reaction Tests. While the In Sight Test is taken looking for successes, a score of 1, 2 or 3, the other Reaction Tests are taken versus the Rep of the character. Here's how we do it:

- Determine which figures in the group must take the test or tests.
- If taking the Man Down or Received Fire Test start with one set of 2d6 for the group.
- If taking the Charge Into Melee, Recover From Knock Down Test, or Recover From Duck Back Test roll 2d6 for each individual figure.
- The Charge Into Melee Test has its own set of modifiers.
- The other Reaction Tests, found on the Reaction Tables, have their own set of modifiers. These are found under each test in the left-hand column.
- Add the Leader Die if applicable, noted on the Reaction Test by (LDR).
- Roll the modified number of d6.
- Apply the results of each d6 to the Rep of each figure individually.
- Determine how many d6 each figure passed.
- Consult the appropriate test and immediately carry out the result.

Example – Three Mercs are in the same group. One is a Rep 5, one a Rep 4 and the third is a Rep 3 Leader. The Rep 4 Merc is shot at and hit. The Rep 5 Merc and Rep 3 Merc now must take the Man Down Test.

I roll 2d6 for the group and score a 4 and a 5. I roll 1d6 for the Leader Die and score a 4 versus the Leader Rep of 3, so pass 0d6 on that roll.

The Rep5 Merc passes 2d6 while the Rep 3 Leader passes 0d6. Looking on the Mercenaries Reaction Tests under the Man Down Test, the Leader Runs Away while the Rep 5 Merc Carries On.

The Rep 4 Merc now takes his Recover from Knock Down Test and rolls a separate 2d6. He scores a 3 and 5, passing 1d6, so goes Out of the Fight.

RECEIVED FIRE

Whenever a figure is shot at and is not hit, it will take the Received Fire Reaction Test. More than one figure firing at the same target at the same time will cause only one Received Fire Test to be taken. This includes during the same In Sight.

Example – Billy is fired on by two active Gangers who are already in sight. One misses but one scores an Out of the Fight result. Billy rolls his Star Power d6 and scores two successes, reducing the damage to Carry On. As Billy has not been hit, he takes the Received Fire Test, only once even though he was fired at twice. Being a Star he chooses his reaction, passing 2d6, and returns fire.

MAN DOWN

Each time a character sees a friendly character within 4" get one of the following results it will take the Man Down Test.

- Knocked Down.
- Out of the Fight.
- Obviously Dead.
- Run Away.

If a character takes a Man Down Test and scores a result of Run Away, he will cause another Man Down Test to be taken.

Example – Billy fires his pistol at one of three Gangers and scores an Out of the Fight result.

The two Gangers are 3" from their friend, so take the Man Down Test. They roll 2d6 causing one Ganger to pass 1d6 and the other pass 0d6. Passing 0d6 causes the Ganger to Run Away, causing the other Ganger to take another Man Down Test.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Downed from a Ranged Combat or Melee result it will take this test.

Example – Jim Bob Joe is hit by fire and Knocked Down. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2. Jim Bob Joe is now Out of the Fight causing any friends within 4" to take the Man Down Test.

RECOVER FROM DUCK BACK

Whenever a figure has Ducked Back, when it is next active, the Recover From Duck back is taken.

Example – Jim Bob Joe has Ducked Back from a failed Reaction Test. When next active, he takes the Recover From Duck Back Test. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2, passing 1d6. Jim Bob Joe stays Duck Backed.

MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of d6 are rolled for the figure and the results applied to *all* the tests, with the *worst* result being counted.

Example - Three Police Officers fire at three Hishen Gangers. One hit is scored. The remaining Gangers now roll 2d6 as a group and they are applied individually, versus their Reps. The results are applied to the Man Down Test and the Received Fire Test. The Gangers must take the worse result.

REACTION TEST RESULTS

The result of taking a Reaction Test can cause the figure's status to change for the worse, never for the better. Here are the Reaction Test results from best to worst:

- Carry On.
- Fire.
- Snap Fire.
- Duck Back.
- Run Away.

STATUS AND ACTIONS

The Reaction Tests can change the status of a figure and force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

CARRY ON

The figure is in good order. Can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Duck Back.
- Obviously Dead.
- Out of the Fight.
- Run Away.

CHARGE

If able to reach 6" from an enemy, both will take the Charging into Melee Test.

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6", the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. *Figures that Duck Back and reach cover,*

cannot see or be seen by the cause of the test but those that drop in place prone can.

FIRE

The figure fires his weapon, if it is loaded and in range.

KNOCKED DOWN

The figure is knocked prone but is in good order and can act when next active and react as desired

OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT

The figure has taken serious damage and cannot continue the Encounter. It cannot move on its own and must be retrieved by others. If contacted by an enemy, it is captured or dispatched as desired.

RUN AWAY

The figure has quit the Encounter and is removed from the table. If there is an enemy figure within six inches, it will surrender instead.

SNAP FIRE

The figure immediately fires counting the *Snap Firing* penalty.

STOP!

Take out two opposing figures, one LWC and one Ganger, and place them 12" apart. Both are Rep 4.

Roll activation. Who goes first? Did you roll *doubles*? If you did, what happened.

Assume that the active figure has fired at the inactive figure and has missed. What Reaction Test is taken? Review the three different results for the test when passing 2d6, 1d6, and 0d6. Now review the results for the other Classes. What are the differences, if any?

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

IN SIGHT

The In Sight Test is a Reaction Test taken differently than the others. Where the others roll dice versus the Rep of the tester, the In Sight rolls dice looking for successes, a score of 1, 2, or 3.

First let's explain the difference between being In Sight and Out of Sight.

IN SIGHT OR OUT OF SIGHT

Figures are *always* in sight or out of sight

A figure is in sight when:

- An enemy figure can trace a *Line of Sight* (page 37) to that figure, from figure base to figure base. This still applies even if that figure is *in cover* or *concealed* or *both*.

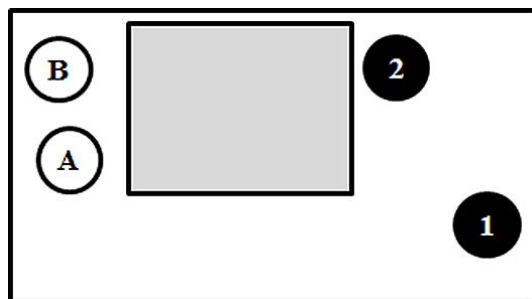
A figure is out of sight when:

- It cannot be seen because of intervening terrain. Figures in Duck Back behind cover also fall into this category.
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night.
- It cannot be seen due to any other figure in the way.

TRIGGERING AN IN SIGHT TEST

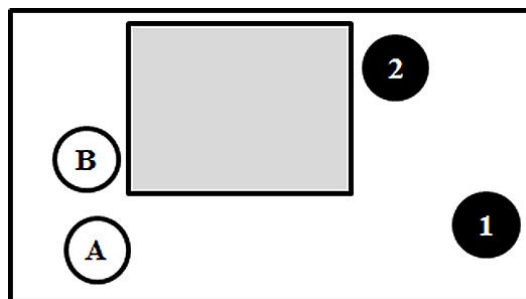
Here's how an In Sight Test is triggered:

- Whenever a figure has an opposing figure enter into its Line of Sight or LOS, and the opposing figure was not seen previously during this activation phase, the In Sight Test has been triggered.



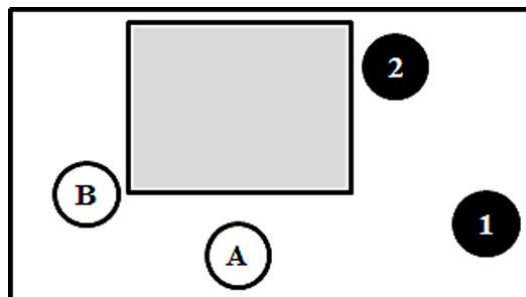
In the first picture the white side cannot be seen by "1" or "2".

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.



In the second picture white activates and figures "A" and "B" move forward. "A" comes into sight of "1" triggering the In Sight Test.

- Once the test is triggered the triggering group is allowed to move all of its figures (whether they triggered the In Sight or not) up to two additional inches. This movement could result in the figure going out of sight.



The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches, before the test is resolved. Figure "A" moves closer to "1" while "B" moves to the edge of the house so "B" can see "1"; also putting "B" into sight of "1".

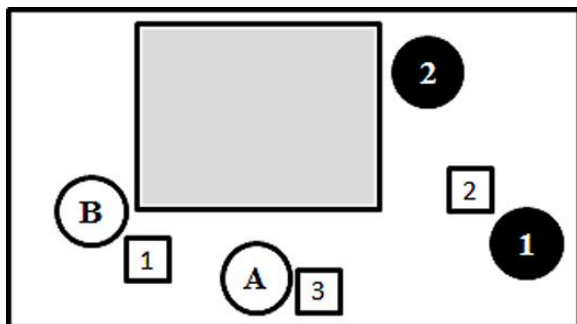
TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inches *all* figures in sight of an enemy, or having the enemy in sight will take the test. Here's how we do it:

- Each figure takes the In Sight individually.
- Each figure starts with 1d6 per level of their Rep.
- Consult the In Sight Table.
- Modify the number of d6 each figure rolls, by any applicable Circumstance or Attribute.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the figure reaches 0d6. At this time he counts as scoring zero successes.
- All figures roll their modified d6 total looking for successes, score of 1, 2 or 3.

5150 NEW BEGINNINGS – URBAN RENEWAL

- Place a d6 with the number of successes scored, facing up, next to each figure. This is for ease of play. When each figure has resolved its action, remove the d6.
- The higher number of successes will act first, followed by the lower number of successes.
- If the number of successes is equal, the actions are simultaneous.
- If zero successes are scored, the figure cannot act.



In the previous picture the three figures all have rolled their In Sight Test. Each figure now has a d6 placed next to it with the number of successes scored face up. "A" scored 3 successes, "I" scored 2 successes and "B" scored 1 success.

REP	IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
Heightened Senses	+1d6
Slow to React	-1d6
Steely Eyes	+1d6
Stone Cold	+1d6
Superior Senses	+1d6
Wary	+1d6
CIRCUMSTANCE	MOD
Active - Character is active and moved.	-1d6
Audio Enhanced - If within 6" of enemy.	+1d6
Concealed - Enemy is concealed.	-1d6
Drugged - Character is Drugged.	-1d6
Drunk - Character is Drunk.	-1d6
Ducking Back - Figure is Ducking Back.	(1)
Run Away - Character is Running Away.	(1)

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

Once the order of In Sight actions is determined, by rolling successes, it's time to carry out the In Sight actions. Here's how we do it:

- Starting with the figure that scored the most successes, consult the In Sight Resolution Table.
- If figures score the same number of successes, they will act simultaneously.
- Determine the action the figure.
- Stars can choose to do one of the following actions.
 - Fire.
 - Charge into Melee.
 - Duck Back.
 - Finish Movement.
 - Run Away.
- Grunts will act based on the applicable situation.
- Note that different Classes of figures may behave differently than others.

IN SIGHT RESOLUTION

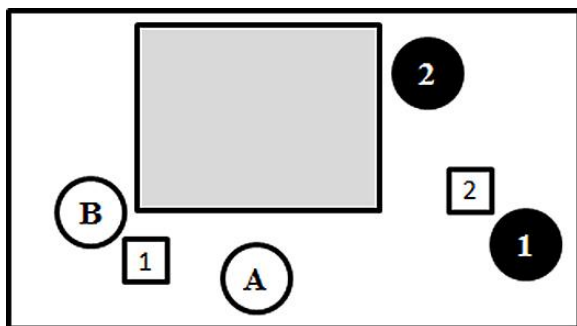
AVAILABLE ACTIONS

Stars can choose to do one of the following:

- Fire.
- Charge into Melee.
- Duck Back.
- Finish its movement.
- Run Away as desired.

Grunts will act based on the applicable situation.

SITUATION	ACTION
Weapon loaded, drawn and in range.	All - Fire.
Weapon loaded and in range but not drawn.	All - Snap Fire.
Otherwise.	LWC - Roll 1d6 versus Rep. <ul style="list-style-type: none"> Pass 1d6 - If in range Charge into Melee. If not in range, Duck Back. Pass 0d6 - Duck Back. Others - If in range Charge into Melee. Otherwise halt in place.



"A" goes first and fires at "1". He scores a hit and "1" goes down, forfeiting his In Sight action. I remove his d6.

LOSS OF ACTION

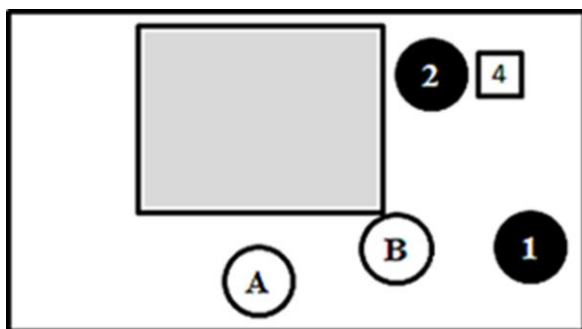
If a figure cannot perform an action when it is his turn he forfeits its action. Here's how we do it:

- The figure has been fired on, not hit, but Outgunned (page 37).
- The figure has gone Out of the Fight.
- The figure has gone Obviously Dead.

ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight, suddenly becomes involved in it. Here's how we do it:

- The character takes the In Sight.
- If he scores more successes than the current number of successes acting he acts first.
- If he scores the same number then they act simultaneously.
- If he scores less then he acts when it is his turn based on his successes.



"B" now does his In Sight action and moves towards "1" triggering a new In Sight with "2" who enters the In Sight and rolls 4 successes. As this is more than the one success that "B" be scored "2" acts first. If he had scored "0" successes, less than "B", "B" would have acted first.

COMPLETED IN SIGHTS

Once all figures have taken the In Sight Test have completed or forfeited their actions, appropriate Reaction Tests are taken and the active side continues its part of the turn.

MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, figures in the moving group that triggered the test can continue their remaining movement and take active fire. This movement could trigger a new In Sight Test.

Example – Billy Pink walks around a corner and triggers an In Sight Test. The Ganger and Billy exchange fire with Billy taking out the Ganger. Billy continues his move and triggers an In Sight with another Ganger. Both roll their In Sight and both score zero successes. Neither can fire!

But Billy still has an active Fire and does so.

STOP!

Before going any further, take two sides of two figures each and do the following:

Place each side 6" from each other.

Roll an In Sight Test.

Resolve the In Sight Test. What will each figure do when it is his turn to act?

What if a figure scores zero successes?

How does a figure forfeit its action?



"Things may not always be as they first appear."

RANGED WEAPONS

There are two ways to inflict damage in *Urban Renewal*. The first way is through shooting and the other is through melee (hand-to-hand combat). Word to the wise, if you have a gun, use it.

Each weapon is classified by type and in some cases weapons have been lumped into broader categories. If you do not see your weapon listed, simply use the one that is closest to it. Weapons are defined by four characteristics:

TYPE – The type of weapon.

RANGE – The range listed for every weapon is its effective range or the range that the firer feels he has a reasonable chance of hitting the target.

TARGETS – The number of d6 the shooter will roll when firing the weapon. When two numbers appear in the Targets column the shooter may choose to roll either number of d6.

IMPACT – The damage a hit from the weapon can do. The greater the Impact number, the greater the chance of the weapon doing damage.

LIST OF RANGED WEAPONS

Here's a list of the weapon types used in *Urban Renewal*. If a specific weapon does not appear on the list use the type it most closely resembles. Here's a brief description of each weapon type:

ASSAULT RIFLE (AR) – The Assault Rifle is a military style, high rate of fire, rifle. Carry it around on the Street and you will be confronted by the Police.

BA MACHINE PISTOL (BAMP) – The Big A\$\$ Machine Pistol is a large caliber weapon, with a high rate of fire.

BA PISTOL (BAP) – The Big A\$\$ Pistol is a large caliber weapon.

BA SUB-MACHINE GUN (BASMG) – The Big A\$\$ SMG is the larger version of the BAMP. Carry it around on the Street and you will be confronted by the Police.

BOLT ACTION RIFLE (BAR) (SNIPER RIFLE) – A single shot rifle used for hunting and sniping. Carry it around on the Street and you will be confronted by the Police.

FLASH-BANG GRENADE (FBG) – These grenades can be thrown (6") or fired from a grenade launcher (24") and can engage an unlimited number of Targets in a 12" blast circle. For more information see Flash-Bang Grenade (page 40).

MACHINE PISTOL (MP) – The Machine Pistol is a high rate of fire, easily concealed, weapon.

PISTOL (P) – Pistols are the lightest gun used in *Urban Renewal*.

SHOTGUN (SG) – Carry it around on the Street and you will be confronted by the Police. Shotguns have a limited range and have special rules governing their use. Here's how we do it:

- When firing the shotgun, the shooter is allowed to roll 6d6 instead of 3d6.
- He counts only the three highest scores for damage.
- He counts all six d6 rolled for purposes of Tight Ammo (page 37).

Example – Jim Bob Joe fires at three targets. He scores a 1, 1, 2, 4, 5 and 6. He counts the 4, 5 and 6 for hitting the target. He also counts the two ones for tight ammo purposes, so he is out of ammo.

SUB-MACHINE GUN (SMG) – The smaller version of the BASMG. Carry it around on the Street and you will be confronted by the Police.

WEAPONS TABLE

TYPE	RANGE	TARGETS	IMP
Assault Rifle (AR)	48	1 or 3	3
BA Machine Pistol (BAMP)	12	3	2
BA Pistol (BAP)	12	1 or 2	2
BA SMG (BASMG)	24	3	2
Bolt Action Rifle (BAR)	48	1	3
Flash Bang Grenade (FBG)	6/24	12" circle	NA
Machine Pistol (MP)	12	3	1
Pistol (P)	12	1 or 2	1
Shotgun (SG)	12	3 (6)	2
Submachine Gun (SMG)	24	3	1

ARC OF FIRE OR SWATH

Each weapon has an arc of fire or swath equal to 1" for each point of Targets it has. The first figure fired at defines where the arc of fire begins. All figures in the arc, up to the total Targets, can be hit.



In the picture above the shooter has a 3" swath, defined by the Targets of 3. He is allowed to shoot up to 3 targets, one per inch of swath if desired.

5150 NEW BEGINNINGS – URBAN RENEWAL

If desired the shooter can fire at less targets and place more rounds on each target.

OUTGUNNED RANKINGS

When fired, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking (OR).

If a figure shoots a weapon with a higher OR than what the target has or, if the target cannot shoot back then the target is *outgunned*.

Example – Billy Pink has an assault rifle (OR 3) but is out of ammo. He is fired on by Slag who is using a bolt-action rifle. Billy takes the Received Fire Test and passes 2d6. Although Billy has a higher OR weapon, he cannot fire because he is out of ammo, so must Duck Back instead.

X OUTGUNNED RANKINGS

OUTGUNNED RANKING	WEAPON TYPE
4	Flash Bang Grenade.
3	Targets 3 weapons.
2	Targets 2 weapons.
1	Targets 1 weapons.
0	Those that are out of ammo or range or armed with melee weapons only.

OUTGUNNING WHEN FIRING TWO WEAPONS

It is possible to use two weapons at the same time. For outgunning purposes the shooter counts the combined weapons as one weapon but with an Outgunned Rating of one higher than normal. When doing this the shooter is still outgunned by a single weapon with the same OR.

Example- I am firing two BAPs. My OR is now 3. I fire at a guy with a BAP so outgun him. I am shot at by an assault rifle with an OR of 3. I am outgunned.

NEVER OUTGUNNED

Stars and those with some Attributes never count as outgunned.

TIGHT AMMO

Ammo in *Urban Renewal* is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo and must be reloaded. Here's how we do it:

- Anytime two or more *ones* are rolled when firing, a weapon it is out of ammo and cannot be fired again until reloaded.

- It takes one turn of activation to reload the weapon.
- Figures reloading weapons may move but cannot exceed their normal movement.

The weapon is considered out of ammo, *after* all d6 have been applied for the purposes of hitting.

Example – Jim Bob Joe fires at three targets. He scores a 1, 1 and 6. He counts the 6, 1 and 1 for hitting the target. He also counts the two ones for tight ammo purposes, so he is out of ammo.

Note that Grunts will always reload when possible, Ducking Back if needed.

STOP!

Before going any further take two sides of two figures each and do the following:

Place each side 6" from each other.

Give them a variety of weapons.

Roll an In Sight Test.

Resolve the In Sight Test.

SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in *Urban Renewal*.

LINE OF SIGHT

To shoot something, you must first be able to see it. Here's how we do it:

- Figures can only see things through their 180 degree front facing (page 3).
- A straight line from the shooter to the target is called a Line of Sight or LOS.
- Line of Sight extends across the whole table and is only blocked by intervening figures, terrain, buildings, and bad weather.
- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them. There is a chance (1 – 2) that Alleys (page 50) are well lit.

5150 NEW BEGINNINGS – URBAN RENEWAL

- LOS in woods or rough terrain is reduced to 12” in the daytime and 6” at night. If at the edge of the woods then the figure may see and be seen from outside the woods.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12” in the daytime and 6” at night.

TARGET SELECTION

A figure may fire at as many targets as the weapon has Targets and if in its swath.

ACTIVE TARGETING

Active shooters can target any figure it desires.

REACTIVE TARGETING

Reacting shooters can only fire at as many figures subject to the weapon’s Targets and swath as long as one of the targets is the figure that caused the reaction.

DRAWING A WEAPON

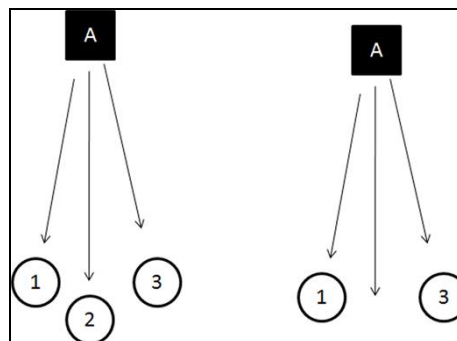
If you draw a weapon and fire you count the Snap Firing penalty. If you already have the weapon drawn you do not. This applies whether acting during an In Sight, a Walk the Walk or any other time during the turn.

Example – It is Billy Pink’s turn to act during the In Sight. He draws his BAP and fires, counting the Snap Firing penalty. Later in the turn he takes his Active fire and does not count the penalty.

APPLYING SHOTS

The d6 rolled by each weapon is called a shot, although it may represent more than one actual bullet in real life. They are applied individually to the target, in a specific manner. Here’s how we do it:

- A figure may fire at up to one target per point of Target of the weapon.
- The shooter may fire at targets more than 1” from each other only, if it spends one point of Target to bridge each 1” gap between targets.



In the above picture on the left "A" has a SMG with a Targets of 3. As the distance from "1" to "3" is 3", the swath of the SMG, all are eligible targets. "A" fires 1d6 at all three targets.

In the picture on the right "A" has a SMG with a Targets of 3. As the distance from "1" to "3" is 3", the swath of the SMG, all are eligible targets. However, as the targets have a gap larger than 1" between them; one point of Target must be spent for each 1" of gap. Therefore "A" fires 1d6 at target "1", fires 1d6 to bridge the gap and fires 1d6 at target "3". "A" rolls a 4, 2 and 6, which is arranged from high to low as 6, 4, and 2. The 6 is applied to the first target, the 4 is used to bridge the gap and the 2 is applied to the second target.

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple hits.
- Roll the dice and arrange the dice from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example – Carlos fires his SMG at Dez and Char. He declares to fire 2d6 at the first target, Dez, and the third at Char. Carlos rolls a 3, 5, and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 and 3 will be applied to Dez and the 2 is applied to Char.

FIRING A WEAPON

Shooting can occur when the figure is active or in reaction. Here’s how we do it:

- Go to the Ranged Combat Table.
- First establish a LOS between the shooter and the targets.
- Roll the number of allowed d6.
- Arrange the dice from the highest to the lowest.
- Modify each score by any applicable Circumstance.
- Add each score individually to the shooter’s Reputation.
- Consult the Ranged Combat Table and immediately carry out the result.

5150 NEW BEGINNINGS – URBAN RENEWAL

#	RANGED COMBAT
	(1d6 + Rep)

CIRCUMSTANCE	MODIFY
Shooter using Targeting	+1

#	RESULT
7 or less	Shooter missed.
8	Shooter missed if: <ul style="list-style-type: none"> Fast Moving. Snap Firing. Firing with Off-Hand. Target was missed if: <ul style="list-style-type: none"> Charging. In Cover. Prone. Fast Moving. Second or higher target. Otherwise – Hit.
9	Shooter missed if: <ul style="list-style-type: none"> Moving Fast. Snap Firing. Target was missed if <ul style="list-style-type: none"> In Cover. Third or higher target. Otherwise – Hit.
10 or more	Hit.

Example – Sooze fires her Pistol at a Merc who is in cover. Sooze rolls a 5. The score is added to her Rep of 4. This results in a score of 9 which is a miss, because the Merc is in cover. The Merc must take the Received Fire Test.

DETERMINING DAMAGE

When a hit is scored, the shooter must roll on the Ranged Combat Damage Table. Here's how we do it:

- Roll 1d6 and compare the score to the Impact of the weapon.
- Read the result in the left-hand column of the Ranged Combat Table, then go across to determine the resulting damage.

SHOOT TO WOUND

If desired a player can choose to "shoot to wound". Here's how we do it:

- The player fires normally.
- Any result of Obviously Dead from the Impact or a failed Recover From Knock Down Test counts as Out of the Fight.

1	RANGED COMBAT DAMAGE
	(1d6 per each hit)

SCORE	RESULT
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knocked Down Test.

Example – Sooze has hit the Merc with her Pistol. Sooze rolls 1d6 and scores a 3. This is higher than the Impact of 1 so the Merc is hit and must take the Recover From Knock Down Test. The Merc immediately takes the test, passes 2d6 and is Knocked Down.

AUTO-KILL OR CAPTURE

If an active figure comes into physical contact with an Out of the Fight figure, it may choose to automatically dispatch or capture the figure (tie up, etc.).

Example – Billy Pink activates and runs up to the Out of Fight Razor Ganger and chooses to capture her.

SURRENDER

Characters that Run Away may sometimes surrender instead. The surrendering figure can be captured or dispatched as desired.

COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different.

- Concealment** makes you harder to see. Concealment does not stop a bullet. Concealment comes into play when taking the In Sight Test.
- Cover** stops a bullet from hitting parts of your body, so it makes it harder to be hit. Cover comes into play on the Ranged Combat Table.

So how do you tell which is which? We've put together a short list that answers the question. Players should match the terrain on the table with the type that best resembles it on the Cover or Concealment List *before* the game begins.

5150 NEW BEGINNINGS – URBAN RENEWAL

#	COVER OR CONCEALMENT
TYPE	RESULT
Buildings, inside	Stationary figures inside of buildings are in cover and concealment. Moving figures inside buildings are concealed.
Crowd ⁽¹⁾	Figures inside crowds are in cover when stationary and in concealment when moving.
Vehicles, Inside of	Figures inside vehicles are in concealment.
Vehicles, Behind	Figures behind vehicles are in cover.
Woods or Rocky area	Stationary figures inside woods or rocky areas are in cover and concealment. Moving figures inside woods or rocky areas are concealed.

(1) If the target has two or more figures within 1" to the left and right of it and is stationary, he counts as being in a crowd. If fired at while in a crowd and a result of miss, due to cover is scored, one of the figures next to the target, at random, has been hit. Roll for Damage to the new target.

Example – LWC Jim Bob Joe is firing at a Thief who is between three other LWC. Jim Bob Joe scores an 8, missed due to cover. He rolls 1d6 for each of the LWC next to the target and the one with the highest score has been hit. Jim Bob Joe now rolls for damage. Sorry!

FIRING INTO MELEE

If you want to fire into an Evenly Matched melee treat it as if shooting into a crowd.

FIRING AT CARRYING WOUNDED

When firing at a character, carrying a wounded character, treat it as if shooting into a crowd.

FIRING TWO WEAPONS AT ONCE

It is possible to use two weapons at the same time. This results in more firepower but at the cost of reduced accuracy. Unless being Ambidextrous, the weapon used with the left hand will count the Off-Hand penalty. Which two weapons can you use together? Any two that you want, it's your game.

PITIFUL SHOT

Rep 3 or lower figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- The shooter fires its weapon and rolls a "6".

- If it cannot hit the target it is allowed to roll 1d6 versus its Rep.
- If it passes 1d6 it has hit the target. Any other score is still a miss and the target must take the Received Fire Test.

Example – Char (Rep 2) fires at Reed who is in cover. She scores a 6 but still cannot score a hit. She uses the Pitiful Shot rule and rolls another 1d6 and scores a 2. Reed has been hit.

NON-LETHAL FIRE

The 5150 universe is a deadly playground but not all weapons are *killers*.

There may come a time when you will need to incapacitate your opponent but not cause lasting damage to them. Weapons that incapacitate but do not cause lasting physical harm are called *non-lethal weapons*. Perhaps you're in Law Enforcement, perhaps not, but in any case here some non-lethal weapons for your use.

FLASH-BANG GRENADES

This non-lethal weapon is designed for engaging multiple targets at the same time and was made popular by the H'Dan Corporation. When exploded, the grenade sends a loud sound and bright flash of light, with all within its blast circle affected. The Flash-Bang Grenade or FBG is used by the NHC Police Department and private security forces. See the Weapons Table (page 36) for its stats. Here's how to use a Flash-Bang Grenade:

- The user "readies" the grenade when active.
- It can fire or throw the grenade any time after, whether active or in reaction.
- To fire the grenade from a single purpose Ranged Weapon, the Ranged Weapon Combat Table is used.
- If desired, the grenade can be thrown instead.
 - To throw a grenade you first must nominate the spot that it will land on.
 - Next roll 2d6 versus the Rep of the thrower.
 - Determine how many d6 are passed.
 - Consult the Throwing a FBG Table and immediately carry out the result.
- Use the Flash Bang Damage Table to see what effect the blast has on the targets.

5150 NEW BEGINNINGS – URBAN RENEWAL

2 THROWING A FBG (Taken vs. Rep)

#D6 PASSED	RESULT
2	<i>Grenade lands on target!</i> Center the blast circle on the nominated spot and all within the blast circle roll on the Flash Bang Damage Table.
1	<i>Possible miss!</i> <ul style="list-style-type: none"> If the thrower cannot see the nominated spot, the grenade is ineffectual. No effect on the targets. If the thrower can see the nominated spot, or the grenade is being dropped over a wall, rolled into a room from the doorway, or similar, it lands on the nominated spot. Center the blast circle on the nominated spot and all within the blast circle roll on the Flash Bang Damage Table.
0	<i>Oops!</i> Grenade is dropped. Center the blast circle at the feet of the figure and all within the blast circle roll on the Flash Bang Damage Table.

2 FLASH BANG DAMAGE (Taken vs. Rep of the target)

CIRCUMSTANCE	MODIFIER
Have Infrared Attribute or using IR equipment	-1d6
Razor or Xeog target	+1d6
Grath target	+1d6 passed

#D6 PASSED	RESULT
2	Target averts or covers up eyes and ignores blast but still takes the Received Fire Test.
1	Target takes a Recover From Knock Down Test but with a +1d6. Armored targets do not receive the Armored +1d6 bonus.
0	Target goes Out of the Fight.

DISABLING THE GRENADE

If needed a figure can declare he is disabling the grenade, taking it out of its readied state. This can only be done when active and cannot be done on the same turn of activation that it was readied.

Note that a figure hit by fire or in melee and becoming *Knocked Down*, *Out of the Fight*, or *Obviously Dead* will

drop any grenade that they are holding. If it has been readied it will immediately go off centered on the spot occupied by the figure.

“WHO’S GOT THE GRENADE?”

This rule eliminates the need for bookkeeping where grenades are concerned. So long as grenades are available to that force, whenever a figure needs to use a grenade, it is assumed to have one. Yes, it’s *fudging* but it makes the game move more quickly! Doesn’t that allow for the whole group to ready grenades? It sure does, give it a try and let me know how it works out for you!

RUBBER BULLETS OR SIMILAR

Players and Non-Player Characters, if appropriate by, can declare before the Encounter that they are using Rubber Bullets. Call them what you like, these are non-lethal rounds. Here’s how we do it:

- Non-lethal rounds are fired normally.
- Any result of Obviously Dead is converted to an Out of the Fight Result.
- A character hit by a non-lethal round takes the Recover From Knock Down Test with 3d6 instead of 2d6. This still could result in accidental death.

STOP!

Before going any further take two sides of two figures each and do the following:

Place each side 6" from each other.

Give them a variety of weapons.

Roll an In Sight Test.

Resolve the In Sight Test. Have each figure shoot at each other with each of the different weapons, when it is their turn to act. Did any forfeit their In Sight action? Did you remember to Outgun figures that were Outgunned?

Resolve damage for each hit. Roll Recover From Knock Down Tests as needed.

After all figures have completed their In Sight actions, take any Received Fire and Man Down Tests.

DAMAGE

Characters can suffer damage from ranged fire, melee or failing a Fitness related Unopposed Challenge (page 46). There are three stages of damage in *Urban Renewal*. They are, in order of severity from least to most:

- Knocked Down.
- Out of the Fight.
- Obviously Dead.

KNOCKED DOWN

The figure is knocked prone but is in good order and can act when next active and react as desired

OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT

The figure has taken serious damage and cannot continue the Encounter. He cannot move on his own and must be retrieved by others. If contacted by an enemy, he is can be captured or dispatched as desired.

MELEE

Figures can only come into melee via the Charge Into Melee Test.

MELEE WEAPONS

There are eight types of melee weapons. Here are the most common types:

UNARMED

This is what is used by a character without any other weapon type. Unarmed combat is *usually* non-lethal but can occasionally result in death.

IMPROVISED WEAPON

This is what is used when a character uses a non-melee weapon physical Item as a weapon. Let's say a beer bottle for example. Using this weapon can cause lethal damage.

ONE HAND WEAPON

This is what is used when a character uses a weapon designed to be used with one hand, or an Improvised

Weapon used with two hands. Let's say a knife or baseball bat for example. Using this weapon can cause lethal damage.

TWO HAND WEAPON

This is what is used when a character uses a weapon designed to be used with two hands. Let's say a rifle mounted bayonet or two handed sword. Using this weapon can cause lethal damage.

ENHANCED ONE HAND WEAPON

This is what is used when a character uses a power assisted weapon, designed to be used with one hand. It's just like a normal weapon but has added damage capabilities, due to the addition of electrical or similar power. Using this weapon can cause lethal damage.

ENHANCED TWO HAND WEAPON

This is what is used when a character uses a power assisted weapon, designed to be used with two hands. It's just like a normal weapon but has added damage capabilities, due to the addition of electrical or similar power. Using this weapon can cause lethal damage.

OTHER TYPES OF MELEE WEAPONS

There are two other types of Melee Weapons that need to be covered. They are Martial Arts and Enhanced Body Parts (page 69).

- Characters trained in Martial Arts like Kung Fu, count as if using a One Hand Weapon and can cause lethal damage. If specified, the user can declare that he is attempting non-lethal combat.
- Characters with one Enhanced Arm, will count as if using an Enhanced One Hand Weapon, while those with two Enhanced Arms, will count as using an Enhanced Two Hand Weapon.

CHARGE INTO MELEE TEST

The only way to enter melee, is via the Charge into Melee Test. Here's how we do it:

- The test is taken by the figure.
- The figure can be active or inactive.
- The test can be taken at any time during the active phase of the turn, or due to a Reaction Test result.
- Chargers can declare a charge at any time during their turn, even if the target of the charge was out of LOS at the start of the charger's turn.
- The charging figure must have a clear LOS to the target figure at the time it charges.
- The figure must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.

Example – A Hishen Ganger comes into sight of two LWC Accountants. The Accountants decide to Charge the Ganger. All three roll the Charge Into Melee Test and the Gangers results are applied separately to each Accountant.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- The figure has LOS to a target and can move to 6" from the target, even if a Fast Move is required.
- If the charger takes a Fast Move and comes up short, it cannot melee and forfeits any active fire.
- Move the charger to 6" from the target.
- Each figure starts with 2d6.
- Go to the Charge Into Melee Table.
- Modify the number of d6 by any applicable Attribute or Circumstance.
- Roll the modified number of d6 versus the Rep of each involved figure.
- If charged by more than one figure, the target applies their results against all of the figures separately.
- Determine how many d6 each figure has passed.
- Consult the Charge into Melee Table.
- Go down the left hand column to the number of d6 more that were passed.
- Go across to the column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.

2

CHARGE INTO MELEE

(Taken versus Rep)

ATTRIBUTE	MODIFIER
Coward	-1d6
Nerves of Steel	+1d6
Rage	+1d6
Runt	-1d6
Stone Cold	+1d6
Vicious	+1d6
CIRCUMSTANCE	MODIFIER
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Subject to Fear	-1d6

#D6	CHARGER	TARGET
PASSED		
Pass more d6 than opponent	<p>LWC targets will Flee.</p> <p>Others may not fire.</p> <p>Charger moves into melee. No Reaction Tests taken.</p>	<p>Target fires.</p> <p>Charger moves into melee. No Reaction Tests taken.</p>
Pass same number d6 as opponent	<p>Target fires.</p> <p>Charger moves into melee. No Reaction Tests taken.</p>	<p>Target fires.</p> <p>Charger moves into melee. No Reaction Tests taken.</p>

FLEE

When a result of Flee is scored, the target is trying to Run Away, while the charger will try to catch it. Here's how we do it:

- Both figures roll 1d6 per point of Rep.
- Count the number of success scored by each character.
- If the charger scores the same or more successes as the target, the target has been caught and Knocked Down. A melee is now fought with the charger counting a +2d6, as if the target was prone.
- If the target scores more successes, it has successfully Run Away as the charger is considered never having closed to less than 6".

5150 NEW BEGINNINGS – URBAN RENEWAL

IN SIGHTS & CHARGE INTO MELEE

Figures that are the target of a charge do not forfeit their In Sight action.

Example - Two Gangers activate and come into sight of Billy Pink. They all take their In Sight Tests and the two Gangers go first. They charge Billy, both sides take the Charge Into Melee Test and Billy is allowed to fire. He shoots and kills one Ganger. The other continues its charge and the two go to melee. After melee, Billy can now carry out his In Sight Action.

MELEE COMBAT

Any charger that passes the Charge Into Melee Test is moved into contact with the target. Now it's time to melee.

- Go to the Melee Combat Table.
- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable Attribute, Melee Weapon or Circumstance.
- Each figure rolls its modified total of d6, counting all successes, scores of 1, 2 or 3.
- Compare the number of successes scored by each figure.
- If both sides score the same number of successes, they are Evenly Matched. The figures remain in melee and when active may either break off the melee or continue the melee.
- If one figure scores more successes, it rolls 1d6 and consults the Melee Damage Table.

MULTIPLE FIGURE MELEES

A figure may be meleed by more than one figure. Here's how we do it:

- Up to two figures can melee to the front and two to the rear.
- The side with more figures decides in what order its figures will attack. Attacks are carried out one on one.
- Every time a figure suffers a result of Evenly Matched, those subsequently attacking it will get a +1d6 bonus. If the figure is Evenly Matched against two enemies, the next attacker would receive a +2d6 bonus.

REP

MELEE COMBAT

(Looking for successes)

ATTRIBUTE	MOD
Brawler	+1d6
Rage	+1d6
Slight	-1d6
Vicious	+2d6
MELEE WEAPON	MOD
Unarmed.	-1d6
Improvised weapon.	0d6
One Hand Melee Weapon or Martial Artist.	+1d6
Enhanced One Hand Melee Weapon or One Enhanced Arm.	+2d6
Two Hand Melee Weapon.	+2d6
Enhanced Two Hand Melee Weapon or Two Enhanced Arms.	+3d6
CIRCUMSTANCE	MOD
Evenly Matched - Attacking an enemy that scored a result of Evenly Matched this turn during a melee. Count each result.	+1d6
Prone - Attacking a prone enemy	+2d6
Subject to Fear	-1d6

1

MELEE DAMAGE

(Read result as rolled)

# SUCCESSIONS	RESULT
Score more successes	<p>Roll 1d6 versus the number of successes scored more than opponent.</p> <p>"1": Opponent Obviously Dead.</p> <p>Equal to successes more but not "1": Opponent Out of the Fight.</p> <p>Score higher than more successes: Opponent knocked down and immediately takes Recover From Knock Down Test.</p>
Score same number	Evenly Matched. Remain in melee and when active, may either break off the melee or continue the melee.

Example – Billy Pink (Rep 5) is in melee with a rival Merc (Rep 4).

Billy starts with 5d6 for Rep and adds the following modifiers: 0d6 for using an Improvised Weapon (beer bottle). He rolls 5d6 and scores a 1, 2, 2, 3, and 5 for four successes.

The Merc starts with 4d6 for Rep and adds the following modifiers: +1d6 for a One-Hand Melee Weapon, a knife, rolls 5d6 and scores a 1, 2, 4, 4, and 4 for 2 successes.

Billy scores two more successes than the Merc and consulting the Melee Results Table, rolls 1d6 versus the number of successes he scored more. He scores a 2 and has knocked him down and Out of the Fight.

If they had scored the same number of successes, the two would be locked into melee. If there had been a second Merc attacking Billy, the melee would be immediately resolved with the Merc counting a +1d6 for Billy being Evenly Matched.

NON-LETHAL MELEE

Not all melee combat need be lethal. Want to use non-lethal melee? Simple, don't use a weapon and resolve the melee normally, with the following changes:

- Results of Out of the Fight, count as Knocked Down.
- Results of Obviously Dead, count as Out of the Fight.
- An Out of the Fight character that suffered non-lethal damage takes the Recover From Knock Down Test, with 3d6 instead of 2d6. This still could result in accidental death.

STUN BATON

Here's another non-lethal way to inflict damage. Originally designed for crowd control, the Stun Baton is used when you need to incapacitate a target, in a hurry. The premise of the Stun Baton is simple. Touch the target with this 24" energy stick and he is Out of the Fight, due to a massive energy jolt. Stun Batons will work against armored targets, as well as Graths. Stun Batons count as an Enhanced One Hand Weapon. Here's how we do it:

- Simply win a melee against an opponent and the opponent becomes Out of the Fight.
- Those Out of the Fight from a Stun Baton, will automatically count as passing 2d6, when rolling on the Recovery Test.

STOP!

Before going any further take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time, with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee. How many figures can melee one figure at the same time? Remember that melees are carried out on a one on one basis.

BREAKING OFF MELEE

Any time a Star, who is still in melee from a result of Evenly Matched, becomes active; it may choose to end the melee by moving at least 2" away from the enemy. It can do this, unless blocked by terrain, such as when having their back to a wall. When breaking off a melee, the figure cannot do anything else that turn of activation and ends its turn facing the enemy.

GRUNTS BREAKING OFF MELEE

Any time a Grunt that is still in melee, from a result of Evenly Matched, becomes active it must test to see if it will choose to end the melee by moving $1+1/2d6$ " away from the enemy. It will do this, unless blocked by terrain, such as when having their back to a wall. When breaking off a melee, the figure cannot do anything else that turn of activation and ends its turn facing the enemy. Here's how we do it:

- The Grunt rolls 1d6 versus its Rep.
- If it passes 1d6 it remains in melee.
- If it passes 0d6 it breaks off the melee.

Example – Sooze (Rep 4) and Smedley (Rep 5), both Grunts, are in melee having scored a result of Evenly Matched. Smedley activates first and must check to see if he continues the melee. Smedley rolls 1d6 and scores a 6, breaking off the melee. He moves 4" away ($1+1/2d6$ ") and ends facing Sooze.

RETRIEVING WOUNDED

Characters can attempt to recover their wounded during the Encounter. Hishen will not. Here's how we do it:

- Grunts will roll 1d6 versus its Rep. If pass 1d6 it will attempt to retrieve wounded friends, unless they are Running Away.
- Move into contact with the wounded figure.
- Pick up the wounded figure, reduces the remaining movement by 2", and move the remaining distance.
- Figures carrying wounded can take the Fast Move Test but will only count the result of the best 1d6.
- Figures can fire weapons when retrieving wounded figures but will count the Snap Firing penalty.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.

Example –Char (Rep 3) went Out of the Fight and after the Encounter I roll 2d6 to see what happened to her. I roll a 4 and 2 passing 1d6. Char comes back at her normal Rep of 3.

Jim Bob Joe (Rep 4) ran away and after the game I roll 2d6. I roll a 5 and 3 passing 1d6. Jim Bob Joe comes back but at a Rep of 3 and his Skills adjusted.

STOP!

Place two figures in melee. Roll Activation. Did you roll *doubles*? What happened?

Determine if the active figure will Break Off the Melee. How is this done if it is a Star? If the figure is a Grunt how is it done?

Now roll twice on the After the Battle Recovery Table for a Rep 4 Run Away and a Rep 3 Out of the Fight figure.

That's it; you've finished the tabletop rules. If you've done the exercises, you should have a pretty good grasp of how the rules are played.

AFTER THE BATTLE

After every Encounter, each Out of the Fight and Run Away character must see what has become of them. Prisoners will also need to be checked. Here's how we do it:

- Roll 2d6 versus the Rep of the figure.
- Determine how many d6 are passed.
- Consult the Recovery Test and carry out the results.

2 AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

# D6 PASSED	RESULT
2	All return at normal Rep.
1	Out of the Fight returns at normal Rep. Those that Ran Away will return at -1 to Rep. Adjust Skills if needed (page 58).
0	Out of the Fights die. Those that Ran Away have their Rep reduced by 1 but will not return to your band. However there is a chance (1) when you meet the same Profession in the future, that it is them.

CHALLENGES

There may be times during the game when you want to do something out of the ordinary and not covered by an existing rule. You need to take a Challenge. There are three types of Challenges. They are:

- **UNOPPOSED CHALLENGE** - An Unopposed Challenge is used when the character is trying to accomplish something that does not involve another character. An example would be trying to open a locked door, or as climbing a wall. An Unopposed Challenge involves using the Fitness or Savvy Skill, whichever applies.
- **OPPOSED CHALLENGE** - An Opposed Challenge is used when the character is trying to accomplish something against one or more other characters. An example would be the challenger is trying to wrestle a gun away from another character, or maybe trying to recruit a character. An Opposed Challenge is taken against the Fitness or People Skill of the characters, whichever applies.

Let's cover Challenges in more detail.

5150 NEW BEGINNINGS – URBAN RENEWAL

UNOPPOSED CHALLENGE

The unopposed challenge is taken in the following way:

- Decide on *what* the Challenge is.

Example – I am being chased across a rooftop and have come to an alley. I want to leap safely over the alley, onto the adjoining building.

- Decide what a *success* looks like.

Example – If I am successful I make it across safely and continue on.

- Decide what the *consequences* of failure will be.

Example – If I fail I fall into the alley below and must take the Recover from Knock Down Test.

- Consult the Unopposed Challenge Table.
- Start with 2d6.
- Modify the Skill by any applicable Circumstance or Attribute. When deciding the difficulty of the Challenge, this is up to the players involved.
- Roll 2d6 versus the modified Skill of the Challenger and determine how many d6 are passed.
- Check the Unopposed Challenge Table and immediately carry out the result.

2

UNOPPOSED CHALLENGE

(Taken vs. Skill)

A score of “6” is automatically a failure

CIRCUMSTANCE	MODIFIER TO SKILL
Difficult - Challenge is difficult.	-1
Easy - Challenge is easy.	+1
Tool - Have an applicable tool, that increases the chances for success.	+1
APPLICABLE ATTRIBUTE	MODIFIER TO SKILL
Agile	+1
Exceptional Fixer	+2
Free Spirit	-1
Genius	+2
Logical	+1
Sure Handed	+1

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the Challenge counting a result of pass 1d6 as pass 0d6. OR Decide not to continue the Challenge and may not try again this Encounter.
0	Character fails and suffers consequences.

Example – Sooze is at the balcony of her father’s home in Gaea Heights. Billy is waiting below at street level. Sooze wants to climb down the wall to the street. To take the Challenge we decide what a success and what a failure looks like. If she succeeds, she makes it down unharmed. If she fails, she must take the Recover From Knocked Down Test counting an Out of Fight result as Knocked Down and Obviously Dead as Out of the Fight. I think the Challenge is easy as it’s only one floor down.

Sooze has a Fitness of 4 and modifies it by +1 for the easy Challenge to a Fitness of 5. I roll 2d6 and score a 1 and 6 passing 1d6. She halts at the balcony and isn’t sure if she should try again. If she does, she has to pass 2d6 as passing 1d6 will count as if passing 0d6. Sooze rolls a 3 and 4, passes 2d6, and makes it down safely.

5150 NEW BEGINNINGS – URBAN RENEWAL

OPPOSED CHALLENGE

The opposed Challenge is taken against one or more characters. Here's how we do it:

- Decide on *what* the Challenge is.

Example – I want to find a place to stay in town for free.

- Decide what a *success* looks like.

Example – If I am successful, I convince the lady at the bar to let me stay at her place.

- Decide what the *consequences* of failure will be.

Example – If I fail, she is offended and gets her boyfriend to fight me.

- Consult the Opposed Challenge Table.
- Each character starts with 1d6 per point of People Skill.
- Modify the number of d6 for each by any applicable Attribute or Circumstance.
- Roll the modified number of d6 looking for successes, score of 1, 2, or 3. Determine how many successes each scores.
- Compare the number of successes scored by the player to the number scored by each NPC.
- Consult the Opposed Challenge Table and carry out the results.

PEP OPPOSED CHALLENGE

(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Attractive - And the opponent is the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.	+1d6
Charismatic	+2d6
Cruel	+1d6
Dim or a Dumbass	-1d6
Free Spirit	+1d6
Genius	-2d6
Logical	-1d6
Shy	-1d6
Smooth	+1d6
Stunning - And the opponent is the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.	+2d6

CIRCUMSTANCE	MODIFIER
Circle – Opposing character lower Circle.	+1d6
Circle – Opposing character higher Circle.	-1d6
Hated Enemy - Character is considered to be a <i>hated enemy</i>	-2d6
"Monkey Boy" - Non-Zhuh-Zhuh character called the Zhuh-Zhuh a "monkey boy"	-2d6
Party Favor – Each Party Favor spent on the opponent this Challenge.	+1d6
Positive Response – Scored a positive response with the opponent in the past.	+1d6
Recruited - Character recruited opponent in the past with good results	+2d6
Run In - Character had <i>run in</i> with opponent in past	-1d6
Weapon - Character has weapon drawn and opponent does not	+2d6

# SUCCESES	RESULT
3 or more than opponent	<i>Swept off its feet.</i> The NPC becomes a Friend and spends a Party Favor on you. If you want to Recruit him, he agrees.
1 or 2 more than opponent	<i>Pleasant response.</i> You and the NPC get along nicely. If you want to Recruit him, he agrees.
Same	<i>Exchange pleasantries but nothing more.</i>
1 or 2 less than opponent	<i>Bit of a cold shoulder.</i> Makes it obvious that the player should leave the NPC alone. If you choose not to do so he will <i>become belligerent</i> . Count him as having a Run In with you in future Challenges, regardless of what you choose to do.
3 or more less than opponent	<i>Becomes belligerent.</i> Has an obvious problem with you and will escalate into violence unless you leave. Count him as a Hated Enemy in future Challenges, regardless of what you choose to do.

MEETING THEM AGAIN

This is a very important rule so remember it!

When taking an Opposed Challenge with NPCs, there is a chance that they will remember you and that you will make a good or bad impression on them. To enhance your story, we recommend that you keep track of NPCs you meet, just in case you meet them in the future. Here's how we do it:

- When you run into a NPC Profession that is the same as an NPC you have met in the past, roll 1d6.
- On a score of "1" you have run into that NPC from the previous Encounter.

- If there is more than one NPC with the same Profession, roll 1d6 for each and the high result is the NPC you have met.
- If there is a tie, you have met all of those NPCs.
 - If they are Hated Enemies or you had a Run In with them, they will be in the same group and know each other.
 - If they have been previously Recruited, they will be in the same group and will know each other.
 - If the NPCs both groups, the Recruited will join you.
- In either case take an Opposed Challenge.

PARTY FAVORS

Note that the section on Party Favors is presented to bring an element of realism into Urban Renewal and in no way should it be considered an endorsement of their actual use or abuse. Use Party Favors responsibly.

Party Favors is the catch all term for the vices that people indulge in. Recreational drugs, alcohol, etc. all these fall under Party Favors.

Each Party Favor will require using Cash. Your Party favor is included in the Challenge.

USING PARTY FAVORS

You can buy Party Favors for Grunts, to influence their response to your interactions with them. For each Party Favor a character spends on a Grunt, he gains a modifier when taking an Opposed Challenge. However, you will only receive the modifier, if you are *sharing* Party Favors with the Grunt.

Example - Billy Pink decides to buy Char a drink (Party Favor). He must use his Cash to buy the drinks. He has a drink himself, so is sharing with Char, and receives the +1d6 modifier for the Opposed Challenge.

CONSEQUENCES OF PARTY FAVORS

Using Party Favors does not come without consequences. When you and NPCs consume Party Favors, it can have possible side effects. Here's how we do it:

- Track each Party Favor the character uses, during the entire Encounter. It is important to track the NPC as well, as they will suffer the same effects and this could make subsequent Challenges easier.
- After the Party Favor has been used, the character rolls 1d6.

- Add the score to the number of Party Favors the character has had this Encounter.
- If the total is more than the starting Rep of the character it has, its Rep and all Skills reduced by one. *All reductions are cumulative.*
- If the total is two times or more than the starting Rep of the character, it has passed out and counts as Out of the Fight for the remainder of the Encounter. Don't worry, as it counts as automatically passing 2d6 on the After the Battle Recovery Test.
- The character cannot have its Rep reduced to lower than 1.
- The effects of Party Favors will last until the Encounter is over.

Example - Joey (Rep 4) has had three rounds of Party Favors. He rolls 1d6, scores a 4 and added to 3 is a total of 7. Joey is a Rep 4, so his Rep and all Skills are reduced by one.

Later in the Encounter, Joey has another Party Favor. He rolls 1d6, scores a 6 and added to 4 is a total of 10. As this is now twice Joey's starting Rep, he passes Out of the Fight.

Joey wakes up the next morning on a Hishen Slaver ship, heading towards the Hishen Empire.

“NO, THANKS. I’VE HAD ENOUGH.”

Grunts *do* know when to say when. Here's how we do it:

- Males Grunts will take a maximum number of Party Favors equal to their starting Rep.
- Female Grunts will take a maximum number of Party Favors, equal to their starting Rep only if they are with friends. Otherwise they will stop when they reach their Rep minus one.

Example – Sooze (Rep 3) is at the Bar None bar, unwinding with a few Party Favors. She has had two Party Favors already and has decided she will call it a night. Char (Rep 4) comes into the bar and joins Sooze. As the girls are friends, Sooze decides it's okay to have another Party Favor.

STOP!

How is an Unopposed Challenge different than an Opposed Challenge? Which Challenge involves a character's People Skill? Before going any further take some time to make three Challenges. Be sure to do at least one Opposed Challenge. What things do you need to determine for each Challenge?

How many Party Favors can a Rep 4 character have? How is it different, if it's a female?

Challenges are a way to advance the story and cover things that you may want to do that are not covered by the rules. When you're done, move on to the next section.

SETTING UP THE TABLE

We recommend that you set up the table as you like with the terrain you may already have. But if needed you can use the following system to generate terrain for your Encounters. Here's how we do it:

- Divide the table into nine roughly equal sections.
- Number each section from 1 to 9. See the following illustration that shows the corresponding number for each section of terrain.
- In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.
- We usually use a 3' x 3' foot table.
- The layout is used when inside New Hope City. If you want to adventure outside the city, use the terrain system found in *Chain Reaction 3.0 – Final Version*, the free set of rules found on our website.

1	2	3
4	5	6
7	8	9

PLACING TERRAIN - NHC

Urban Renewal takes place inside New Hope City. You can choose the type of terrain to be used or, if not dictated by the Encounter, use the City Terrain Table. Here's how we do it:

- Consult the City Terrain Table.
- Roll 2d6, add the results together.
- Go down the left hand column to the total, then across to the type of terrain.
- Lay out the terrain as instructed in the following section.

2

CITY TERRAIN

(2d6 added together)

#	TYPE OF TERRAIN
2	Intersection.
3	Alley.
4	Intersection.
5	Street.
6	Street.
7	Intersection.
8	Street.
9	Street.
10	Alley.
11	Alley.
12	Intersection.

ALLEY

This is an alley between streets. Here's how we do it:

- The first street covers sections 1, 2 and 3.
- The second street covers sections 7, 8 and 9.
- Section 5 contains the alley linking the streets. It is only 5" wide.
- The alley is formed by buildings on each side, extending out into section 4 and 6.
- Each side of the alley has 1/2d6 doors, representing the back entrance to a building.
- The doors may be locked, (1 - 4) or they may be unlocked (5 - 6).

5150 NEW BEGINNINGS – URBAN RENEWAL

1	2	3
	5	
7	8	9

INTERSECTION

This is the intersection of two streets. Here's how we do it:

- The first street covers sections 2, 5 and 8.
- The second street covers sections 4, 5 and 6.
- Section 5 is where the two streets intersect.
- Sections 1, 3, 7 and 9 have 1 + 1/2d6 buildings that can be entered from the streets.
- Each entrance facing a street, represents a unique building. No building can be entered from both streets.
- Increase the number of PEFs for the Encounter by one, when at an intersection.

	2	
4	5	6
	8	

STREET

This is a city street with foot traffic going up and down. Here's how we do it:

- The street covers sections 4, 5 and 6.
- All other sections have 1 + 1/2d6 buildings that can be entered from the street.

4	5	6

TARGET BUILDING

During your games, you will be heading to a specific building. We call this the Target Building. It could be where you want to have a Chillin' Encounter or maybe to meet an Employer for a Job Offer. Whatever the reason may be we handle the Target Building in the same way.. Here's how we do it:

- Decide which section you will enter the table.
- The Target Building will always be in the section opposite or farthest from the section that you enter the table.
- Usually you will enter the table through section 9 and the Target Building will be in section 1.

STOP!

Layout a table and generate some terrain. You can always decide what you want the table to look like, or use the City Terrain Table.

Take two characters, outfit them anyway you like and start them in sections 1 and 9. Play a small game with them. When you are finished, move on to the next section.



"Better to have it and not need it, than to need it and not have it."

BUILDINGS

Buildings are an integral part of your *Urban Renewal* games, so we've made them player friendly. You can use anything you want to represent buildings from elaborate resin models to common items such as books or boxes if desired. The key is to play the game!

We represent buildings in an abstract way. When inside a building we recommend using a small section of the table, no more than 12" x 12".

IN AND OUT OF BUILDINGS

Figures may enter or exit a building at a reduction of 2" if through a doorway. If doing so through a window that will end their movement.

Example – Char can move 12" as she passed 1d6 on a Fast Move Test. She moves 6" to the door, subtracts 2" for passing through the door, and continues 4" more.

MOVEMENT INSIDE BUILDINGS

You can choose to use larger buildings in your games, with room to move your figures inside them. Here's how we do it:

- Movement in buildings is at normal speed.
- Movement between levels whether up or down, costs half the move distance.

Example – Jim Bob Joe starts his turn on the first floor. He becomes active and spends 4" of movement going up to the next floor.

BUILDING TYPES

We've listed the types of buildings that can be found in the eleven Areas of New Hope City and they are pretty self-explanatory. When you set up a table, use the appropriate Area Building Table to generate the types of buildings to use. Here's how we do it:

- Go to the appropriate Building Table for the Area.
- Roll 2d6, add the results and go down the left-hand column to the appropriate row.
- Go across to see the building you will use.

BUILDING SECTIONS

Single story buildings will usually consist of one section but if you choose to, you can make them multi-section.

Each floor of a building counts as a separate section and will have its own Defining Moment (page 78).

Now let's go over each Area of NHC and what buildings you can find there.

CITY HALL

The City Hall Area is where the government of the city and planet are located. The Main Police Station, City Jail and Court House are located here as well. There are a variety of buildings present including the Hospital. The City Hall Area has a few High End Condos. These Condos are usually (1 – 4) used as the *secondary* residences of many of the Movers and Shakers of NHC. The City Hall Area employs a large number of Ordinary Joes as well.

2 CITY HALL BUILDINGS

(Add the results together)

#	BUILDING
2	Bank
3	High End Condo
4	High End Retail
5	Restaurant
6	Office Building
7	Office Building
8	Office Building
9	Green
10 (1 – 5)	Doctor's Office
10 (6)	Drug Store
11	Bar
12	Gentlemen's Club

FINANCIAL DISTRICT

The Financial District is the showcase of New Hope City. The economy of the planet flows through the Financial District. All of the major interstellar Banks have an office in the Financial District. Being close to Gaea Prime space but not on its Information Grid allows for privacy and encourages discrete “high risk – high reward” investments.

Some of the best shopping happens in the Financial District, especially around the holidays. With the wide range of Aliens inhabiting NHC there’s almost a holiday every week; well at least for someone.

The Financial District employs a significant percentage of the NHC population, more than any other Area. Many of the deals that affect the lives of the inhabitants of New Hope are cut in the Bars and Boardrooms of the Financial District.

2 FINANCIAL DISTRICT BUILDINGS

(Add the results together)

#	BUILDING
2	High End Condo
3	Parking Garage
4	Green
5	Bank
6	Office Building
7	Office Building
8	Office Building
9	High End Retail
10	Bar
11	Restaurant
12	Drug Store

THE HEIGHTS

Originally there was one Area referred to as the Heights. This is now known as *Gaea Heights*. On the other end of the city, is the newer version called *Hope Heights*. Hope Heights grew from a small number of disgruntled Movers and Shakers who were excluded from the original Heights for their political views and formed their own community. Not coincidentally Gaea Heights is adjacent to the City Hall Area, while Hope Heights is as far away from City Hall as is possible, even farther away from it than is Little Hisha.

Movers are from either Gaea Heights (1 – 4) or Hope Heights (5 – 6) while some (1) Shakers live in Hope Heights.

Both Areas claim to be the “real” Heights.

Simply put, this is where the wealthy live. Not the rich, like the top tier CVL players; the ones that own the rich.

Gated communities, private security, some high end businesses to cater to the immediate needs of the residents and a very high Police presence ⁽¹⁾ at all times. Residents of the Heights rarely go out of the Heights and usually only on business or for a rendezvous of a clandestine nature.

(1) The Law Levels of all the Areas during all Day Parts can be found on the New Hope City Transit System Map page 62.

2 THE HEIGHTS BUILDINGS

(Add the results together)

#	BUILDING
2	Bar
3	Green
4	Doctor’s Office
5	Restaurant
6	House
7	Gated House
8	House
9	Grocery Store
10	Office Building
11	Bar
12	High End Retail

LOWER INCOME AREAS

Barrio, 'hood, trailer park, picture it any way you like. The Lower Income Areas of NHC are as follows:

- **LOWER HOPE** – The area closest to the Space Port and also now known as *Little Hisha* for the large Hishen population.
- **LOWER GAEA** – The traditional Lower Income Area who view themselves as superior to Little Hisha, as they are closer to the City Hall Area.
- **LOWER POLARISTON** – The third of three Lower Income Areas. Closer still to City Hall and, you guessed it, in their eyes the better of the three Lower Income Areas.

All Lower Income Areas are densely populated with cracker box size Apartments and run down Houses occupied by the “wealthier” families, Gangs, or run as a Flop House with rent charged on a nightly basis. “*You pay to stay*” with the form of currency negotiated by the owners.

The Lower Income Areas are also where Aliens tend to live. This is punctuated by the large number of Alien exclusive neighborhoods within each Area, the largest concentration being in Lower Hope, AKA Little Hisha.

All business is locally owned except for the ever present Greens, found throughout the Gaea Prime Universe. Some

5150 NEW BEGINNINGS – URBAN RENEWAL

of the best food in NHC can be found in the Lower Income Areas, at the local Noodle and Chip shops.

2 LOWER INCOME BUILDINGS

(Add the results together)

#	BUILDING
2	Drug Store
3	Storage Facility
4	Green
5	Tavern
6	House
7	Apartment Building
8	Apartment Building
9	Flop House
10	Grocery Store
11	Restaurant
12	Clinic

MIDDLE INCOME AREAS

The Middle Income Areas, *Midland Terrace* and *Middleton*, are where the middle class and “Mover and Shaker wannabes” live. The Middle Income Areas are where the people who make too much to live in the Lower Income Areas but nowhere close to enough to make it to the Heights, even Hope Heights, live.

Unlike the Lower Income Areas the Middle Income Areas are relatively safe, with a visible Police presence. City Hall views the Middle Income Areas as an important part of NHC, as after the Lower Income Areas, the Middles as they are called, contain the largest percentage of inhabitants. As almost all are LWC Basics, striving to get ahead they represent a significant portion of the local economy.

2 MIDDLE INCOME BUILDINGS

(Add the results together)

#	BUILDING
2	Bank
3	Drug Store
4	Tavern
5	Restaurant
6	House
7	Apartment Building
8	House
9	Grocery Store
10	Green
11	High End Retail
12	Doctor’s Office

PUB & REC

Where folks go to *have a good time and forget all your cares*. How you define a good time and what you’re trying to forget is up to you but anything you want, can be found here; *anything...if you know where to look*.

This Area provides entertainment to all inhabitants, Basic or Alien and all incomes, low or high. Restaurants, Bars, Taverns and Gentlemen’s Clubs cater to all appetites.

There are live performance theaters, vid-screen centers, a Convention Center and Casinos that feature Boxing and MMA bouts as well as a Stadium used for Qwik matches and Competitive Violence League games. ⁽¹⁾

2 PUB & REC BUILDINGS

(Add the results together)

#	BUILDING
2	Stadium ⁽¹⁾
3	Convention Center
4	Green
5	Tavern
6	Bar
7	Restaurant
8	Restaurant
9	Casino
10	Grocery Store
11	Theater
12	Gentlemen’s Club

(1) War Memorial Stadium is home to sixteen NHC Qwik Association teams, the eight CVL D League teams, two CVL B League teams and the CVL “A” League NHC Rollers.

SPACE PORT

The New Hope Space Port is the only *legal* way to enter New Hope. The Space Port sees constant traffic, coming or going, in one form or another, 24/7. The area around the Space Port caters to the workers, has Storage Facilities for business and personal use, light industry, Restaurants and Bars. There is a chance (1 – 4) that a Bar in the Space Port is actually a low end Gentlemen’s Club.

Apartments, Gaming Houses and No-Tell Motels make up a large portion of the Area.

5150 NEW BEGINNINGS – URBAN RENEWAL

2

SPACE PORT BUILDINGS

(Add the results together)

#	BUILDING
2	Bar
3	Tavern
4	Storage Facility
5	Apartment Building
6	Bar
7	Restaurant
8	No-Tell Motel
9	Gaming House
10	Green
11	Parking Garage ⁽¹⁾
12 (1 – 4)	Grocery Store
12 (5 – 6)	Drug Store

(1) The Parking Garage is at the Space Port. If not at the Space Port, treat this as Light Industry.

FYI – GREEN

You've seen the term Green used before and now here in *Urban Renewal* as well. *So what is Green?*

Green is proof that Gaea loves all creatures both Basic and Alien who inhabit the 5150 Universe. The *Prosperity Corporation* is the sole producer and Franchisor of Green, a natural product derived from a bean found on Earth and her colonies. It can be consumed hot, cold, straight, added to and even candy coated.

"We make it to order, just as you like it" is the slogan of Green. When you have a cup of Green, you can feel Gaea's love coursing through your veins.

The Prosperity Corporation encourages all Basics and Aliens to participate in their Franchise program and has prime locations available. Franchisees are allowed to name their stores whatever they choose, have no fees after their initial investment, and are only required to purchase Green directly from Pro-Corp.

Go Green, spread Gaea's Love!

NEW HOPE

This info was taken directly from the Universal Fact Book provided by the Department of Interstellar Travel.

BACKGROUND:

New Hope is part of the Gaea Prime Hegemony but not under direct Gaea Prime control.

LOCATION & GEOGRAPHY:

New Hope (3/4/2) is located in the 3rd Ring ^(*), 4th Sector, 4th Sub-Sector.

**Note that there is some dispute that New Hope is actually located in the 4th Ring, specifically in Xeog controlled space.*

SIZE:

New Hope is a Class Two planet.

LAND:

85% of the surface is composed of land.

WATER:

15% of the surface is composed of water or similar.

TERRAIN:

The terrain consists of mostly desert with some hills and a small number of mountains to the north. What water there is consists of mainly lakes.

CLIMATE:

75% of the year the climate is mild, cooling off towards the north. The other 25% (June through August) sees almost a constant rain in addition to higher temperatures.

LAND USE:

85% of the planet is considered to be uninhabitable.

15% of the planet is considered to be inhabitable. Population is centered in New Hope City.

PEOPLE:

New Hope is a progressive world with a wide variety of Basics and Alien Races.

POPULATION:

The population of New Hope is estimated to be between 125,000 to 300,000. No official census has been taken.

Population Growth Rate:

5150 NEW BEGINNINGS – URBAN RENEWAL

The population growth rate of New Hope is unknown.

NET MIGRATION RATE:

The net migration rate of New Hope is unknown.

URBANIZATION:

It is estimated that 98% of the population lives in New Hope City.

ALIEN GROUPS:

Due to the relatively uncontrolled immigration policy, many types of Aliens can be found on New Hope.

RELIGION:

Keeping with the relatively uncontrolled immigration policy, many types of religion can be found on New Hope. These range from legitimate deities to common self-styled street preachers.

LANGUAGE:

Although *Gaeen* is universally spoken, due to the relatively uncontrolled immigration policy many types of languages can be heard on New Hope. This isn't a problem as most Basics and Aliens have access to the Universal Voice Box or are fluent in *Gaea Speak*, a pigeon version of *Gaeen*.

GOVERNMENT:

Local government meets with Gaea Prime approval. (*See the Halverson Accord for more details.*)

CAPITAL:

The capital of New Hope is New Hope City.

ADMINISTRATIVE DIVISIONS:

One planetary district located in New Hope City with an unknown number of outlying settlements functioning under a *limited autonomy*.

New Hope City is divided into eleven recognized Areas, each represented by an Area Spokesmen and overseen by the City Mayor. Spokesmen are elected to three year terms, while the Mayor has a five year term

GAEA PRIME ACCEPTANCE:

New Hope gained Gaea Prime acceptance on 643505. (*See the Halverson Accord for more details.*)

LEGAL SYSTEM:

The legal system is based upon *legal acts of precedent*.

LAW LEVEL:

The Interstellar Law Level of New Hope is 2 with the levels inside NHC varying by Area and Day Part. See the City Transit Map (page 62) for more details.

POLITICAL POWER:

Political power lies ultimately *in the hands of a few, some in elected office, some not*.

ECONOMY:

The economy of New Hope revolves around the importance of New Hope City. As there is no viable product that can be produced for export, the economy is limited at best. *However, the standard of living in New Hope City appears to contradict this.*

PURCHASING POWER:

New Hope Interplanetary Purchasing Power is rated at 33.

EXCHANGE RATE:

The Gaea Prime Credit is the standard currency of New Hope. Other forms of currency are used on a local basis.

GROWTH RATE:

There is little chance of the local economy increasing in the foreseeable future.

IMPORTS:

New Hope relies heavily on off world imports, to satisfy their needs.

EXPORTS:

There are no viable products that can be exported.

COMMUNICATION:

Interplanetary communication is at a minimum, with an estimated 3 month lag from GP Standard.

TRANSPORTATION:

Department of Interstellar Travel (DIT) certified service to New Hope is not available. All transport to and from the planet is by private enterprise and “at risk”.

SPACE PORTS:

There is one accessible Space Port on New Hope located in New Hope City. Entry to this port is tightly regulated, with off world application required.

5150 NEW BEGINNINGS – URBAN RENEWAL

INTERNAL TRANSPORTATION:

There is limited public transportation in New Hope City and no significant transportation system outside of the city limits.

ROADWAYS:

Roads are plentiful in New Hope City but of limited upkeep in many areas, reflecting the rare usage of vehicles. Almost non-existent outside of the city limits.

MILITARY:

New Hope does not have interplanetary military capabilities and is limited to planet side defense.

MILITARY BRANCHES:

Ad hoc Planetary Militia.

MILITARY SERVICE AND OBLIGATION:

In theory, all inhabitants of New Hope are expected to serve in the Planetary Militia.

MANPOWER AVAILABLE:

The available manpower for military service is estimated as between 15,000 and 35,000.

PLANETARY ISSUES:

New Hope is challenged by the following issues.

INTERPLANETARY DISPUTE:

The biggest challenge comes from the interplanetary dispute that New Hope is not part of the Gaea Prime Hegemony but actually lies in Xeog space. Currently, attempts at a definitive resolution have been solely diplomatic.

ILLICIT TRADE:

Most of the illicit trade in Ring 3 can trace a connection to New Hope. This has caused relations between neighboring planets and New Hope to be strained at best.

EXTRADITION:

The government of New Hope refuses to recognize interplanetary jurisdiction. Consequently all extradition attempts are ignored, as they fail to meet the standards set by the *legal acts of precedent*.

New Hope City is your jumping off point into Urban Renewal. Like we say, everyone deserves a second chance and a little hope. Welcome home!

STOP!

Reread the information on New Hope. You don't have to memorize it but it could help you to generate new Encounters.

CAMPAIGNS

Campaigns can be as simple or as detailed as you want. Feel free to use as little or as much of the following rules for your campaigns.

In this part you will learn how to link your Encounters together into a continuous campaign, where the result of one affects the course of the next. Think of it as chapters in a book. A story, your story!

YOUR ROLE

Your role in the Campaign is as follows:

- Have a successful career and Retire well (page 100).

IMPROVING REP

If you're playing a campaign, follow these simple rules. After each successful Encounter it is possible that a character, Star or Grunt, can raise its Rep or a Skill.

It is possible that an Encounter may be a success for one character and not another! Here's how we do it:

- The character did not receive a result of Out of the Fight. *If you go Out of the Fight, all Increasing d6 gained during the Encounter are lost!*
- The character did not use any Star Advantage. *If used a Star Advantage, all Increasing d6 gained during the Encounter are lost!*
- The Encounter objective was achieved.

If the character qualifies, he can now attempt to increase a Rep or Skill. Here's how we do it:

- Once you have decided what you would like to raise, Rep or Skill, roll 1d6 for each qualifying success. You will often have more than 1d6 in qualifying successes. *You must use all of them as soon as the Encounter is over and cannot save them.*
- If one or more of the scores are higher than the current Rep or Skill; that Rep or Skill will go up

one point. You can only raise one Rep or Skill each time.

- If one or more of the scores a “6” the Rep or Skill will always go up one point regardless of the current level.

MINIMUMS AND MAXIMUMS

Characters are restricted in how they can increase their Reps and Skills. Here’s how we do it:

- A Skill cannot exceed the Rep of the character. If the Rep is decreased, any Skills that are higher are automatically decreased as well. This means you could lose multiple Skill Levels.
- When indulging in Party Favors your Skill Levels can drop pretty quickly but they will return to normal levels the following day.
- The highest Skill or Rep can never be more than 2 points higher than the lowest Skill.

Example – I start a Star with Rep 5. I give him a People of 5, Fit of 4 and Savvy of 3. The Rep could not be raised until the Savvy Skill is raised to 4.

- Otherwise your character can grow to as high a Rep or Skill as desired as there isn't a maximum. *There is still, however, Obviously Dead.*

Example - Jim Bob Joe wins at a Gaming House and wins 2 bets more than he lost. He gets a 1d6 roll to increase a Skill or Rep. While there; he also achieved his other objective and found some companionship. This gives him another 1d6 chance. He is a Rep 4, Fit 4, People 3 and Savvy 2. He decides to raise his Savvy Skill. He scores a 3 and a 1 so his Savvy increases and is now a 3. Remember that regardless of the number of d6 rolled you can only go up one Rep or Skill at a time.

RAISING A ZERO LEVEL SKILL

You may remember that when a character is generated it may have one or more Skills at level zero. Well if you want to increase it to a level of one this is the time to do it.

Instead of increasing an existing Skill you can try and increase a zero level Skill to a level one. Here's how we do it:

- Choose which zero level Skill you want to increase to level one.
- Roll 1d6 for each qualifying success you have earned in the last Encounter.
- If you score a “6” then you have raised it to level one.
- Any other score and it remains at zero.

Hey, we never said it would be easy, we just said that you could do it.

DECREASING REP OR SKILL

Just as Rep or Skill can go up when you have a successful Encounter, they can go down if the Encounter was a failure. If any of the following occur the Encounter was a failure, regardless of if you qualified for a success as well, and there is a chance your Rep or Skill can decrease. Here’s how we do it:

- The character received a result of Out of the Fight.
- The Encounter objective was not achieved.

If the character qualifies he must now check to see if a Rep or Skill will decrease. Here’s how we do it:

- Roll 1d6.
- If the score is a “1” the Rep or one Skill will go down one point, regardless of its current level. This can be attributed to stress, illness, or anything else you decide it to be. You can never have a Rep or Skill lower than “1”.
- Which Rep or Skill? Roll 1d6 for Rep and each Skill and the lowest score is the one at risk.

Example - Billy Pink (Rep 5) has had a successful Encounter. Billy can attempt to increase his Rep or a Skill. Billy chooses to try and increase his Savvy Skill from 3 to 4. He rolls 1d6 and scores a 4. As it is higher than his current Savvy of 3 he increases his Savvy to 4.

Jim Bob Joe (Rep 3) has had a failed Encounter, so is at risk of having his Rep or a Skill reduced. He rolls 1d6 for each, his Rep and his three Skills and scores a low of 2 for his People Skill. He rolls 1d6 and scores a 1. Jim Bob Joe reduces his People Skill of 3 down to a 2.

TIME IN THE CAMPAIGN

For simplicity's sake we track time in the campaign by the month. Officially the Campaign starts in January 2220.

DAY PART

Encounters can occur at any time of the day. In *Urban Renewal*, we separate the day into four periods using the following Day Parts. For ease of play and storytelling we've added some arbitrary times for reference.

- **EARLY** (5AM to 11AM)
- **DAYTIME** (11AM to 5PM)
- **EVENING** (5PM to 11PM)
- **LATE** (11PM to 5AM)

WHAT DAY PART AND WHEN?

Sometimes you can choose the Day Part that an Encounter will occur and sometimes you cannot. Here's how we do it:

- For Voluntary Encounters the player will choose the Day Part.
- For Involuntary Encounters roll 1d6 roll 1d6 and check the Day Part Table.
- Want more detail? Roll 1d6, read the result as rolled and add that many hours to the first hour of that Day Part.

1	DAY PART
	(Read the result as rolled)

#	DAY PART
1	Early
2	Daytime
3	Daytime
4	Evening
5	Evening
6	Late

Example – Billy Pink has an Involuntary Encounter. I roll 1d6 can score a 3. It is a Confrontation. I roll for the Area and score a 9. Looking on the Transit Map I see it is in the Middleton Area. I next roll 1d6 for the Day Part and score a 5 for the Evening. I want more detail so roll 1d6 and score a 3 making it happen at 8PM.

ADVANCING DAY PARTS

During an Encounter it is possible for the Day Part to move forward. Here's how we do it:

- After all PEFs and any necessary Defining Moments have been resolved, a player can declare he is advancing the Day Part.
- During the Encounter, each time the Activation dice come up *double ones*, the Day Part moves one Day Part forward. Early becomes Daytime, Daytime becomes Evening, etc.
- The only restriction is that there may only be one of each type of Day Part. For example if you start an Encounter in the Early Day Part, you cannot have a second Early Day Part in the same day.
- Players should keep in mind, that when in an establishment there are closing hours. If in a business, after all Evening Defining Moments your characters may have to leave.
- When a new Day Part arrives it brings with it the appropriate number of PEFs.

DAY PARTS AND VISIBILITY

Visibility may be affected by the Day Part. Here's how we do it:

EVENING AND LATE – The LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.

ITEMS

We believe the *game play is the thing and bookkeeping is a chore. Enter the use of Items.*

It is assumed that your Profession provides you with the necessities to live to your standard. Lodging, food, and other Items are taken care of. We use Cash for spending during an Encounter.

Major purchases such as weapons, vehicles, space ships, etc. are accounted by Items. Basically if you want a major purchase, you have it.

IS IT A GAME BREAKER?

With such a lackadaisical view of Items, couldn't a player decide he had whatever he wanted? Maybe the player could have a spaceship, or ten vehicles, a mansion or even all of them?

Sure, why not? *The only rule on Items, is it cannot alter the rules of the game.*

HOW DO YOU LOSE ITEMS?

Easy come easy go; you will lose Items and quite often during your career. Here's how we do it:

- Someone takes them from you during an Encounter.
- Someone burglarizes your Home while you're gone, or even when you are there.
- You give them freely to another character.
- Or the big one...you get killed or have to use Cheating Death.

Yes, but I can just get them right back. Yes, yes you can. But you'll see that the game isn't about accumulating Items, but actually about improving your character.

WHAT CAN I CARRY?

How many Items can a character carry? That depends on the Item. Characters can carry twice their Rep in Items, period. Here's how we do it:

- Items are either used with one hand or two hands.
- Items used with one hand, count as one Item for carrying purposes.
- Items used with two hands, count as two Items for carrying purposes.

SPECIAL CASES

There are some special cases that do not fit into the one hand two hand categories. Here's how we do it:

- **Clothing** does not count against carrying limits.
- **Personal Items** like wallet, watch, etc. do not count against carrying limits.
- **Enhancements** do not count against carrying limits.
- **Packs or duffle bags** can hold Items equal to twice the character's Rep. The pack or duffle bag will count as two Items.
- **A briefcase** can carry Items equal to the character's Rep. The briefcase will count as one Item.
- **If the Item can carry you**, such as a vehicle, it does not count against the number of Items you can carry and it can carry a lot of Items. How many is for you to decide. Just remember that if you lose your vehicle, you lose the Items that were inside it.

Over time you can acquire as many Items as you want but you cannot carry them all of the time. On your Character Journal, write down what you are normally carrying at all times. You can alter this before any Voluntary Encounter but will default to this for an Involuntary Encounter.

STOP!

The Campaign is tracked by months. You can choose the month that you start. What year is it? Choose your starting year if you like, I use 2220.

There are four Day Parts. You choose which Day Part to use for Voluntary Encounters, while those for Involuntary ones are rolled at random. How do you get more detail for the Day Part? In what Day Part does 3 PM fall? 9PM?

How do you acquire Items and how many can you carry?

Review how to increase your Rep or a Skill. Remember that if you go Out of the Sight, or use a Star Advantage, you lose all the Increasing rolls gained for the Encounter.



"Welcome to New Hope City, where we like to say that everyone deserves a second chance and a little hope. And we do mean everyone!"

NHC TRANSIT SYSTEM

Have to get around town? Take the train! This is a good time to explain the NHC Transit System, which is used to track your travels through New Hope City.

People have asked, what does NHC look like? How about a map? Well we've went one step further.

Welcome to the New Hope City Transit System or City Transit as it's also called. The City Transit map outlines the eleven Areas of the NHC. The map shows you what Area is adjacent to what Area, making it easy to go from one to the other, whether by train or not. Remember that each time you enter an Area you could have a Travel Encounter (page 83).

If you want to use your own vehicle, still use the Transit Map to keep track of what Area you are in.

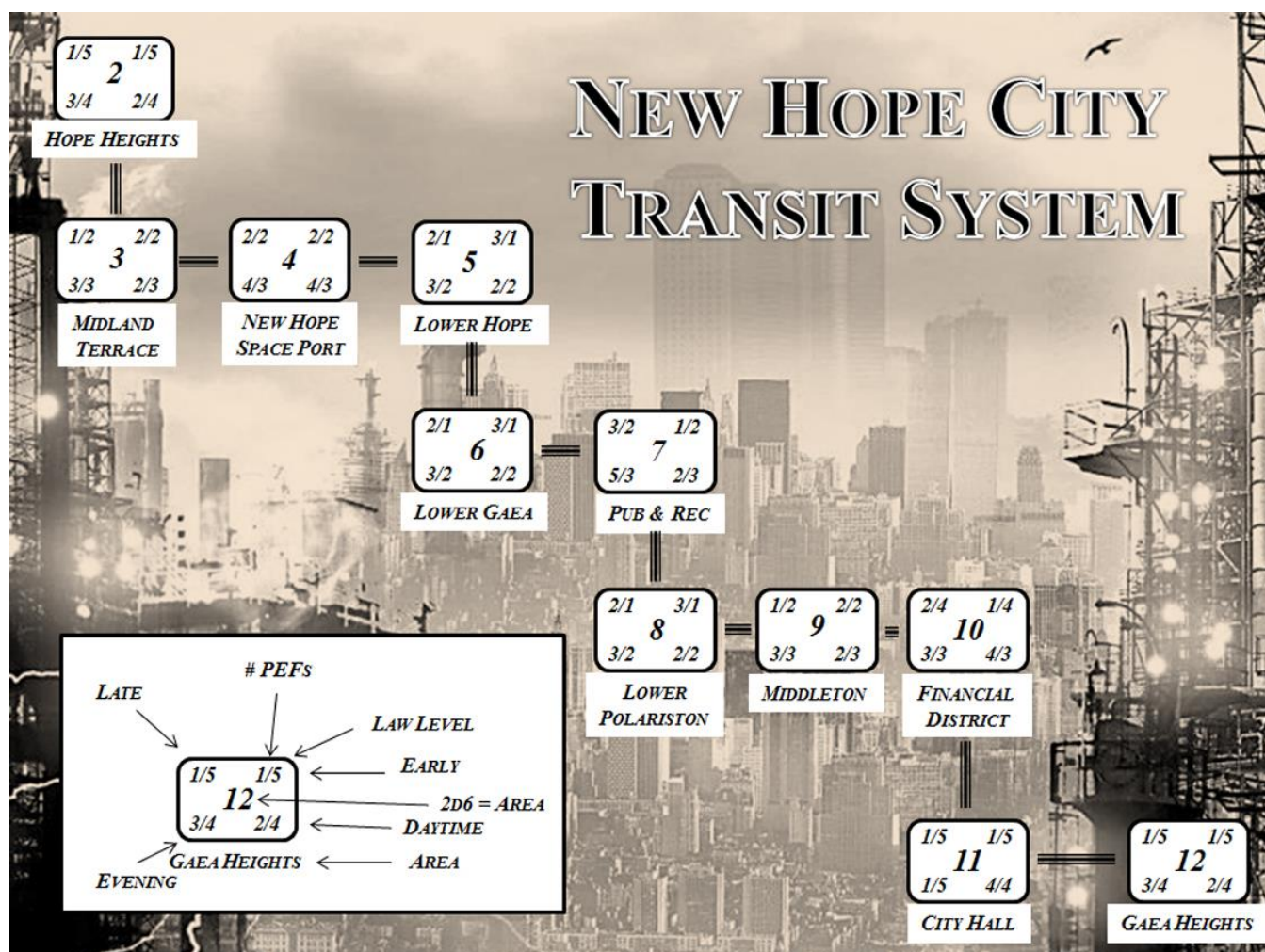
RIDING THE THREE RAILS

But maybe you just want to ride the transit. Here's how we do it:

- Travel on City Transit is for a minimal fee. So minimal that you don't even have to worry about it, just get on!

- Unless you specify otherwise, you will exit and enter the transit on the same Day Part, as it only 10+1d6 minutes between stops (Areas).
- The system runs 24/7. Be sure to set up the table using the appropriate PEF and Law Levels for the Area that you enter and exit the train. So if you enter the Middleton Area in the Late Day Part, there will be 1 PEF getting on at the stop, with the Law Level being 2. How did we arrive at that? *The Rectangle Knows All*, just keep reading.

Example – Billy Pink decide he wants to go from Lower Gaea to Little Hisha, (Lower Hope), so he gets on the train in Lower Gaea. He crosses the table to the train station, always in the opposite section from where you enter and on the way resolves 2 PEFs. When the train enters Little Hisha, he rolls for a Travel Encounter and scores a total of 7. He will have a Confrontation Encounter on the train.



THE RECTANGLE KNOWS ALL

Now let's see how to read the Transit Map. The rectangle holds all the info you'll need.

AREA

The Area is listed under the rectangle. The rest of the info is inside.

THE NUMBER IN THE MIDDLE

This number represents the Area of NHC. Here's how we do it:

- Roll 2d6, add the scores together and read the result. This tells you the corresponding Area. This is used when having an Involuntary Encounter or if you need to meet someone.

Example – I get a phone call from a friend to have a Chillin' Encounter with. I am doing it on the fly so roll 2d6 for the location. I score a 7. It looks like we're meeting up for the Encounter at the Pub & Rec Area. Now I go to the appropriate Area Buildings Table (page 52) and roll 2d6. I score a 5. It's a Tavern.

I'm not in the Pub & Rec Area but am in Middleton. This is two Areas over and gives me the opportunity to have two Travel Encounters on the way there. If I live in Middleton, that's up to two more Travel Encounters on the way back. I will roll for each as I enter a new Area.

PEF AND LAW LEVEL

There are four sets of numbers, one in each corner of the rectangle. The first number on the left is the number of PEFs of the Area for the Day Part.

The second number, on the right, is the Law Level of the Area for the Day Part.

5150 NEW BEGINNINGS – URBAN RENEWAL

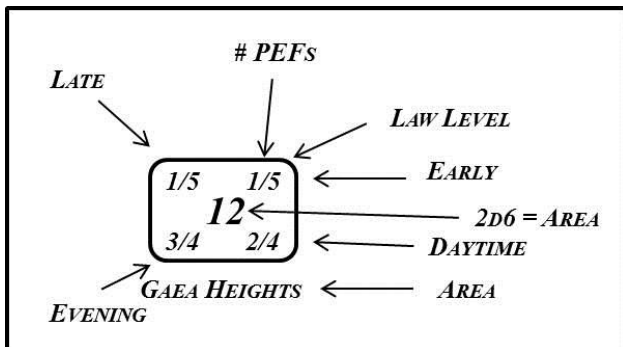
CLOCKWISE FROM THE TOP RIGHT

The four Day Parts are in the rectangle and appear like the face of a clock. They are:

- Upper right corner is the Early Day Part.
- Lower right corner is the Daytime Day Part.
- The lower left corner is the Evening Day Part.
- The upper left corner is the Late Day Part.

Example – I go to Gaea Heights in the Late Day Part. Looking in the upper left corner, there will be 1 PEF on the table when the Encounter starts and the Law Level is 5. I enter the table and resolve the PEF. I then get on the train.

Later I get off at the Pub & Rec Area. I exit the train and head towards the Target Building, which is on the opposite side of the table from where I enter. I place 3 PEFs on the table and the Law Level is 2.



ENCOUNTERS ON THE TRAIN

When riding the train, consider it to be one long Encounter inside an Encounter. Here's how we do it:

- Once the train gets under way from the station, you have a chance (1) of a Travel Encounter (page 83). Set it up on the train in following way.
- Place one NPC group for each PEF for the Area and Day Part. Determine how many NPCs are in each group and who they are from the Who Are They Tables (page 79).
- *One of those groups will be who the Encounter is with.* You can decide who if it is obvious (if there's Gangsters they probably will be involved in a Robbery), or roll them at random.
- After you have resolved the Encounter, the train will enter the next Area and stop at the station.
- When the train next gets under way from the station, you will repeat the process for each new Area you enter. Add or subtract NPC groups to match the number of PEFs for each Area.

LAW LEVEL

The Law Level is a number that reflects how much Police presence there is in an Area. Law Level is a number from 1 (low) to 5 (high). Each Area of New Hope City has a different Law Level at different Day Parts. Here's how we do it:

- Go to the New Hope City Transit Map (page 62).
- Go to the appropriate Area rectangle.
- There are four Law Levels on each rectangle.
- Use the Map to tell you what the Law Level is for that Area for the appropriate Day Part. ⁽¹⁾

(1) The Law Level inside the Space Port is always a 4 and the Law Levels listed are for the area outside the actual Space Port.

POLICE ARE CALLED

"To arrest and serve."

The Police can and will interact with players for a variety of reasons, some worse than others. Sometimes this will be inside another Encounter, in the form of a routine stop or they have been called to enforce the law. Sometimes you may have a warrant out for your arrest. Sometimes they just want to mess with you.

WHEN?

A Police Encounter can happen at any time. When shots are fired or a fight breaks out, with or without weapons, the Police will be called:

- At the end of the turn that the shots have been fired or the fight broke out roll 1/2d6. This is the number of turns that will elapse, before the Police arrive. Sirens can be heard during these turns.

HOW MANY?

On the turn that the Police arrive, we must see how many there are. Here's how we do it:

- When the Police activate for the first time, roll 2d6 versus the appropriate Law Level of the Area for the Day Part.
- Determine how many d6 are passed.
- Police cruisers ⁽¹⁾ equal to the number of d6 passed + 1 will arrive that turn.
- They will enter the table via a street, rolled at random.

5150 NEW BEGINNINGS – URBAN RENEWAL

(1) Two officers, each equipped with Armored Jackets and BAP. If shots have been fired during the Encounter, one officer will substitute a Shotgun for the BAP. Both are Mobile Com-Linked. Roll 1d6 for each Police Officer as they arrive. On a result of "1" the officer is a Zhuh-Zhuh.

Example – The Police will arrive this turn. When they are active I roll 2d6 and score a 2 and 3. It is the Late Day Part in Lower Hope (Little Hisha). I look on the Transit Map and see that the Law Level is 1. Passing 0d6 means that one Police cruiser will arrive. I roll 1d6 for each section containing a street and section 2 scores the highest. This is where the Police will enter the table.

BACK UPS

At the end of the turn that the Police arrive, repeat the previous process to see when and how many back up Police units will arrive.

BREAK IT UP!

Once the Police arrive, they will assess the situation. Here's how we do it:

- If the disturbance is non-violent, did not include the use of weapons, and no one was Out of the Fight, or worse the Police may simply disperse the crowd. However there is chance of a 5150 being issued to you, or a member of your band. Otherwise peace is restored and the Encounter can continue.
- If weapons were used, or a result of Out of the Fight, or worse occurred, the Police will draw weapons and an In Sight Test is immediately taken.

THE ARREST

The Police will attempt to arrest the characters for the Crime. Here's how we do it:

- Place the Police 6" away and in LOS of the suspects. They will demand that the suspects drop weapons and surrender peacefully.
- Players have the option to obey or not.
- The Police leader rolls 1d6 per point of People Skill looking for successes.
- Each suspect rolls 1d6 per point of People Skill looking for successes.
- If the Police score equal or more successes the arrest happens without incident.
- If the suspect scores more:
 - Non-Criminal Element NPCs will surrender.

- Ganger NPCs will Resist Arrest and draw a weapon, or go into melee if no weapon available.
- Non-Ganger Criminal Elements attempt to Flee (page 43) as if failing a Charge into Melee Test.
- Any characters that escape off the table will now have a Warrant issued for their arrest.

5150

For more info on what is a 5150 see page, 1).

There may be a time when the 5150 law comes into effect. Here's how we do it:

- If the Police are breaking up a non-violent disturbance, roll 2d6 for your Star and each member of your band that is present.
- The character rolling the highest *doubles*, if any, will be charged with a 5150. Ties are rolled off.
- The Police will attempt to arrest that character.

RESOLVING THE 5150

The character with the 5150 will be held for 72 hours without being charged. It will be subject to mental evaluation. Here's how we do it:

- Roll 2d6 versus the People Skill of the character.
- If it passes any d6 it is released at the end of the 72 hours.
- If it passes 0d6 it is held for 1/2d6 weeks before being released. Reduce its People Skill Level by one point as people will think that "you're a bit crazy".

EYE WITNESS

When the deed goes down, will it be seen? Even if someone was around, do they speak with the cops about what they've seen? Not always. But maybe they do. Whenever a crime occurs during an Encounter, whether there are NPCs or PEFs that can trace a LOS to the event, there is chance that someone has seen happen. Here's how we do it:

- Roll 1d6 per each point of Law Level of the Area where the event occurred.
- Determine how many successes, scores of 1, 2 or 3, are rolled.
- Consult the Eyewitness Table going down the left-hand column to the number of successes scored.
- Read the result and immediately carry it out.

5150 NEW BEGINNINGS – URBAN RENEWAL

LL	EYE WITNESS <i>(Looking for successes)</i>
-----------	--

# SUCCESES	RESULT
2 or more	An eyewitness steps forward and rats the character out. <ul style="list-style-type: none"> Police will pick the character up for questioning, back at the station. Roll for Day Part and use the City Transit Map to determine the Area. Roll on Investigation and Arrest Table. If you choose not to go, this becomes an Arrest Encounter (page 84).
1	Anonymous tip is phoned in. <ul style="list-style-type: none"> Police will pick the character up for questioning back at the station. Roll for Day Part and use the City Transit Map to determine the Area. Roll on Investigation and Arrest Table. If you choose not to go, this becomes an Arrest Encounter (page 84).
0	No Eye Witness. Or none that will come forward.

- The Police will roll 1d6 per Level of the Crime if for Anonymous Tip or Indirect Evidence, 2d6 per Level for an Eye Witness.
- Determine how many successes the Police roll and compare it to those rolled by the Suspect.
- Go down the left-hand column to the row that corresponds to the Police successes compared to the Suspect.
- Immediately carry out the results.

#	INVESTIGATION AND ARREST <i>(Looking for successes)</i>
----------	---

# SUCCESES	INVESTIGATION
More	Character is arrested. Go to Justice For All (page 66).
Same or less	Not enough evidence so Police take no action.

Example: The overworked cops follow up on the tips and investigate the brawl (Mayhem Level 2). Billy Pink (People 5) rolls 5d6 and scores a 1, 3, 3, 4 and a 6, for a total of 3 successes. The Police roll 2d6 for the Level of the Crime scores a 1 and 2, for 2 successes. As Billy has scored more, the Police drop their investigation.

Example: Billy Pink (Rep 5) is in the Pub & Rec Area in the Evening. He gets into a brawl that night. There is a chance that an Eye Witness will step forward. The Law Level at that time is 3. I roll 3d6 and score a 1, 4 and 5 for 1 success. Looking on the Eye Witness Table, someone has phoned in an Anonymous Tip against Billy.

I now roll 2d6 on the City Transit Map and score 4. I then roll on the Day Part Table and score a 3. The Police catch Billy at the Space Port in the Daytime.

Billy chooses to accompany them back to the station, City Hall Area.

INVESTIGATION

Maybe it's a Vid-Cap, an eye witness or indirect evidence, but whatever it is, it's enough to find you at the Police Station being investigated for the crime. Here's how we do it:

- 1/2d6 days later, go to the Investigation and Arrest Table.
- The Suspect rolls 1d6 per point of People Skill.

5150 NEW BEGINNINGS – URBAN RENEWAL

WARRANTS

Warrants are legal proceedings filed by the Municipal Court of NHC, authorizing you to be arrested on sight for a violation of some sort. Warrants can be issued for any Crime that you are accused of. They are issued as needed. The most common warrant is issued for Resisting Arrest. After the Encounter in which you are accused of committing a Crime and resisted arrest, the warrant is issued. Warrants remain in effect until you have appeared before the Court.

EFFECTS OF WARRANTS

Having a warrant has the following affects:

- The character will not be offered a job by a Mover or Shaker. If this Job comes up, treat it as Chillin' Encounter instead.
- If you run into Police at any time they will run you for warrants and attempt to arrest you.

JUSTICE FOR ALL

If you are arrested or surrender, you will go before the Court and your case will be heard. *Each Crime is added together and resolved at the same time.* The trial counts as an Involuntary Encounter. Here's a list of punishable offenses.

X CRIMES	
TYPE	LEVEL
Arson	3
Brandishing a Weapon	2
Bribery	2
Disturbing the Peace	1
Kidnapping	4
Lewd Behavior	1
Mayhem	2
Murder	5
Resisting Arrest	2
Robbery	2
Shoplifting	1
Stealing (Theft)	2
Under the Influence of Enhancements	2

EXPLAINING THE CRIMES

In this section we provide a quick overview of what the nature of each Crime is. It is up to the player to categorize criminal actions into the correct Crime.

Arson: Setting property on fire is a Level 3 Crime.

Brandishing a Weapon: If you draw a weapon in front of others it is a Level 2 Crime.

Bribery: Offering a bribe (Party Favors) to a Government or Law Enforcement official is a Level 2 Crime.

Disturbing the Peace: It's a catch all Level 1 Crime and often piled on to other Crimes.

Kidnapping: Snatch someone and hold them against their will and it's a Level 4 Crime.

Lewd Behavior: Any act of a sexual nature, including soliciting is a Level 1 Crime. Usually (1 – 4) paired with Disturbing the Peace. *Soliciting will apply to both parties involved.* If the soliciting character is not licensed (page 82), the Crime increases to Level 2.

Mayhem: Perform an action which causes a result of Out of the Fight and it's a Level 2 Crime.

Murder: Attempting or succeeding in killing someone is a Level 5 Crime.

Resisting Arrest: Not cooperating with the Police when bring arrested is a Level 2 Crime.

Robbery: Using force or the threat of force to steal something from a character is a Level 2 Crime. Use a weapon and tack on Brandishing. Hurt someone then add Mayhem as well. See how multiple charges can occur?

Shoplifting: If you take one Item from a business without paying it, is a Level 1 Crime.

Stealing: If you take two or more Items from a business or Home it is a Level 2 Crime.

Under the Influence of Enhancements: If someone rats you out on the Enhancement Response Table (page 69) and the Police arrive, you will be charged with this Level 3 Crime; at least.

MULTIPLE CHARGES

It is common for multiple charges and their sentences to be added together. On New Hope, sentences are consecutive, not concurrent.

5150 NEW BEGINNINGS – URBAN RENEWAL

CIRCLE INFLUENCE & COUNSEL

Everyone will have counsel to represent them in court. This can vary from court appointed to *exceptional counsel*. You want exceptional counsel. Here's how we do it:

- Roll 2d6 versus your *Circle Influence*.
 - Movers 5.
 - Shakers 4.
 - Exotics 3.
 - Ordinary Joes 2.
 - Criminal Element 1.
- Determine how many d6 are passed and consult the Exceptional Counsel Table to see what type of counsel you will have.

2	EXCEPTIONAL COUNSEL
<i>(Taken versus Circle Influence)</i>	

# D6 PASSED	RESULT
2	Exceptional counsel
1	Adequate counsel
0	Court appointed counsel

YOUR DAY IN COURT

You are charged with the Crime and you will appear in front of the judge in $6 + 1/2d6$ days. What happens until then? Here's how we do it:

- Roll 1d6 versus the Level of the *worse* Crime.
- Add 1 if you have Exceptional Counsel.
- If your score is higher than the Level of the Crime you are granted bail and are free until your court date.
- If you do not, you will sit in jail until then.

THE TRIAL

It's time for your trial. If you do not show up you will have a Warrant issued and any Confrontation Travel Encounter you roll will be with Bounty Hunters. If you go to court, here's how we do it:

- Start with the number of d6 equal to your Circle Influence.
- Modify the number of d6 by any applicable Circumstances found on the Justice is Served Table.

- Roll the modified total of d6 looking for successes, a score of 1, 2, or 3.
- Roll d6 equal to the combined Levels of the Crimes, looking for successes.
- Determine how many successes were scored by each side.
- Consult the Justice is Served Table. Go down the left-hand column to the row that reflects the number of successes rolled by the defendant, versus that rolled by the Crimes.
- Go across to the combined Level of the Crimes.
- Immediately carry out the result.

#	JUSTICE IS SERVED
<i>(Looking for successes)</i>	

CIRCUMSTANCE	MODIFIER
Exceptional counsel	+2d6
Adequate counsel	+1d6
Eye Witness on your behalf	+1d6

#SUCCESES	1 TO 3	4 TO 6	7+
Score more	NG	NG	NG
Score same number	A	B	C
Score fewer	B	C	D

RESULT OF THE TRIAL

The trial is over and the results are in. Good luck!

NG - The character is found not guilty.

A - The character is found guilty and will pay fines and court costs. Reduce its People Skill by one point.

B - The character is found guilty, sentenced to 1/2d6 months in jail. Reduce its People Skill by two points and cannot use any Cash until released.

C - The character is found guilty and sentenced to years in the nearest Gaea Prime prison planet equal to the combined Crime Levels +1/2d6. The character is eligible for parole after serving years equal to half the combined Crime Levels. Reduce its People Skill Level by three points and cannot use any cash until released.

D - The character is found guilty and sentenced to life in the nearest Gaea Prime prison planet. Not eligible for parole. Reduce its People Skill Level by three points and cannot use any Cash until released.

5150 NEW BEGINNINGS – URBAN RENEWAL

ESCAPE

You have been sent to *prison*, not jail, and for whatever reason, you want to escape before you are sent away. Here's how we do it:

- Start with 1d6 per point of Rep you have.
- Start with 1d6 per point of Law Level of the Area (City Hall) you are being held captive. Pick the best one Day Part to attempt the escape by looking at the Transit Map.
- Both sides roll their modified d6 counting successes, score of 1, 2 or 3.
- Consult the Escape Table.

#

ESCAPE

(Looking for successes)

# SUCCESES	RESULT
Score more successes than prison	Prisoner makes good his escape. You now have a Warrant issued for your arrest. Any time you run into the Police, they will run you for a warrant and try to arrest you. Maybe you should move off planet and get a fresh start.
Same number of successes as prison	No chance to escape. You are sent to prison. Start counting your time served next month.
Score fewer successes than prison	Escape thwarted. You are sent to prison and 1/2d6 years are added to your sentence. Start counting your time served next month.

GETTING CAUGHT

If you succeeded in escaping but are captured later, they will add 1/2d6 years to your sentence. This could be more than your original sentence.

Example - Billy Pink (Rep 5) was arrested for Disturbing the Peace (Level 1) and Lewd Behavior (Level 1). Billy is an Exotic and tries to hire exceptional counsel. He rolls 2d6 versus his Circle Influence of 3 and scores a 2 and 4. He will have adequate counsel.

His day in Court starts with Billy having 3d6 for his Circle Influence. He adds 1d6 for adequate counsel so rolls 4d6 looking for successes. He scores a 1, 2, 4 and 6 for 2 successes.

The total Combined Levels of the Crimes is 2. I roll 2d6 for their case and score a 1 and 4 for 1 success.

Looking on the Justice is Served Table, in the score more successes row I go across to the 1 to 3 column for the Combined Levels of the Crimes.

The result is Not Guilty, and Billy walks free.

STOP!

Here's a few easy to do exercises, to help to learn the rules. If you rolled a 9 on the Transit Map, what Area are you in? What is its Law Level during the Daytime?

Roll to see what type of Travel Encounter you will have, for the Area and Day Part. What are the odds of you witnessing a Robbery, instead of being the victim?

Roll for Police arrival in that Area.

What's a 5150 and how can you get one?

Use the total Combined Levels of the Crimes when having your day in court. You have been charged with Disturbing the Peace and Brandishing a Weapon. What are the Combined Levels of the Crimes?

You are an Exotic, what is its Circle Influence? Roll for counsel then go to trial. What is the worse verdict you can expect? What is the best? Have the trial

When you have finished move on to the next section.



"New Hope is about Faith my friend. And with Faith comes Hope and Hope can be found in many things."

5150 NEW BEGINNINGS – URBAN RENEWAL

ENHANCEMENTS

Basics are considered one of the frailest beings in the 5150 universe. Well how does one level the playing field? We're glad you asked and you will be too. Basics, and *only* Basics, are allowed to have improvements that enhance the performance of their natural senses or abilities. These *upgrades* are known simply as Enhancements. Enhancements come in three types:

- *Physical*, where body parts have been replaced with an enhanced version. A person with an enhanced arm has a *Physical Enhancement*.
- *Blended*, where the person has a computer processing unit (CPU), surgically implanted into his head, allowing him to run performance enhancing programs called *loops*.
- *Chemical*, where the character takes pharmaceuticals to enhance their performance. Known as *Stims* on the street.

But before we show you the *good stuff*, Judge Xyston (page, 1) insists we provide you with the following information.

YOUR RESPONSIBILITIES

Look, you're *choosing* to use Enhancements and not all gamers will. So it's your responsibility to know how they work and apply them during the game. We've kept lots of the perks from these Enhancements in this section so as not to clutter the tables in the back.

Now back to what we were saying.

SOCIETY'S VIEW

We'll be referring to New Hope and New Hope City in *Urban Renewal* but the info applies throughout Gaea Prime controlled space as well.

Enhancements are *not* universally accepted. Whenever anyone *obviously* uses an enhancement, we must see how the people who see it respond. Here's how we do it:

- When the enhancement is used, roll 2d6 versus the Law Level of the Area. The roll is only made once, regardless of the number of NPCs in attendance.
- Determine how many d6 are passed and consult the Enhancement Response Table.
- Immediately carry out the result.

2

ENHANCEMENT RESPONSE

(Taken vs. the Law Level of the area)

#D6 PASSED	RESULT
2	<i>Zero tolerance.</i> Police are called (page 63) and you will be charged with Under the Influence of Enhancements.
1	<i>Lack of tolerance.</i> Immediately re-take the test counting a result of pass 1d6 as pass 0d6.
0	<i>No one cares, not even the Police.</i> Do not need to re-take the test while in this place and during this Day Part.

POLICE ENHANCEMENT USE

As Enhancements use is frowned upon the Police will not use Physical Enhancements but some Police will use Blended Enhancements, (1) while others will use Chemical Enhancements(1 - 2).

LOOKING BACK

Those who are *physically enhanced* often refer to non-enhanced people as *meats* or *flesh heads*. In return non-enhanced people will commonly refer to the physically enhanced as *metal heads* or *jacked up* as in "He's half-jacked up."

Both sides view each other with suspicion *metal heads*, taking a -1d6 penalty to their People Skill, when taking a People related Challenge against *meats*.

Where do the *blended* characters fit? Well, nowhere and everywhere. Blended characters are not accepted by either *meats* or *metal heads*. Both types view blended characters with suspicion, forcing the *blended* to take a -1d6 penalty to their People Skill, when taking a People related Challenge against either.

Okay, so having said all that, let's go into the show room.

PHYSICAL

A *Physical Enhancement*, AKA *Cyber Enhancement*, replaces a natural body part. This removal may have been accidental or on purpose, it doesn't matter. There is quite a shopping list to choose from. Each listed enhancement has its name and the Metal Madness Value (page 73) in parenthesis next to it. Note that the adding of a Physical Enhancement is done at no cost and does not count as an Item. *Ain't technology wonderful!*

AUDIO ENHANCEMENT (MM1)

Audio Enhancement gives the user a +1d6 when taking the In Sight Test, if within 6" of the enemy, and a +1d6, to any Challenge that involves hearing.

If damaged no bonuses are allowed.

BIO MED (MM1)

Bio Med gives the user a +1d6 bonus when taking the After the Battle Recovery Test (page 46).

If damaged no bonus is allowed.

BLADE (MM1)

Surgical steel implants, imbedded in the arm, that extend from the fist and count as using a One-Hand Melee Weapon. Blades are concealed until needed and can only be exposed when active. A blade can be attached to a non-enhanced or enhanced arm. Two blades will allow the user to count as using an Enhanced One-Hand Melee Weapon.

If damaged no bonus is allowed but the arm counts normally for its type.

CPU 3 (MM3)

A CPU 3 is a tiny imbedded computer processor unit capable of running *loops* (page 72).

ENHANCED ARM (MM2)

The enhanced arm allows the user to count as using a Two Hand – Melee Weapon. Two arms will allow the user to count as using an Enhanced Two-Hand Melee Weapon.

If damaged no bonus is allowed and the arm cannot be used. Count a -2d6 per arm when in melee.

ENHANCED LEGS (MM3)

A pair of enhanced legs increases the normal movement of a character by 4". Enhanced legs give the user a +2d6 bonus when taking the Fast Move Test, counting all passed d6 as well as the Leap Attribute (page 9).

If damaged no bonus is allowed and the character cannot move.

FULL METAL JACKET (MM3)

Reinforcing and retooling the torso of the body so the user counts as wearing an Armored Jacket. Full Metal Jacketed body is not noticed to be enhanced.

If damaged no bonus is allowed and subsequent Recover from Knock Down Tests are taken with 1d6.

VISUAL ENHANCEMENT (MM3)

Visual enhancement gives the user the following bonuses:

- When rolling on the Ranged Combat Table, count all targets in cover as if in the open.
- When rolling on the Ranged Combat Table, can ignore the Fast Moving shooter penalty.
- Makes the user able to see normally in the dark or in low light.

If damaged no bonuses are allowed and the character counts a -1d6 when taking subsequent In Sights.

DAMAGED ENHANCEMENTS

If a character using Physical Enhancements is hit by Ranged Weapons Fire or takes Melee Damage, there is a chance that one or more of the enhancements have been damaged. Here's how we do it:

- After the target has taken normal damage, if any, the character that inflicted damage to the target rolls 1d6 for each hit scored.
- If a "1" is rolled one of the enhancements has been damaged.
- When there is more than one possible enhancement, roll 1d6 for each. High score is hit. If previously hit, it is hit again. This may result in no further damage if already lost.
- Once the enhancement to be damaged is determined, roll 1d6. If the score is higher than its Metal Madness Value the enhancement has been damaged. If it is equal or lower no damage has occurred.

5150 NEW BEGINNINGS – URBAN RENEWAL

Example - Jim Bob Joe takes a Ranged Combat hit and goes down. Damage for him is rolled but the result is only a knock down.

He has three Physical Enhancements and all are at risk. He was hit once, so rolls 1d6 and scores a "1". He now rolls for each Enhancement to see which one could be damaged. The Blade in his right arm scores the highest, so could be damaged. Jim Bob Joe rolls 1d6 and scores a "6". As this is higher than the Metal Madness Value of the Blade (MM1, it is damaged and useless for the remainder of the Encounter.

REPAIRS

Damaged Physical Enhancements can be repaired after the Encounter, if desired. Here's how we do it:

- There's a chance (1 – 2) that you must roll for your Involuntary Encounter before any repairs can be attempted.
- Each attempt to repair a Physical Enhancement counts as a Voluntary Encounter.
- Roll 1d6 per point of Circle Influence (page 67) versus the People Skill of the character.
- If passing 1d6 or more, someone has been found who can make the repairs.
- If passing 0d6, no one has been found who can make the repairs.

Example – Billy Pink took damage to his CPU 3. His Circle Influence as an exotic gives him 3d6. He rolls them versus his People Skill of 5 and passes 2d6. He has found someone who will fix his CPU 3.

BLEND

Blended Enhancements involve a tiny computer processor unit (CPU) imbedded into the character. Its body is *wired* to respond to performance enhancing programs or *loops* that the processor will run. Here's how we do it:

- Each CPU has a Capacity of 3. This is the maximum number of loops that can be *safely* run at one time.
- Each time a player *turns on a loop*, note it on its Character Journal.
- Characters may run one or more loops but must keep track of the total of loops running at the same time. Players must monitor this at all times, increasing and decreasing when needed.
- Loops can be turned on or off as often as desired but can only be done when the character is active. The sole exception is that characters can declare one or more loops to be turned on before the Encounter starts.

Example – Rave starts the Encounter with one loop turned on. She becomes active on the third turn and turns on two more loops. She is now running 3 loops, the most she can safely run at the same time.

CPU OVERLOAD

When a character decides to run more than 3 loops at the same time there is chance of CPU overload. Here's how we do it:

- As soon as the excess loops are activated and each subsequent time, the character activates, there is a chance for CPU overload.
- Determine how many loops are running over 3.
- Roll 2d6 versus this number and determine how many d6 are passed.
- Consult the CPU Overload Table and immediately carry out the results.

5150 NEW BEGINNINGS – URBAN RENEWAL

2

CPU OVERLOAD

(Taken vs. the number of excessive loops)

#D6 PASSED	RESULT
2	<i>CPU overload!</i> CPU crashes and must be repaired. Character immediately takes the Recover From Knock Down Test with a maximum of 2d6.
1	<i>Uh-oh!</i> Immediately re-take the test counting a result of pass 1d6 as pass 2d6.
0	<i>No problem.</i> A bit uncomfortable but it's bearable. Reduce the Savvy Skill by one point, as long as running excess loops. Skill Level returns to normal as soon as the excessive loops are turned off.

Example – Rave (Rep 4) activates and is currently running 5 loops, two over the safe limit of 3. She has to check for CPU Overload and rolls 2d6 versus the excess of 2.

She scores a 2 and a 5, passes 1d6. She immediately re-takes the test and scores a 3 and 4 so passes 0d6. She has her Savvy Skill Level reduced from 4 to 3.

When Rave is next active she again takes the test. She scores a 1 and 2, passes 2d6 and suffers CPU Overload. The CPU is fried and must be repaired; she cannot run any more loops until it is and she takes the Recover From Knock Down Test.

She rolls 2d6 versus her Rep of 4 and scores a 5 and 6. Rave has died.

AVAILABLE LOOPS

Here is a list of the available *loops* that can be used.

AGILE

The user counts a +1d6 when taking any Fitness related Challenge involving Agility.

ATHLETE

This loop allows the user to roll 3d6 when taking the Fast Move Test, counting all three scores.

AUDIO ENHANCEMENT

Audio Enhancement gives the user a +1d6 taking the In Sight Test, if within 6" of the enemy, and a +1d6 to any Challenge that involves hearing.

BRAWLER

The user counts a +1d6 when in melee.

COMBAT REFLEXES

When Evenly Matched in melee, the user's opponents do not count the bonus.

DATA STORAGE

Allows the user to download and store tremendous amounts of information "in his head", as they say. Also known as the Magic Box. Couriers, Net Runners and similar professions who can benefit from this loop can get paid twice their normal wages. When running this loop, count is as if running two loops.

IMAGING

When rolling on the Ranged Combat Table the user will count all targets in cover, as if in the open.

INFRARED VISION

This loop allows the user to see normally in the dark or in low light.

RAGE

Allows the user to count a +1d6 when in melee and count a +1d6 when taking the Charge into Melee Test. When running this loop, count is as if running two loops.

TARGETING

When rolling on the Ranged Combat Table can ignore the Fast Moving shooter and target penalties.

MESHING ENHANCEMENTS

It is possible for characters to *mesh* Enhancement types as desired.

Example – Rave is running a Blended Enhancement Brawler loop on her CPU and has a set of Blades. Yikes!

ENHANCEMENT REMOVAL

There may come a time when you decide, "enough is enough" and want to remove an Enhancement. This is easily done and is done for free. Well, sort of. Just remember to adjust your Metal Madness Value when you do it.

"My what?" No worries mate, just keep reading.

BTW - If you removed an arm, leg, eye, etc. not to worry. You receive a non-enhanced but functional replacement, at no additional cost. Ain't life grand!

STOP!

When you use Enhancements in public, it triggers an Enhancement Response. This is only rolled once per Day Part regardless of the number of NPCs present.

Police have limited use of Enhancements. Which type will they not use?

Physical Enhancements have a Metal Madness Value. Which Physical Enhancement do you *need*, if you want to run loops?

How are Enhancements damaged and repaired?

How many loops can you run safely with a CPU 3? In the following exercise you are a Rep 4 Net Runner, with a CPU 3. You are running the Athlete, Imaging and Data Storage loop. Are you in danger of CPU overload? Yes, you are, as the Data Storage loop counts as two loops. Take a CPU Overload Test.

It's different than other tests because passing 0d6 is good.

METAL MADNESS

Ah technology! All these available Enhancements sure can make life easier for you, don't you think? Yes, but at what price? What's the *real* cost of enhancing your body?

After years of enhancement usage, it became apparent that the more someone "jacked up", the more they began to identify with the hardware. Slowly they psychologically became less human. This first manifested itself by shunning *flesh heads* and seeking others of their own kind.

Eventually even these relationships broke off, as the *metal head* had less and less empathy for people, any kind of people. Eventually they began to suffer violent outbursts that have been termed *Metal Madness*. These outbreaks were triggered whenever the person was under a lot of stress. Eventually these *metal maniacs* went over the edge and never recovered. They were then declared a *menace to society*, the ultimate 5150 (page 1), were hunted down by Government employed Bounty Hunters and permanently "re-arranged".

USING AND ABUSING

Every time a character adds or subtracts a Physical or Blended Enhancement, the player must keep track of exactly what it is and note it on their Character Journal.

When you add your first Enhancement, write down its Metal Madness Value or MM. This is the amount of mental instability the Enhancement is causing the user and can be found next to its description. As you add or subtract Enhancements, adjust your MM total up or down.

LOOPS ARE SAFE, RIGHT?

Not really. Every time you turn on a loop, add it to the total number of loops that you have run over your life. Note this on your Character Journal.

Every time you have turned on loops equal to your Rep, you gain 1 MM.

Example - Spin (Rep 5), a Net Runner, has a CPU 3 (MM3), one Blade (MM1) in his right forearm and has run six loops (MM1) for total MM of 5. The one loop that did not count towards his MM is saved and as more loops are used they are added to it.

LET'S GO CRAZY

So how exactly is MM used? Each time an Enhanced character enters a *stressful situation*, such as a failed People related Challenge, when the shooting starts or any violent act that involves the character takes place, the character will take the Metal Madness Test. The test is taken when any of these triggers occur and only once per Encounter. Here's how we do it:

- Determine your current MM Value from your Character Journal.
- Consult the Metal Madness Target Number Table.
- Go down the left-hand column to the row that best describes the ratio of your current MM Value to your Rep.
- Go across to the next column to get your Metal Madness Target Number. Keep this number.

5150 NEW BEGINNINGS – URBAN RENEWAL

2 METAL MADNESS TARGET NUMBER

(2d6 added together)

CURRENT MM	MM TARGET NUMBER
Up to two times the Rep of the character.	11
Up to the three times the Rep of the character.	10
Over four times the Rep of the character.	9
Over five times the Rep of the character.	7
Over six times the Rep of the character.	5
Over seven times the Rep of the character or more.	4

NOW WHAT?

Now that you know the MM Target Number, we can see how crazy you *really* are. Here's how we do it:

- Roll 2d6, add the results and compare the score to the Target Number.
- Consult the Metal Madness Results Table.
- Go down the left-hand column to the row that matches the score rolled, versus the Target Number.
- Go across to the next column and find out your results.
- Immediately carry out the results.

X METAL MADNESS RESULTS

(Difference between 2d6 roll and the Target Number)

SCORE	RESULT
3+ or more than the Target Number	<i>The lunatic is in your head!</i> Congratulations you are a certified <i>Menace to Society</i> ⁽¹⁾
1 or 2 more than the Target Number	<i>On the edge!</i> Immediately add 2 to your current MM Value.
Target Number or less	<i>It's all good!</i> Character holding it together.

(1) During the Encounter that this occurs you will act on your own and try and kill everyone you see, starting with the closest figure. This will last until all are Out of the Fight, Obviously Dead, or have left the table.

Example – Jim Bob Joe had failed his last Encounter and dropped to a Rep of 3. This is going to cause trouble, as now it affects his current MM of 16. When he was Rep 4, his MM was up to four times his Rep, for a Target number of 9.

Now he has a Target Number of 7, as the 16 is over five times his Rep. Jim Bob Joe goes out on a Voluntary Encounter and becomes the victim of a Robbery. This causes stress and triggers the Metal Madness Test. Jim Bob Joe rolls 2d6 and scores a 10. Looking on the Metal Madness Results Table, we see poor Jim Bob Joe has become a Menace to Society

Pity the robbers too.

MENACE TO SOCIETY

The lunatic is in my head.

The lunatic is in my head.

You raise the blade, you make the change;

You re-arrange me 'til I'm sane.

You lock the door

and throw away the key.

There's someone in my head but it's not me.

- Pink Floyd 1973

Dark Side of the Moon

Welcome to a whole new you! As a *menace to society*, you can continue in the 5150 universe but it's a bit different now. You *must* use the Metal Maniac Encounter Table. There aren't any more Voluntary Encounters, just two Involuntary ones per month, generated by the Metal Maniac Encounter Table. Here's how we do it:

- Roll 2d6 versus the Law Level of the current Area or planet that you are on. We've included planet in case you decide to head outside of NHC or even to another planet. Outside NHC the Law Level is 2, remember?
- Consult the Metal Maniac Encounter Table and determine the type of Encounter you will have.

5150 NEW BEGINNINGS – URBAN RENEWAL

2

METAL MANIAC ENCOUNTER

(Taken versus Law Level)

# DICE PASSED	RESULT
2	<i>Raid/Defend Encounter.</i> You are defending at Home against 2 + 1/2d6 Bounty Hunters. They want to capture you and turn you in for the bounty. ⁽¹⁾
1	<i>Arrest Encounter.</i> 1/2d6 Police cruisers will attempt to arrest and "re-arrange" you in a public place generated at random by the Transit Map.
0	<i>It's all good.</i> No Encounter today.

(1) What is the bounty for bringing in a certified Metal Maniac? You receive two Improving Rolls for each point of Rep of the Maniac.

"Wait! There has to be some other way!"

Well, yes, yes there is. You can go to any Law Level 2 planet and live a quiet normal life. This means you will use the normal Encounter procedure but any time you go to a Law Level 3 or higher planet, area or any Gaea Prime controlled planet, regardless of Law Level, its back to the Metal Maniac Encounter Table.

Not fair? Well, no one made you start enhancing yourself, now did they? Maybe you should have listened to Nancy.

SADISTIC

Certifiable *metal maniacs* do not like to be hunted. They will use any and all weapons at their disposal, until they are confronted with only one Bounty Hunter or Law Enforcement official.

Example - Three police officers confront a metal maniac. He will use weapons on the first two but when he gets down to the last guy, he will choose to melee him instead.

He does this, to set an example to those that may come after him in the future. Here's how we do it:

- When facing only one enemy, the *metal maniac* will choose to melee instead.
- Whenever a *metal maniac* inflicts an Obviously Dead or Out of the Fight result from melee, it is converted to a Recover From Knock Down Test instead. The target immediately rolls the test and counts the results as follows:
 - **Pass 0d6** counts as Obviously Dead.
 - **Pass 1d6** counts as a knock down and the target Rep is reduced by one.

- **Pass 2d6** counts as a knock down and the target's Rep is reduced by one.
- The melee will continue until:
 - More opponents arrive.
 - The target escapes.
 - The target goes Obviously Dead or its Rep is reduced to zero (dies).
 - The *metal maniac* goes Out of the Fight or Obviously Dead.
- If more opponents arrive, the *metal maniac* reverts to using normal combat. If reduced to one enemy again, repeat the whole process.

STIMS

As you can see, Enhancements can be dangerous and you may decide to avoid them. But didn't we say there was a third type of Enhancement? Maybe you'd like to try that one. Using it is called *chasing the rabbit*.

Basically these are temporary, chemical, Enhancements called *Stims*. These are one-shot wonders that are taken when needed. Low cost and no chance of Metal Madness. Of course they're not without risk, but what isn't? We'll get to that later.

HOW TO USE STIMS

There are different types of Stims that characters can choose to use but they are all taken in the same way. Here's how they are used:

- The Stim must be taken when active or prior to the Encounter.
- If taken when active, the effects begin to be felt when next active.
- The effects of one dose of a particular Stim, will last for the whole Encounter. If the Stim effect was not used during the Encounter, it doesn't matter; the effects wear off when the Encounter is finished.
- You cannot take more than one type of Stim during an Encounter or more than one dose of one Stim.
- Stims do not count as an Item when being carried.

TYPES OF STIMS

Here's a list of the Stims available to the character.

BEAST MODE

The user will count a +1d6 when in melee and a +1d6 when taking the Charge into Melee Test.

5150 NEW BEGINNINGS – URBAN RENEWAL

BOUNCE

Once during each Encounter, the character will treat its first Out of the Fight result as a Knocked Down result instead.

COOL BREEZE

The Cool Breeze user will count +2d6 to taking a People related Challenge.

DEAD MAN WALKING

Once during each Encounter, the character will treat its first Obviously Dead result as a Knock Down result instead.

EINSTEIN

Taking Einstein allows the character to count a +2d6 when taking a Savvy related Challenge.

ICE

Treat any Duck Back results as if Carry On and never Outgunned. Not affected by **Fear**. Counts a +1d6 when taking the Charge into Melee Test

WIRED

Taking Wired allows the user to count a +1d6 when taking the In Sight Test.

I THINK I'M GOING HATTER

I'm sure you've guessed by now, that there are dangers in *chasing the rabbit*. Here's how we do it:

- Every time you take a dose of Stims, add it to the total number of doses that you have taken over your life. This total can never go down but you can stop taking them whenever you want. Note this on your Character Journal.
- Every time you take a dose that brings your total equal to your Rep, you gain 1 MM, just like it is used in Physical and Blended Enhancements.

"So what's this going Hatter stuff?"

After each dose of Stims has worn off, the character will take the Going Hatter Test. Here's how we do it:

- Determine your current MM Value.
- Consult the Going Hatter Target Number Table.
- Go down the left-hand column to the row that best describes the ratio of your MM Value to your Rep.
- Go across to the next column to get your Metal Madness Target Number. Keep this number.

2 GOING HATTER TARGET NUMBER

(2d6 added together)

CURRENT MM	MM TARGET NUMBER
Up to two times the Rep of the character.	11
Up to the three times the Rep of the character.	10
Over four times the Rep of the character.	9
Over five times the Rep of the character.	7
Over six times the Rep of the character.	5
Over seven times the Rep of the character or more.	4

NOW WHAT?

Now that you know the MM Target Number, we can see how crazy you *really* are. Here's how we do it:

- Roll 2d6, add the results, and compare the score to the Target Number.
- Consult the Going Hatter Results Table.
- Go down the left-hand column to the row that matches the score rolled ,versus the Target Number.
- Go across to the next column and find out your results.
- Immediately carry out the results.

X GOING HATTER RESULTS

(Difference between 2d6 roll and the Target Number)

SCORE	RESULT
3+ or more than the Target Number	<i>You're gone.</i> The character is Obviously Dead.
1 or 2 more than the Target Number	<i>On the edge!</i> Immediately add 2 to your current MM Value.
Target Number or less	<i>It's all good!</i> Character has its Stims usage under control.

"What about the chance of an intervention occurring?"
Oh yeah, that'd be zero. Remember what Nancy said?

5150 NEW BEGINNINGS – URBAN RENEWAL

STOP!

You are a Rep 4 mercenary with a MM Value of 18. What's your MM Target Number? You just had a failed Encounter and your Rep dropped to 3. What's your MM Target Number now?

Your MM Target number in this exercise is 9. If you take the Metal Madness Results Test and score an 11 what happens? What is your new MM Value?

How does a Metal Manic fight the last target in an Encounter?

Score 3+ over your MM Target Number on the Metal Madness Results Test turns the character into a Metal Maniac. What happens to the character that scores 3+ on the Going Hatter Results Test?

PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has prior and during the game. By using PEFs we create a sense of uncertainty as to the size of the enemy force, its composition and location. Heck a PEF could even be just a case of nerves!

GENERATING PEFs

There are two ways to generate PEFs. The first is at the start of the Encounter. Here's how we do it:

- After the terrain has been set up, forces generated, and the player has entered or been placed on the table it's time to generate the PEFs.
- Be sure to set the Target Building (the Building that you must go to for your Encounter) in the section opposite from where your characters will enter.
- Go to the New Hope Transit System Map (page 62) and see how many PEFs are on the table for the Area and the Day Part. This info can be found in the Area Rectangle.
- Roll 1d6. The score indicates which numbered section of the table will contain a PEF.
- Place a PEF marker of any type in this section of the table, to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF, be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have placed all the PEFs for the Area and Day Part.

- It is possible to have more than one PEF in the same section.
- Do *not* place PEFs in buildings, as we will be using the Defining Moment rules as well.

GENERATING PEFs DURING THE ENCOUNTER

The second way to generate PEFs is during the Encounter. Here's how we do it:

- When rolling for Activation and "doubles" come up, you may have generated a new PEF.
- If the "doubles" exceed the Law Level of the Area, a PEF has been generated.
- Place it normally, even if this puts it in the same section as the player characters.
- If the "doubles" are equal or less than the Law Level of the Area, no PEF has been generated, just re-roll the dice and continue on normally.

RE-STOCKING PEFs

When you leave the Target Building the PEFs must be restocked. Here's how we do it:

- On the turn that the characters will exit the Target Building, count how many unresolved PEFs are on the table.
- If there are less than the starting number found in the Area Rectangle on the Transit Map (page 62), generate new PEFs to bring the total up to that number.

Example – Billy Pink has finished a night of Chillin'. He will leave the bar this turn. He is in the Pub & Rec Area of NHC. Looking on that Area Rectangle, he sees that for the Late Day Part there should be 3 PEFs. There is only one unresolved PEF, so I must roll for 2 new ones. These are placed normally.

PEF REP

Just like characters have Reputation, so do PEFs. All PEF's have a Rep of 4 until they are resolved.

PEF MOVEMENT

PEFs move just like actual figures, based on their Rep. Here's how we do it:

- When the PEF side activates, start with the PEF that is closest to any player group.
- Roll 2d6 versus the PEF Rep of 4.
- Determine how many d6 are passed.
- Consult the PEF Movement Table and carry out the results. PEFs will move the full distance, do not suffer terrain movement penalties, and will

5150 NEW BEGINNINGS – URBAN RENEWAL

end their move in terrain, counting cover, when being resolved.

- If the PEF must be resolved, it is done prior to moving the next PEF.
- When the PEF has finished its movement and all actions and reactions caused by it have been completed, move on to the next PEF that is closest to any player group.
- Continue until all PEFs have had a chance to roll to move.

2

PEF MOVEMENT

(Taken versus the Rep of 4)

# D6 PASSED	RESULT
2	The PEF moves 1 section directly towards player.
1	Any PEF outside of a building will enter the closest building in the section. Any PEF inside of a building will exit the building into the section.
0	PEF moves 1 section away from the player. Any PEF at the table's edge will not leave the table but remain in place instead.

RESOLVING PEFs

Here's how we do it:

- The PEF is active and moves into LOS of a player group or an active player group moves into LOS of the PEF. In either case this will trigger PEF Resolution. *Note that during the Evening and Late Day Parts the PEF and player group must be in LOS and in the same section!*
- Start with 2d6.
- Modify the Rep of the PEF or number of d6, to be rolled by any applicable Circumstance
- Roll the modified number of d6 versus the modified Rep of the PEF.
- Determine how many d6 are passed.
- Consult the PEF Resolution Table and immediately carry out the results.

2

PEF RESOLUTION

(Taken versus the Rep of the PEF)

CIRCUMSTANCE	MODIFIER
Daytime	+1
Evening	+1
Late Day Part	-1
"Something's going on." was scored earlier in the Encounter.	+1d6

D6
PASSED

RESULT

2	<i>You have contacted other characters!</i> Generate the number of NPCs you have met (page 79). Next roll on the Who Are They Table, to see who they are (page 79). Note that a result of Police is <i>always</i> a Police Cruiser. ⁽¹⁾ Go to the Circle (page 13) and determine who each NPC is. They may have different Professions. Finally Interact with them using a People related Challenge (page 112).
1	<i>Something's going on.</i> Use 3d6 from now on when resolving PEFs during this Encounter.
0	<i>Nothing of consequence!</i> Whoever they were, they continued on with their business and off the table.

(1) Two officers each equipped with Armored Jackets and BAP. If shots have been fired during the Encounter, one officer will substitute a Shotgun for the BAP. The Leader is Long Range Com-Linked. Roll 1d6 for each Police Officer as they arrive. On a result of "1", the officer is a Zhuh-Zhuh.

DEFINING MOMENT

Here's a rule that you will use a lot. It's called the *Defining Moment*. Here's how we do it:

- When one or more of your characters enters a building for the *first time*, this will be the one Defining Moment of the visit, for that Day Part. This may result in contact with NPCs.
- Resolve each Defining Moment as if it were a PEF.
- When entering a building to meet someone in particular, the Defining Moment is resolved *before* meeting them.

MULTIPLE MOMENTS

So you just had a friendly chit chat with some locals, great. Want more? Here's how we do it:

5150 NEW BEGINNINGS – URBAN RENEWAL

- If you choose to stay in a building through to another Day Part, there will be another Defining Moment.
- If you choose to visit the second floor or basement of the building, there will be another Defining Moment.
- If you leave the building and come back on another Day Part, there will be another Defining Moment.
- If you choose to divide the building into multiple sections or floors, when you enter a section or floor for the first time, there will be a Defining Moment. This can be as many sections or floors as you like!

HOW MANY OF THEM?

You have resolved the PEF as Non-Player Characters. Now you must determine how many of them there are. Here's how we do it:

- Start with a number of opponents, equal to the size of your group. If you have five figures, then start with five.
- Roll 1d6.
- *If the die score is an odd number*, convert it into a 1/2d6 result and subtract it from the starting number.
- *If the die score is an even number*, convert it into a 1/2d6 result and add it to the starting number.
- You can never have less than one opponent.

Example – As I am by myself, my opposition starts with 1 opponent. If my friends had shown up, there would have been 3 of us and she would have started with 3. Bambi rolls 1d6 and scores a 4. This converts to a 1/2d6 result of 2. As it's an even number, this is added to the original 1 for a total of 3. Bambi has brought two friends to the party.

WHO ARE THEY?

Now it's time to determine who they are. Here's how we do it:

- Go to the appropriate Who Are They Table for the Area you are in.
- Roll 2d6, add the results together and go down the Left-hand column of the table to the row that matches the total.
- Go across to the appropriate column for the Area.
- This tells you what Circle NPCs you have met.
- Go to the appropriate Circle (page 13) and roll 2d6, add the scores, and go down to the appropriate row. This is the NPC you have met.

- If there are more NPCs, the first NPC you scored is the Leader. Now roll 1d6 for every additional NPC you have met and go across to the appropriate column for the score rolled.

2

WHO ARE THEY?

(Add the results together)

#	CITY HALL	FINANCIAL DISTRICT	THE HEIGHTS	MIDDLE INCOME
2	Joe 1 & 2	Joe 1 & 2	Mover	Joe 1 & 2
3	Exotic	Criminal	Shaker	Joe 4
4	Joe 1 & 2	Joe 4	Mover	Police
5	Mover	Mover	Mover	Exotic
6	Exotic	Shaker	Police	Exotic
7	Shaker	Shaker	Mover	Shaker
8	Police	Shaker	Mover	Shaker
9	Mover	Police	Shaker	Joe 5 & 6
10	Criminal	Joe 5 & 6	Criminal	Joe Spouse
11	Police	Joe Spouse	Shaker	Joe Spouse
12	Criminal	Joe Spouse	Shaker	Joe 3

2

WHO ARE THEY?

(Add the results together)

#	LOWER INCOME	PUB & REC	SPACE PORT
2	Police	Joe 5 & 6	Joe 1 & 2
3	Joe 1 & 2	Joe 1 & 2	Shaker
4	Joe Spouse	Police	Police
5	Exotic	Exotic	Exotic
6	Joe 3	Criminal	Exotic
7	Joe 3	Shaker	Joe 3
8	Joe 1 & 2	Criminal	Criminal
9	Criminal	Shaker	Joe 3
10	Criminal	Mover	Criminal
11	Criminal	Joe 4	Joe 3
12	Criminal	Joe 5 & 6	Joe 1 & 2

5150 NEW BEGINNINGS – URBAN RENEWAL

Example – I decide to meet an Ordinary Joe Stripper, uh, Exotic Dancer at a Bar. I enter the table from the opposite end of where the Bar is located (it's in section 1 and I enter section 9) and move towards it.

Eventually I reach the Pink Door and enter. I immediately roll to resolve a PEF, the Defining Moment. Rolling on the PEF Resolution Table I modify the Rep (4) by +1 for being the Evening Day Part. I score a 3 and 4; pass 2d6 versus the modified Rep of 5.

I have run into someone, so roll to see how many of them there are (page 79). I start with 1 as I am alone and roll 1/2d6 scoring a 4. This means I add 2 additional NPCs to the first NPC. I've met three NPCs.

I now go to the Who Are They Table. Looking on the column for the Space Port I roll 2d6 and score a 7. I have run into an Ordinary Joe #3.

I now go to the Circle - Ordinary Joes Table, look under the 3 section and roll a 3. There is a chance that he could be an Alien. I roll 1d6 versus the first Alien type and score a 1. I have run into a Manufacturing guy, a Zhuh-Zhuh, maybe there to do maintenance on the building. The more detail I have, the richer the stories will be.

But now who are the other two NPCs? I roll 2d6, one for each and score a 2 and 6. Going across the Manufacturing row, I see he is with two more Ordinary Joes. I roll on the Circle and score a Wait Staff and Engineer. The Wait Staff also covers a dancer at a club so, coincidentally, I have found her.

Isn't that a lot of dice rolling? Not really when you realize that you are building a story, with NPCs that can be used in future Encounters. I now have a dancer, an Engineer and a manufacturing guy, ready for future use.

How NPCs Move

When PEFs are first deployed, they will move according to the PEF Movement Table.

When PEFs are resolved and figures placed on the table, these Non-Player figures use the NPC Movement Table, when they activate. If playing against another person, this table is not used. Here's how we do it:

- Start with the group closest to any player group and work towards the group farthest away.
- Roll 2d6 versus the Rep of the group's Leader.
- Determine how many d6 were passed.
- Consult the NPC Movement Table and immediately carry out the results.

2

NP MOVEMENT

(Taken versus NPC Leader Rep)

#D6 PASSED	RESULT
2	<p>If no combat has started :</p> <ul style="list-style-type: none"> They will move towards the nearest opposing group, taking a People related Challenge, when moved to within 6". <p>If combat has started:</p> <ul style="list-style-type: none"> Loaded and drawn ranged weapons will fire. Unloaded will Duck back and reload. Others will Charge into Melee. If cannot do either, will move towards the nearest opposing group, staying in cover, if available.
1	<p>If no combat has started :</p> <ul style="list-style-type: none"> If outnumber the opposing group by 2:1 or greater, they will move towards the nearest opposing group, taking a People related Challenge, when moved to within 6". If they do not outnumber the opposing group by 2:1 or greater, will enter a building if in the same section or halt in place, if there is not. <p>If combat has started:</p> <ul style="list-style-type: none"> Loaded and drawn ranged weapons will fire. Unloaded will Duck back and reload. Others will Charge into Melee. If cannot do either and outnumber the opposing group by 2:1 or more, they will move towards the nearest opposing group, staying in cover, if available. If cannot do either and do not outnumber the opposing group by 2:1 or more, they will Duck Back.
0	<p>If no combat has started :</p> <ul style="list-style-type: none"> They will enter a building if in the same section or halt in place, if there is not. <p>If combat has started:</p> <ul style="list-style-type: none"> If outnumber the opposing group by 2:1 or more, or if Police, will Duck Back. If do not outnumber the opposing group by 2:1 or more, others will Run Away.

5150 NEW BEGINNINGS – URBAN RENEWAL

GENERATING NPCs

This section will show you how to generate the Non-Player Characters you will come into contact with. They can be friends, enemies or neutrals who exchange pleasantries as they go by. You can use this when designing Encounters or you will be directed here, from a PEF resolution. Here's how we do it:

- Determine how many NPCs you will need (page 79).
- Go to the appropriate Circle (page 13) for the NPC.
- Roll to see if they are a Basic or Alien.
- Go to the appropriate NPC Generator. Remember that Zhuh-Zhuhs will use the same Generators as Basics.
- Roll 1d6, read the result as rolled.
- Go down the left-hand column to the appropriate row, then across to see the Gender, Rep, Skills and Weapon, if any.
- Continue the process for all NPCs. It is okay to roll the same number more than once.

1 GANGER GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	4	3	2	4	P
2	M	4	4	3	2	MP
3	F	3	3	2	1	None
4	F	4	4	3	2	P
5	F	4	4	2	3	MP
6	M	5	5	4	3	BAP

1 GRATH GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	4	4	2	3	BAP
2	M	4	4	2	3	BAMP
3	M	4	4	2	3	BAP
4	M	4	4	2	3	BAMP
5	M	4	4	2	3	BAP
6	M	4	4	2	3	BAP

1 HISHEN GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	3	3	1	2	BAP
2	M	3	3	2	1	P
3	M	3	3	1	2	P
4	M	3	3	1	2	MP
5	M	4	3	4	2	BAP
6	M	4	3	2	4	MP

1 LWC GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	5	5	3	4	BAP
2	F	4	2	3	4	None
3	M	4	3	4	2	P
4	F	3	3	2	1	BAP
5	M	3	2	3	0	None
6	F	4	3	4	2	None

1 MERCENARIES GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	4	4	2	3	BAP
2	M	5	4	3	5	MP
3	F	5	5	3	4	BAP
4	F	4	4	2	3	MP
5	M	4	4	2	3	BAP
6	M	5	5	3	4	BAP

1 POLICE GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	4	4	2	3	BAP
2	F	5	4	5	3	BAP
3	F	3	3	2	1	BAP
4	M	4	4	3	2	BAP
5	M	4	4	3	2	BAP
6	M	5	5	3	4	BAP

5150 NEW BEGINNINGS – URBAN RENEWAL

1

RAZOR GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	F	4	4	2	3	None
2	F	5	4	5	3	None
3	F	4	4	2	3	None
4	F	4	4	3	2	None
5	F	4	4	3	2	None
6	F	5	5	3	4	None

1

XEOG GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	F	5	3	4	5	None
2	F	5	4	5	3	None
3	F	5	5	4	3	None
4	F	5	5	3	4	None
5	F	4	4	3	2	None
6	F	5	5	3	4	None

STOP!

PEF stands for Possible Enemy Force but it could be nothing but a case of nerves or friendly Non-Player Characters.

The number of PEFs on the table will vary by the Area of NHC you are in and the Day Part. You will find this info on the Transit Map (page 62). How many PEFs would there be in the City Hall Area, in the Daytime Day Part?

PEFs have a starting Rep of 4. How can it increase during the Encounter?

When you enter a building for the first time, you will have a Defining Moment. How do you have multiple Defining Moments?

When you meet NPCs, how do you determine how many of them there are? How do you determine who they are? You can choose to have them all be the same Profession, come from the same Circle, or roll them up based on the NPC Leader Circle.

Whatever you do, be sure to keep the NPCs for future use.

ENCOUNTERS

Your games in *Urban Renewal* are called Encounters. There are three types. The first is a Voluntary Encounter, where you choose what you want to do. The second is an Involuntary Encounter, which is thrust upon you. The third are Traveling Encounters, which are also thrust upon you.

- You will have one Involuntary Encounter per month.
- You can choose up to three Voluntary Encounters.
- You can have an *unlimited* number of Traveling Encounters, as you move about New Hope City.

Regardless of the type of Encounter you have, it will never play out the way you expect it to, because most of the time you will only have a vague idea of what to expect.

VOLUNTARY ENCOUNTERS

At the start of every month, you must roll for an Involuntary Encounter. After that, you can choose to have up to three Voluntary Encounters. There are six different types to choose from. Note that these are also possible as Involuntary and Travel Encounters thrust upon you.

ARREST (PAGE 84)

In an Arrest Encounter, you are arresting someone. This means you are usually a member of the NHC Police department but you could be making a Citizen's Arrest.

CHILLIN' (PAGE 85)

In a Chillin' Encounter, you are out in the city or at a friend's Home, just getting some rest and relaxation.

CONFRONTATION (PAGE 86)

In a Confrontation, you have run into or choose to run into NPCs.

GAMING HOUSE (PAGE 89)

In a Gaming House Encounter, you are going out to gamble and win some money. You can also choose to partake in some City Licensed "companionship".

RAID (PAGE 92)

In a Raid Encounter, you are invading a place. This can be for a variety of reasons.

5150 NEW BEGINNINGS – URBAN RENEWAL

ROBBERY (PAGE 93)

In a Robbery Encounter, you are robbing someone. This means you are usually a member of the Criminal Element.

INVOLUNTARY ENCOUNTERS

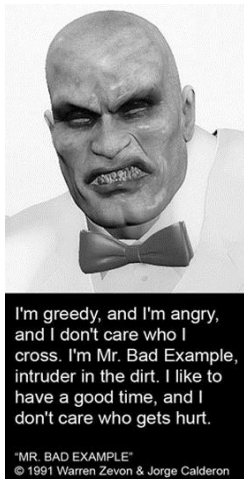
Once a month, the player may have an Involuntary Encounter. Here's how we do it:

- At the start of the month, roll 1d6 and read the result as rolled.
- If you score a 1, 2 or 3, you will have an Involuntary Encounter. Roll 1d6 on the Involuntary Encounter Table.
- If you score a 4, 5 or 6, you will not.

1 INVOLUNTARY ENCOUNTER

(Read result as rolled)

#	ENCOUNTER
1	You have a Job Offer (page 94). If you refuse the offer, then it's a Chillin' Encounter (page 85). Generate the Area by using the Transit Map (page 62). Roll the Day Part randomly (page 59).
2	You have a Job Offer (page 94). If you refuse the offer, then it's a Chillin' Encounter (page 85). Generate the Area by using the Transit Map (page 62). Roll the Day Part randomly (page 59).
3	You have a Confrontation Encounter (page 86). Generate the Area by using the Transit Map (page 62). Roll the Day Part randomly (page 59).
4	You have a Confrontation Encounter (page 86). Generate the Area by using the Transit Map (page 62). Roll the Day Part randomly (page 59).
5	Your Home is Burglarized (page 17).
6	Your Home is Burglarized (page 17).



TRAVEL ENCOUNTER

Before and after every Encounter, you will need to go from there to somewhere else. Maybe you're going Home or to a restaurant or anywhere. When you enter an Area, there is chance of a Travel Encounter. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- If a "1" is scored, you have a Travel Encounter. Go to the Travel Table for more info.
- Any other score and you reach your destination safely.

TRAVEL ENCOUNTER

You have a Travel Encounter. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstance.
- Consult the Travel Encounter Table and immediately carry out the results.

1 TRAVEL ENCOUNTER

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Law Level of the Area.	+1

#	RESULT
5 or less	Robbery ⁽¹⁾
6	Arrest or Robbery ⁽¹⁾
7	Confrontation
8 or more	Chillin'

(1) There is a chance (1 – 4), that you actually are witnessing a Robbery and not the target.

ARREST OR ROBBERY

If you have a Warrant (page 66) out on you, then you are having an Arrest Encounter (page 84).

If you do not have a Warrant out on you, then you are having a Robbery Encounter (page 93).

CHILLIN'

You run into NPCs and have a Chillin' Encounter (page 85), if you have the time. If you don't have the time, you can pass and continue on your way.

5150 NEW BEGINNINGS – URBAN RENEWAL

CONFRONTATION

You run into NPCs and have a Confrontation Encounter (page 86).

ROBBERY

You are having a Robbery Encounter (page 93).

If witnessing a Robbery (1 – 4), you can get involved. You arrive on the scene 3” from both parties, after weapons have been drawn or the robbing has occurred.

Example – Billy Pink is on the way to the Pub & Rec Area, to meet a friend. While on City Transit, at the Lower Polariston stop I roll for a Travel Encounter and score a “1”. I then roll 1d6 on the Travel Encounter Table, add 2 for the Law Level, for the Evening Day Part (Check the map) and score a 5. Someone gets on the train at the Polariston station and attempts a robbery. I roll 1d6 and score a 4, Billy is a Witness to a robbery attempt. Does he get involved?

PRESENTATION

Although they may be different from each other, Encounters are always presented in the same form.

- **Encounter Name** - This tells you the type of Encounter and provides a brief description.
- **Objective** - This tells you how to be successful.
- **Forces** - This tells you the forces involved.
- **Terrain** - This outlines the terrain of the table.
- **Deployment** - This tells you where the forces and PEFs are placed.
- **Special Instructions** - This is information that is not covered in the other sections.

ARREST

In an Arrest Encounter the player is attempting to arrest one or more NPCs. You may be a member of the NHC PD, a Bounty Hunter, or making a Citizen’s Arrest.

OBJECTIVE

- To capture the NPC or NPCs.

FORCES

- You *may* take members of your band, if they are available (page 24).
- NPCs will be generated normally.

TERRAIN

- Set up the terrain as an Intersection (1 - 2) or Street (3 – 6).
- Place the Target Building, your destination, at the section opposite from where you enter the table.

DEPLOYMENT

- PEFs are placed on the table normally (page 77).
- Your group will enter through sections 7, 8, or 9.

SPECIAL INSTRUCTIONS

- The player decides in which Day Part the Encounter is occurring.
- The Arrest will take place, in an Area generated by the Transit Map (page 62).
- Generate the Target Building normally (page 51).
- Establish the Law Level based on the Area. See the Transit Map (page 62) for this info
- Generate PEFs normally (page 77).
- Resolve PEFs as needed (page 78).
- The first time a character enters a building, the Defining Moment (page 78) is used.
- Use the How Many of Them section (page 79).
- Use the Who Are They Table (page 79), when NPCs are needed.
- Use the NPC Movement Table (page 105), when needed.
- Remember to add PEFs to equal the original number at the start of the Encounter, when you exit *any building*.

5150 NEW BEGINNINGS – URBAN RENEWAL

FINDING THE TARGET

When you resolve a PEF, you may or may not find the NPCs that you are looking for. How do you know when you do? Here's how we do it:

- *The Target NPC will be the first PEF you resolve, that matches its Circle.*
- This could be a PEF in the Target Building or outside the building.
- This could be as you are going to or from the Target Building.
- The NPC may not be alone (1 – 3).
- It is possible that you can miss the Target.

Example - Billy Pink is looking for a Ganger in the Pub & Rec Area. The first PEF he resolves is a Shaker. Not the Target, as it is a different Circle. The next PEF he resolves is a Criminal Element. Bingo! Same Circle so that's the Target.

THE ARREST

Follow the procedure as found on page 64.

BRING 'EM IN

After you have captured your target, you "bring 'em in". Here's how we do it:

- Exit the table with the NPC from the same section you entered. You must still resolve PEFs while doing so.
- Once you exit the table, head for the City Hall Area, if taking the NPC or to the Area where your Employer is. Remember to check for a Travel Encounter, as you enter a new Area. If you have a Confrontation it is the arrested NPCs friend trying to rescue him!
- Collect any Wages (page 96) that are due.

CHILLIN'

In this Encounter, the player is out for a good time and some relaxation. How the player interacts with the NPCs he runs into, is through a People related Challenge. Chillin' is also used if you are Gun Running (page 102) or Recruiting (page 23).

OBJECTIVE

- You can recruit, cut deals, or just hang out and see what happens.
- The Encounter continues, until you decide to leave.
- For a successful Chillin' Encounter, you must have at least one successful People related Challenge, with an NPC and no unsuccessful ones.

FORCES

- You *may* take members of your band, if they are available (page 24).
- NPCs will be generated normally.

TERRAIN

- Set up the terrain as an Intersection (1 - 2) or Street (3 - 6).
- Place the Target Building, your destination, at the section opposite from where you enter the table.

DEPLOYMENT

- PEFs are placed on the table normally (page 77).
- Your group will enter through sections 7, 8, or 9.

SPECIAL INSTRUCTIONS

- The player decides in which Day Part, the Encounter is occurring.
- The player decides where he is Chillin'.
- Generate the Target Building normally (page 51).
- Establish the Law Level, based on the Area. See the Transit Map (page 62) for this info
- Generate PEFs normally (page 77).
- Resolve PEFs as needed (page 78).
- The first time a character enters a building, the Defining Moment (page 78) is used.
- Use the How Many of Them section (page 79).
- Use the Who Are They Table (page 79), when NPCs are needed.
- Use the NPC Movement Table (page 105) when needed.

5150 NEW BEGINNINGS – URBAN RENEWAL

- Remember to add PEFs to equal the original number at the start of the Encounter, when you exit *any building*.

ROBBERY

One of the pitfalls of Chillin' is the chance of being robbed as you leave the building. Here's how we do it:

- Consult the Robbery Table.
- Start with 2d6.
- Modify the Law Level of the Area, by any applicable circumstances.
- Roll 2d6 versus the modified Law Level. The minimum Area Law Level is "1".
- Determine how many d6 are passed and immediately carry out the result.

2	ROBBERY
<i>(Taken versus the Law Level)</i>	

CIRCUMSTANCE	MODIFIER TO LL
If alone or accompanied by a woman only	-1

#D6 PASSED	RESULT
2	<i>No worries bud. Continue on without incident.</i>
1	<i>Your suspicions are confirmed. Go to the Robbery Encounter, counting as "suspicious".</i>
0	<i>Hands in the Air! Go to the Robbery Encounter.</i>

Example – Billy and Char decide to leave the Pink Door. The Law Level Late in the Pub & Rec Area is 2. This is modified by a -1, as Billy is with a woman only. Rolling 2d6 versus the new Law Level of 1, he scores a 4 and 5, passes 0d6, and will now have a Robbery Encounter.

CONFRONTATION

In this Encounter, the player and the opposition have met each other and not on the best of terms. The opposition has you cornered and intends to do you physical harm. Or you could be causing the Confrontation, in that case, just flip the script.

OBJECTIVE:

- To escape unharmed.

FORCES

- You may be alone or with others.
- The Opposition will be generated as per the Special Instructions.

TERRAIN

- The Confrontation takes place, in an Alley (page 50).

DEPLOYMENT

- No PEFs are used.

SPECIAL INSTRUCTIONS

- The Confrontation will take place, in an Area generated by the Transit Map (page 62).
- Determine the Day Part randomly.
- Establish the Law Level, based on the Area. See the Transit Map (page 62) for this info
- Place your group in the center of the alley.
- Place the opposing group 3" away and in LOS of your group.
- Go to Walk the Walk (page 88).

YOUR GRUNTS

You can choose to have the Confrontation by yourself. There *may* be members of your group, with you, when the Confrontation Encounter takes place. Here's how we do it:

- Roll 1d6 versus the Rep of each of your group members.
- If the result is lower than the Rep of the Grunt, it will not be with you, for the Encounter.
- If the result is equal or higher than the Rep of the Grunt, it will be with you, on the Encounter.

5150 NEW BEGINNINGS – URBAN RENEWAL

WHO IS IT?

So you're having a Confrontation. If you already know who's causing the Confrontation, you can skip this step. But if you don't, here's how we do it:

- Roll 1d6 and read the result as rolled.
- Consult the Confrontation – Who Table.

1	CONFRONTATION - WHO (Read the result as rolled)
----------	---

#	RESULT
1	Hated Enemy (page 87). If no Hated Enemy, then count as if rolled a "2".
2	Job Related.
3	Job Related.
4	Gangers.
5	Personal Problem. A jealous husband, wife, ex-whatever or similar.
6	Personal Problem. A jealous husband, wife, ex-whatever or similar.

HATED ENEMY

You'll already have the info on him, from a previous Encounter. If you forgot to keep the info, use the Who Are They Table (page 79), for the Area and Day Part, to determine who it is. Keep the info for future use.

JOB RELATED

This will be someone from your current (1 – 2) or previous Job (3 – 6), that is holding a grudge. Use the Who Are They Table (page 79) for the Area and Day Part, to determine who it is, if you don't already have a candidate.

PERSONAL PROBLEM

This is someone from your personal life. If you cannot think of anyone, use the Who Are They Table (page 79) for the Area and Day Part, to determine who it is. Keep the info for future use.

WHO ARE THEY?

Now that you know who's causing the Confrontation, let's determine who's involved. Here's how we do it:

- Consult the Confrontation Opposition Table, based on the person you are having the Confrontation with.
- This will instantly tell you who the other NPCs are, if any.

X

CONFRONTATION OPPOSITION

CONFRONTER	GRUNTS
Criminal Element - Dealer	Gangers
Criminal Element - Other	Gangers
Criminal Element - Smuggler	Mercenaries
Criminal Element - Ganger	Gangers
Exotics	Friends with the same Profession.
Movers	Private Security ⁽¹⁾
Ordinary Joes	LWC (1 – 5) or Ganger (6)
Shakers	Private Security ⁽¹⁾

(1) Government characters will use "off-duty" Police, while others will use Private Security (Police Reaction Tests). The Mover or Shaker will not be present, only his minions will.

Example – Did I mention that Bambi is the name of a Qwik player? Anyway, Bambi and I are having a Confrontation. I have two friends in my band and maybe they are with me, when Bambi and I get into it. One's a Rep 5 and the other a Rep 4. I roll 1d6 for each and score a 1 and 2. As that's lower than their respective Reps, they're not with me.

Bambi is an Exotic, so looking on the Confrontation Opposition Table, she'll be bringing Qwik players with her, if anyone else. She shows up with two of her Qwik player friends. How'd that happen?

THEIR GRUNTS

We're reprinting the How Many of Them section, for your convenience. Use this procedure, when determining how many opponents you have run into. Here's how we do it:

- Start with a number of opponents, equal to the size of your group. If you have five figures, start with five.
- Roll 1d6.
- If the die score is an odd number, convert it into a 1/2d6 result and subtract it from the starting number.
- If the die score is an even number, convert it into a 1/2d6 result and add it to the starting number.
- You can never have less than one opponent.

Example – As I am by myself, my opposition starts with 1 opponent. If my friends had shown up, there would have been 3 of us and she would have started with 3. Bambi rolls 1d6 and scores a 4. This converts to a 1/2d6 result of 2. As it's an even number, this is added to the original 1, for a total of 3. Bambi has brought two friends to the party.

5150 NEW BEGINNINGS – URBAN RENEWAL

WALK THE WALK

It's come time to physically settle the issue. The opposition has you cornered and intends to do you physical harm. How bad?

- Movers and the Criminal Element *may* use weapons and deadly force. Here's how we do it:
 - Take a People related Challenge, without any modifiers, versus their Leader.
 - If you succeed they will just try and give you a good old fashioned butt-kicking.
 - If you score the same or less number of successes, they will use weapons.
 - Once they start using weapons in a Confrontation, they will continue to do so, in any future Confrontations.
- Shakers, Exotics, and Ordinary Joes will not use weapons, just a good old fashion butt-kicking. Unless you make them do it twice, then count them as Movers or Criminal Element.

OKAY, LET'S GET THIS THING STARTED

Here's how we do it:

- The two Leaders take an In Sight Test, with neither counting as active.
- The Leader with the higher number of successes, goes first. Ties cause the test to be taken again but with both taking a -1d6 penalty.
- The Leader scoring the higher number of successes, will do one of the following, Stars can choose to do any of the following:
 - If weapon already drawn, fire.
 - If weapon drawn or not drawn, take a People related Challenge, to talk their way out of the situation. Must score more successes than opponent to be let off "with a warning". In future People related Challenges, count as had a Run In with this NPC.
 - If weapon not drawn, draw a weapon, if appropriate for its Circle, and snap fire.
 - If weapon not drawn, charge directly into melee, with the closest target without a Charge into Melee Test ⁽¹⁾ being taken.

Grunts will do the following:

- If weapon already drawn, fire.
- If weapon not drawn, roll 1d6:
 - (1 – 3) Draw a weapon, if appropriate for its Circle, and snap fire.
 - (4 – 6) charge directly into melee with the closest target, without a Charge into Melee Test ⁽¹⁾ being taken.

After the character resolves its action, roll for Activation normally.

(1) If anyone from either group has drawn weapons, the character will draw a weapon, instead of charging.

Example – Bambi and I take an In Sight Test with neither of us counting as active. I score 3 successes and she scores 2. I choose to pull a BAP and decide to have a People related Challenge with her, to talk my way out of it. We do and she's not agreeable, so we roll for Activation. I score a 3 she scores a 4. Bambi and her buddies act first.

ENDING THE ENCOUNTER

The Encounter continues, until one side has left the table, has had all of their characters go Out of the Fight or worse, the Police have arrived.

AFTER THE CONFRONTATION

Okay, so what happens after the Confrontation? Well, if you're lucky, you escaped harm. But if not and you have been captured unharmed or due to an Out of the Fight, this is what happens next:

- Consult the Confrontation Mercy Table.
- Start with 2d6.
- Modify this, by any applicable Circumstances.
- Roll the modified total, versus the People Skill of the enemy Leader.
- Determine how many d6 were passed.
- Consult the Mercy Table and immediately carry out the results.

PEELING BACK THE ONION

So here's another tool to build your stories. You just had a Confrontation and won. *Wouldn't you like to find out who their Employer was?* Here's how we do it:

- Take a People related Challenge with the NPCs.
- If you are successful go to that NPC's Circle Table (page 13).
- Go down to its row, then roll 1d6, and go across to see the Circle of the Employer.
- Go to that Circle; roll 2d6, adding the scores together, then down to the total in the left-hand column.
- There's the Employer. Check your Character Journal, you may (1 – 3) know who they are!

5150 NEW BEGINNINGS – URBAN RENEWAL

2

CONFRONTATION MERCY

(Taken versus People Skill)

CIRCUMSTANCE	MODIFIER
You have a higher People Skill than your opponent.	+1d6
Each subsequent time you take this test.	-1d6
If this Confrontation was caused by a Mover.	-1d6

#D6 PASSED	RESULT
2 or more	He tells you to leave him alone or stop whatever behavior you were doing, that angered him. ⁽¹⁾ If not he will Confront you again. ⁽²⁾
1	If you took this test previously with this NPC, treat as if passed 0d6. Otherwise he takes all your weapons and Items and tells you to leave him alone or stop whatever behavior you were doing that angered him. If not he will kill or have you killed. ⁽²⁾
0	He kills or will have you killed. ⁽²⁾

(1) This could be that you are dating his wife, or talking bad about him, or whatever you want it to be. (2) Next time you run into a Hated Enemy, it's him and he will try and Confront or kill you.

GAMING HOUSE

Should you go to a Casino or a Gaming House; what's the difference? In the Pub & Rec Area, there are Casinos that cater to gambling only. The Gaming Houses provide other services.

In this Encounter, you go to a special Gaming House to spend some quality time. While there, you can partake in two activities, Gambling and City Licensed "Companionship".

OBJECTIVE

- To win at gambling.
- To find some City Licensed "Companionship".
- Each is a success.

FORCES

- You *may* take members of your band, if they are available (page 24).
- NPCs will be generated normally.

TERRAIN

- Set up the terrain as an Intersection (1 - 2) or Street (3 - 6).
- Place the Target Building, your destination, at the section opposite from where you enter the table.

DEPLOYMENT

- PEFs are placed on the table normally (page 77).

SPECIAL INSTRUCTIONS

- The player decides to have the Encounter in the Evening or Late Day Part.
- The player must go to the Space Port Area for a Gaming House. If going to a Casino, go to the Pub & Rec Area but you cannot find licensed "companionship" there. Companionship, yes, licensed, no.
- Generate the Target Building normally (page 51).
- Establish the Law Level, based on the Area. See the Transit Map (page 62) for this info
- Generate PEFs normally (page 77).
- Resolve PEFs as needed (page 78).
- The first time a character enters a building, the Defining Moment (page 78) is used.
- Use the How Many of Them section (page 79).
- Use the Who Are They Table (page 79), when NPCs are needed.
- Use the NPC Movement Table (page 105), when needed.
- Remember to add PEFs to equal the original number at the start of the Encounter, when you exit *any* building.

EMPLOYEES

Here are the employees of the business.

OWNER

This is the owner of the Gaming House. Use the Circle – Ordinary Joes Store Owner. There is a chance (1) that the Gaming House Owner could be a Xeog.

DEALERS

These are the dealers who run the games. Use the Circle – Ordinary Joes Sales Clerk. There is a chance (1) that the dealer could be an Alien; Xeog (1 – 2) or Muggy Zhuh-Zhuh (1 – 3).

5150 NEW BEGINNINGS – URBAN RENEWAL

COMPANION

These are the City Licensed companions, of the Gaming House. Use the Circle – Ordinary Joes Wait Staff. There is a chance (1 - 2) that the companion could be an Alien; Xeog (1 - 3) or Razor (1). If appropriate, male companions can be substituted.

BARTENDER & SERVERS

These are the Party Favor related staff, of the Gaming House. Use the Circle – Ordinary Joes Wait Staff. There is a chance (1) that the bartender could be a Xeog.

GAMBLING

We use a quick and easy way to gamble, with little book keeping or props. Here's how we do it:

- You are allowed to place as many bets as long as you have cash d6 to spend.
- Keep track of the number of bets you win and lose.
- After you have finished the Encounter and exited the table, you will “cash out” the difference, in bets, win or lose.

THE GAME

Let's explain the game. We call it *Black Hole* and here's how we play it:

- The player declares he is betting this round and rolls his Cash d6.
- The game is started by rolling 2d6. Any result of *doubles* means no bet, re-roll.
- Any other result and arrange the lower score on the left and the higher score on the right.
- The player then bets if the third roll will be *inside* the two previous scores or *outside* the two previous scores.
- If the third d6 matches any of the previously rolled d6, the player loses.
- If the player bets the d6 will be *outside* and it is *inside*, he loses.
- If the player bets the d6 will be *inside* and it is *outside*, he loses.

Example – Billy Pink sits down for a game of Black Hole. Billy decides to make 5 bets at this Gaming House.

The first set of d6 are rolled and come up 3 and 3. As it is “doubles”, the dice are re-rolled and do to count against the five bet limit.

The dice are rolled again and come up 2 and 4. Billy bets the outside, that the next d6 will be a 1, 5, or 6. 1d6 is rolled and a 3 comes up. As this is between the 2 and 4 (inside) Billy loses.

The second set of dice rolled come up 1 and 6. Billy bets inside. 1d6 is rolled and a 6 comes up and matches the 6. The House wins and Billy loses again.

The third set of d6 are rolled and come up 2 and 5. Billy bets inside. 1d6 is rolled and a 3 comes up, Billy wins.

The fourth set of d6 are rolled and Billy wins again, he is now even.

The final dice are rolled and Billy wins. He has won 3 bets and lost 2. Billy will be able to cash out 1 winning bet.

CASHING OUT

After you have left the table you can “cash in” your winnings. Here's how we do it:

- For every *two bets* won more than lost, there is a chance that you can increase a Rep or Skill Level (page 57).
- For every *two bets* lost more than won, there is a chance that you can decrease a Rep or Skill (page 58).
- What if you only have won or lost one bet? Either be happy or go to another Gaming House.

COMPANIONSHIP

The government of NHC realizes that its inhabitants, regardless of Gender or Race, have certain emotional and physical needs. To protect these people, they have licensed Companions. *Note that not all Companions in NHC are licensed but those in the Gaming Houses are.*

However, not everyone can make an emotional connection with a *licensed* Companion and it takes a bit of the “old school courting”. Here's how we do it:

- Companions are easy to find. After the Defining Moment (page 78), players can declare their desire for “companionship”.
- Use the Circle – Ordinary Joes Wait Staff. There is a chance (1 - 2) that the companion could be an Alien; Xeog (1 - 3), or Razor (1). Otherwise the companion is a Basic.

5150 NEW BEGINNINGS – URBAN RENEWAL

- Generate the stats for the companion, using the appropriate NPC Generator.
- Carry out a People related Challenge.
- Immediately carry out the results, substituting the Companionship Table.
- If engaging with non-licensed Companions, use the same procedure.

PEP	COMPANIONSHIP
<i>(Looking for successes)</i>	

# SUCCESSIONS	RESULT
3 or more than opponent	<i>Swept off her feet.</i> NPC agrees to be your companion and it will count as Recruited, in subsequent Companionship Challenges.
1 or 2 more than opponent	<i>Pleasant response.</i> NPC agrees to be your companion.
Same number as opponent	<i>Exchange pleasantries but nothing more.</i> “She’s/he’s just not that into you.”
1 or 2 less than opponent	<i>Bit of a cold shoulder.</i> Makes it obvious that the player should leave the NPC alone. If choose not to do so, he/she will become belligerent.
2 or more less than opponent	<i>Becomes belligerent.</i> For whatever reason, the NPC feels offended and calls security to escort you out. Generate 1/2d6 Mercs. Go peacefully or take a People related Challenge with their Leader to stay around.

BENEFITS OF COMPANIONSHIP

There is a benefit to companionship. Everyone likes someone to talk to or...whatever. Here’s how we do it:

- If you have more successful Companionship Challenges than unsuccessful ones, there is a chance that you can increase a Rep or Skill Level (page 57).
- If you have more unsuccessful Companionship Challenges than successful ones, there is a chance that you can decrease a Rep or Skill Level (page 58).
- You cannot try more than three Companionship Challenges per Gaming House. You can visit up to 1/2d6 Gaming Houses per Encounter.

Example – Billy Pink goes to a Gaming House, to blow off some steam. He places five bets and wins four times. He takes two Companionship Tests and is successful on both. He leaves the Encounter by exiting the table. Billy now has 3 chances to increase his Rep or a Skill. He is a Rep 5 with a Fit Skill of 4, People Skill of 5, and Savvy Skill of 3. He can’t increase his People Skill as it would exceed Rep, so he applies 2d6 on his Savvy Skill and 1d6 on Rep. He scores a 3 on Rep (no change) and a 1 and 4 on Savvy. Billy can now increase his Savvy to 4.

ROBBERY

One of the pitfalls of frequenting a Gaming House, is the chance of being robbed as you leave the building. Here’s how we do it:

- Consult the Robbery Table.
- Start with 2d6.
- Modify the Law Level of the Area by any applicable circumstances.
- Roll 2d6 versus the modified Law Level. The minimum Area Law Level is “1”.
- Determine how many d6 are passed and immediately carry out the result.

2

ROBBERY

(Taken versus the Law Level)

CIRCUMSTANCE	MODIFIER TO LL
If alone or accompanied by a woman only	-1

#D6 PASSED	RESULT
2	<i>No worries bud!</i> Continue on without incident.
1	<i>Your suspicions are confirmed!</i> Go to the Robbery Encounter counting as “suspicious”.
0	<i>Hands in the Air!</i> Go to the Robbery Encounter.

Example – Billy decides to leave the Hitching Post. The Law Level Late in the Space Port Area is 2. This is modified by a -1 as Billy is alone. Rolling 2d6 versus the new Law Level of 1, he scores a 4 and 5, passes 0d6, and will now have a Robbery Encounter.

RAID

In the Raid Encounter, you will be the raiding side if this is a Voluntary Encounter or the defending side if an Involuntary Encounter. You can choose to raid anyone you want. If you are being raided, the raiders will be determined at random.

OBJECTIVE:

- You can raid for a variety of reasons; rescue, burglary, revenge, arrest, the reasons are endless. Feel free to provide the reasons why!
- You must accomplish what you set out to do, if you are raiding and if being raided, you must drive off the raiders and stop them from succeeding.

FORCES

- You can use as many of your band as desired.
- The NPCs will be generated normally.

TERRAIN

- Set up the terrain as an Intersection (1 - 2) or Street (3 - 6).
- Place the Target Building in the section opposite from where you or the PEF Raiders enter.

DEPLOYMENT

- If you are raiding, you will enter and exit the table from the same section.
- If you are defending, you will place your characters in the section that has the Target Building.

SPECIAL INSTRUCTIONS

- If raiding, the player decides in which Day Part the Encounter is occurring. If defending, generate the Day Part randomly.
- Generate the Target Building normally (page 51).
- Establish the Law Level based on the Area. See the Transit Map (page 62) for this info
- Generate PEFs normally (page 77).
- Resolve PEFs as needed (page 78).
- The first time a character enters a building, the Defining Moment (page 78) is used.
- Use the How Many of Them section (page 79).
- Use the Who Are They Table (page 79), when NPCs are needed.

- Use the NPC Movement Table (page 105), when needed.
- Remember to add PEFs to equal the original number at the start of the Encounter, when you exit *any building*.

RESOLVING PEFs - RAIDING

Use this procedure if you are doing the raiding. Here's how we do it:

- When a PEF is resolved, roll 1d6 and read the result as rolled.
- If the score is equal to the number of PEF to be resolved, it is the defending, target force, on the way to (1 - 3) or from (4 - 6) the Target Building.
- If you have resolved all the PEF or reached the Target Building and the defending, target force, has not been found, it will be inside the Target Building.
- When you get a LOS to the Target Building:
 - If shots have been fired, the targets are at the windows. Take an In Sight.
 - If shots have not been fired, roll 1d6.
 - (1 - 2) - They are at the windows. Take an In Sight.
 - (3 - 6) - They are not at the windows. You can reach the Target Building and enter. Take an In Sight with the targets counting as active due to you surprising them.

IT CUTS BOTH WAYS

If you are the defenders (see the following section), then use the above procedure. Sorry, but you don't always know when they are coming.

RESOLVING PEFs - DEFEND

If defending, you do not know which PEF is the raiding force until it is resolved. Here's how we do it:

- When a PEF is resolved, roll 1d6 and read the result as rolled.
- If the score is equal to the number of PEF to be resolved, it is the raiding force.
- If you have resolved all the PEFs and the raiders have not been found, a Day Part passes and generates a new set of PEFs and continues the process, until the raiders are found.
- Any non-raider PEFs are resolved normally and will behave using the NPC Movement Table. This could cause havoc!

5150 NEW BEGINNINGS – URBAN RENEWAL

Example – I am defending a Bar in Lower Hishen (it's a long story). It's Late and there are two PEFs generated. I resolve the first and roll 1d6, score a 3. It's not the raiders, so I resolved it normally. It ends up being three Gangers, on the way to somewhere else.

I resolve the 2nd PEF and I roll 1d6, score a 3. Again, it's not the raiders. This time I resolve it as pass 1d6, so will resolve future PEFs with 3d6. As this was the last PEF, the Day Part passes.

It's now Early and that means 3 new PEs for Little Hisha. I place them normally and continue to resolve them; I resolve the 3rd PEF and roll 1d6, 3. It's the raiding party.

SPOILS

When a raiding figure enters an empty building, we must see how long it will take to accomplish its objective. Here's how we do it:

- Roll 1/2d6. This is the number of uninterrupted turns of activation a figure must spend inside the building, to loot it or free a Hostage, if that was the target of the raid.

ROBBERY

Stay in the high Law Level Areas, in the Daytime and you've nothing to worry about. But you'll have a pretty boring life.

OBJECTIVE

- Prevent anyone from being robbed or harmed.

FORCES

- You *may* take members of your band, if they are available (page 24) or they may be with you, if this was generated by another Encounter.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- If generated by an Encounter, the table is already set.
- If not set, up the terrain as an Intersection (1 - 2) or Street (3 - 6).

DEPLOYMENT

- PEFs are placed on the table normally (page 77).

SPECIAL INSTRUCTIONS

- The Robbery will take place in an Area generated by the Transit Map (page 62), if not generated by an Encounter.
- Determine the Day Part randomly.
- Establish the Law Level based on the Area. See the Transit Map (page 62) for this info
- The Encounter could be a Robbery (1 - 4) or a Pickpocket attempt (5 - 6).
- Use the How Many of Them section (page 79), if it is a Robbery.
- Use the Ganger Generator, if it is a robbery attempt.
- Use the LWC Generator, if it is a pick pocket attempt.

THE ROBBERY

Here's how the robbery takes place:

- Roll 1d6 and place your group in that section.
- Place the robbers 3" away and in LOS. The robbers have their weapons drawn.
- Each band member, including you, can choose to surrender. The robbers will leave them unharmed if they do. If a character does surrender, there is

5150 NEW BEGINNINGS – URBAN RENEWAL

a chance that the character's Rep or a Skill can decrease (page 58).

- Unarmed NPC victims will always surrender. Armed ones will not.
- Otherwise take an In Sight normally, with the player group counting as active. If the player was "suspicious", then the robbers count as active.
- After the robbery, the robbers will attempt to escape by exiting off of one or the other table edges.
- If the robbers are successful and rob you they can resolve PEFs just like players!

PICKPOCKET

If there is an attempt to pick your pocket, instead of a Robbery, generate one pickpocket. The pick pocket will make one attempt to pick your pocket. Here's how we do it:

- If there is more than one character in your group, roll 1d6 for each, with the lowest score being the target.
- Take a Savvy related Pickpocket Challenge.
- Modify the Savvy of the target by any applicable Circumstances.
- Each character rolls 1d6 per point of modified Savvy, looking for successes.
- Compare the number of successes rolled.
- Go down the left-hand column, to the row that matches the number of successes rolled by the target.
- Immediately carry out the results.

SAV	PICKPOCKET
<i>(Looking for successes)</i>	

CIRCUMSTANCE	MODIFIER
Pickpocket is Attractive or Stunning and target is affected.	-1d6 or -2d6

# SUCCESES	RESULT
more than opponent	<i>Hey!</i> The pickpocket fails at its attempt, and then runs for it. Go to an In Sight with you counting as active.
Same number as opponent	<i>Excuse me.</i> Pickpocket passes by but doesn't attempt to pick your pocket.
1 or 2 less than opponent	<i>Got it!</i> The pickpocket lifts your Cash d6. You cannot buy anything the rest of the day, unless you go Home. There is a chance your Rep or a Skill will decrease. The pickpocket successfully escapes.

STOP!

You begin and end every month at Home.

There are three types of Encounters; Voluntary, Involuntary and Travel.

You can choose up to three Voluntary Encounters per month.

The one Involuntary Encounter is rolled at the start of the month.

Travel Encounters are thrust upon you as well. They are unlimited, as you check for one, every time you enter an Area.

There is a wide variety of Encounters but all are presented in the same manner.

JOB OFFER

You have a Job Offer. The process of a Job Offer is split into two parts; the Offer and the Wages.

OBJECTIVE

- To successfully fulfill the purpose of the Job and get paid Wages.

FORCES

- You can use as many of your group as desired.
- The NPCs will depend upon the type of Job.

TERRAIN

- The terrain will depend upon the type of Job.

DEPLOYMENT

- Based upon the type of Job.

SPECIAL INSTRUCTIONS

- First Meet the Employer.
- Determine what the Job is.
- Determine how much you will get paid.
- Accept or decline the Job offer.

5150 NEW BEGINNINGS – URBAN RENEWAL

THE EMPLOYER

You've received a Job Offer but who's footing the bill, who's hiring you? Here's how we do it:

- Roll 2d6 and add the results together.
- Go to the Employer Table, down the left hand column and across to see the Circle that the Employer comes from.
- Next go to the appropriate Circle Table (page 13) and roll 2d6, add the results, and see who the Employer is.

2	THE EMPLOYER
	(Add the results together)

#	CIRCLE
2 to 3	Movers.
4 to 5	Shakers.
6 to 8	Ordinary Joes.
9	Exotics.
10 to 12	Criminal Element.

MEETING THE EMPLOYER

The first Encounter is always meeting the Employer. Set this up as a Chillin' Encounter (page 85) but it could be in an office or elsewhere. Here's how we do it:

- Go to the Where Are They Table and down to the Circle for the Employer (page 13).
- Go down to the row of the Employer.
- Go across to the appropriate column for the Day Part of choice or roll it up on the Day Part Table (page 59).
- Next go to the Building Table (page 52) for that Area, roll 2d6, and add the results. This tells you the Building in the Area the Employer can be met and where the job will be offered to you.
- Now go to that Area to meet the Employer. Don't forget to check for a Travel Encounter when you enter an Area.
- When you reach the Target Building roll 1d6. On a score of 1 or 2, you meet the employer, *outside* the building, as he will be entering (1 – 3) or exiting (4 – 6). In any case he will take you inside the Building. Don't forget to have the Defining Moment when you enter the Building.
- Check to see if the Employer is alone or with other NPCs (1 - 3).
- Once the meeting is concluded, exit the table by the section that you entered.

Example – I now have a chance to meet my Employer, a Corporate Exec. I go to the Where Are They Table, to the Shaker section and decide its best to meet him in the Daytime, which is in the Financial District. I next roll on the Financial District Buildings Table (page 53) and score an Office Building Result.

I set up a Chillin' Encounter, being sure to set the Target Building on the opposite side of the table, that I entered from.

When I reach the building I have a Defining Moment (page 78), then meet the Employer. I receive the official offer and wages are outlined. I then decide to take the job or not. Once done I leave the table and go to a possible Travel Encounter (page 83).

TYPE OF JOB

Now that you know who's hiring, it's time to see what the Job entails. Here's how we do it:

- Go to the Job Type Table.
- For each Job Offer, go down the left-hand column, to the row for the Circle of the Employer.
- Next roll 1d6 and go across to the appropriate column. This will tell you the type of Job.
- Read the Job Description section for more specifics.

1	JOB TYPE
	(Read the result as rolled)

EMPLOYER	1	2	3	4	5	6
Mover	S	S	H	BG	BG	BE
Shaker	S	S	T	BG	BG	BE
Exotic	K	S	S	R	BG	BG
Ordinary Joe	S	S	S	R	BG	BG
Criminal Element	K	H	H	BG	BE	BE

5150 NEW BEGINNINGS – URBAN RENEWAL

JOB DESCRIPTIONS

Here are specifics for the types of jobs that you could be hired for.

BE = BREAKING & ENTERING (RAID)

In this job, you are to break into a place, to steal a specific Item (1 - 3) or Items in general. Use the Raid Encounter acting as the Raider.

B & E is always a Black Job (page 98).

BG = BODY GUARD (CHILLIN' OR RAID)

In this job, you are to protect someone. Use the Chillin' Encounter (1 - 4) when they are out in public or the Raid Encounter (5 - 6), as the Defender when they are at their Home (1 - 2) or place of business (3 - 6). Body Guard jobs will last 1/2d6 Encounters.

H = HIT (CHILLIN' OR RAID)

In this job, you are to beat up (1 - 4) or kill (5 - 6) someone. Use the Chillin' or Raid Encounter as desired.

A Hit is always a Black Job (page 98).

K = KIDNAP (CHILLIN' OR RAID)

In this job, you are to kidnap someone. Use the Chillin' or Raid Encounter as desired.

Kidnapping is always a Black Job (page 98).

R = ROBBERY (CHILLIN' OR RAID)

You are to rob someone of a specific Item (1 - 3) or rob a specific place (4 - 6), for Items. Use the Chillin' or Raid Encounter as desired.

Robbery is always a Black Job (page 98).

S = SECURITY (CHILLIN' OR RAID)

In this job, you are to protect a place from being broken into. Use the Raid Encounter acting as the Defender.

Security can (1 - 3) be a Black Job (page 98). If a Black Job, you are providing security for a Deal (page 103). It may not be illegal weapons but something else. See Trading (page 99).

T = TRANSPORT (CHILLIN')

In this job you are to transport information (1 - 2), a thing (3 - 5) or a person (6), to a person at a specific place. Use the Transit Map (page 62) to generate the starting Area. It will be 3+1/2d6 Areas from the destination Area. Once you reach the destination Area, treat it as if Meeting the Employer.

Transporting can (1 - 4) be a Black Job (page 98). See Trading (page 99).

WAGES

Different jobs will pay different amounts but all pay, in *chances to increase a Rep or Skill* (page 57). Payment is made only for success and at the end of the job, after the Encounter is over. You have to return to the Employer to collect your Wages.

Here is a list of jobs and the base pay for doing each one. Note that you will subtract one chance for every Grunt you use to help do the job.

X	BASE WAGE
JOB TYPE	BASE PAY
Arrest	1
Breaking & Entering - Black Job	1
Body Guard	2
Hit - Black Job	5
Kidnap - Black Job	4
Robbery - Black Job	1
Security - Black Job (1 - 3)	2
Transport - Black Job (1 - 4)	2

MODIFIERS TO WAGES

To determine what a Job will pay, multiply the Base Wage by the Wage Modifier, based on the Circle of the Employer.

X	EMPLOYER WAGE MODIFIER
EMPLOYER	MODIFIER
Movers	5
Shakers	3
Exotics	2
Ordinary Joes	1
Criminal Element	2

5150 NEW BEGINNINGS – URBAN RENEWAL

Example - Billy Pink takes a Body Guard job, with a Shaker Trophy Wife. The Base Wage is 2 and the Wage modifier for the Trophy Wife is 3, for being a Shaker. He decides to use two of his band to help, so will split 2 of the Wages with them. After the Job, he would receive 6 Increasing rolls, less the cut for the band members; this means that Billy would get 4 chances to increase a Rep or Skill, if successful.

Next month Billy gets a Body Guard Job, protecting a CVL Athlete (Exotic). The Base Wage is 2 and the Wage modifier is 2. He decides to do this one alone. Billy would get 4 Increasing rolls at the end of the Encounter, if he was successful.

FYI – WAGES

I don't like book keeping in my games but I want to reward my characters for their success. In *New Beginnings*, I used Items to reward my characters but it still involved book keeping.

Enter using the possibility of Improving your Rep or Skills, instead of an economic system.

What I've done is increased the chances of a character Improving, as he is successful but let me make four things clear.

- If you are successful you may be able to roll multiple dice, to increase the chance of improving your Rep or Skill Level.
- You cannot save these dice to increase your Rep or a Skill from Encounter. When you get them, you must use them.
- If you have one failure during an Encounter, you cannot attempt to increase your Rep or Skill Level, regardless of the number of successes you scored on the same Encounter.
- You cannot roll more than 1d6, to see if your Rep or Skill Level decreases.
- If you go Out of the Fight or use a Star Advantage, all Increasing chances gained are lost.

I'm sure someone will have amazing luck and end up with *eights* all across their stats but don't count on it. *Remember that when your Rep decreases all Skills that are now higher than your Rep, will decrease as well.*

WANT THE JOB?

Once you have had the Job offered, you have to decide to accept or decline the offer. If you decline, simply leave the table and go on your way. If you accept, it will be your next Encounter. Now it's time to see who the Target and Opposition will be.

THE TARGET

Based on your Employer, the Target or Objective will vary. To find out the Target of the Job, we refer to the Target Table.

- Read down the Employer column, until you have reached your Employer.
- Roll 1d6, read the result as rolled.
- Go to the appropriate column.
- This will give you the Target Circle. Go to the Target Circle (page 13).
- Roll 2d6, add the results, and determine what the Profession of the Target is.

1	TARGET
(Read the result as rolled)	

EMPLOYER	1	2	3	4	5	6
Mover	E	S	M	M	M	M
Shaker	E	M	J	S	S	S
Exotic	E	E	E	S	J	C
Ordinary Joe	J	J	J	J	E	C
Criminal Element	S	E	J	J	C	C

EMPLOYER TARGET

When you accept a Body Guard, Security, or Transport Job, the Target is your Employer. When this occurs, use the same procedure for finding the Target except this is the Threat, the person that wants to harm your Employer or his assets.

WHERE THEY CAN BE FOUND

Once you know the Target, you need to know where it can be found and the best time to achieve the objective. Here's how we do it:

- When the Employer is the Target, follow this procedure but in reverse.
- Go to the Where Are They Table and down to the Circle for the Target (page 13).
- Go down to the row of the Target.
- Go across to the appropriate column for the Day Part of choice or roll it up on the Day Part Table (page 59).
- Next, go to the Building Table (page 52), for that Area, roll 2d6, and add the results. This tells you the Building in the Area the Target will be.
- Roll 1d6. On a score of 1 or 2 you meet the Target *outside* the building, as he will be entering (1 – 3) or exiting (4 – 6).

5150 NEW BEGINNINGS – URBAN RENEWAL

- Check to see if the Target is alone or with other NPCs (1 - 3).
- Once the attempt is made, exit the table by the section that you entered.
- Remember to add PEFs to restock the number on table to the number for the Day Part and Area.

OPPOSITION

You have one last thing to determine. Who is your opposition? Who does the Target use to prevent you from doing your Job? This could be to protect the Target or injure the Employer. Here's how we do it:

- When the Employer is the Target, follow this procedure but in reverse. The opposition will be the people trying to do harm to your Employer or its assets.
- Consult the Opposition Table.
- Go down the Target column, until you reach the correct Target. This could be the Circle or a specific Profession.
- Next, go across to the Opposition column. This is the type of opposition that the Target will use.

X OPPOSITION	
TARGET	OPPOSITION
Criminal Element - Dealer	Gangers
Criminal Element - Other	Gangers
Criminal Element - Smuggler	Mercenaries
Criminal Element - Ganger	Gangers
Exotics	Friends with the same Profession.
Movers	Private Security ⁽¹⁾
Ordinary Joes	LWC (1 - 5) or Ganger (6)
Shakers	Private Security ⁽¹⁾

(1) Government characters, will use "off-duty" Police while others will use Private Security (Police Reaction Tests). The Mover or Shaker will not be present, only his minions will be

Example – Billy takes a Job to protect a Shaker Trophy Wife (Body Guard). I look on the Target Table to see who is I should be worried about. I roll 1d6 and score a 3. Looking on the Shaker row, under 3, I see J for Ordinary Joe. I go to Circle - Ordinary Joe and roll 1d6, score a 1, then another 1d6 and score a 3. This means a Sales Clerk is threatening the Trophy Wife. Sounds like a stalker.

I go to the Opposition Table and down to the Ordinary Joe row, then across to see who the opposition will be. I roll 1d6 and score a 3. There will be LWC generated NPCs that will try and injure the Trophy Wife.

I now go to the Where Are They Table for the Trophy Wife and follow her around during the day, from Area to Area. I set up a Chillin' Encounter and begin to resolve PEFs. When I resolve a PEF that is the same Circle as the Ordinary Joe, it is the Opposition. I roll for how many there are and generate them from the LWC Generator.

FAILED? TRY AGAIN

If you fail in the Job you can attempt it again, if it makes sense. If you are a Body Guard and the Employer gets injured, you cannot try again. But if you can ... Here's how we do it:

- Try the Encounter again.
- If there is a NPC Target, it will have two additional NPCs with it, when you find it.
- Decrease the Wages paid by one, for each failed attempt.

LOOKING FOR WORK

Instead of taking a Voluntary Encounter, you can declare that you are "looking for work". Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Subtract the result from your Rep.
- This is how many Jobs are available this month.

Example – Billy Pink decides he wants to look for work. He rolls 1d6 and scores a 3. Subtracted from his Rep of 5, means there are two Jobs available.

BLACK JOBS

So what is a Black Job and how does it differ from other jobs? Here's how we do it:

- Only certain Job Offers are Black Jobs.
- Unlike normal Jobs, you will not meet Mover Employers but will deal with a middle man instead, who will meet you in a public place, using a Chillin' Encounter. The middle man, will be a Shaker (1 - 3), Exotic (4 - 5) or a Criminal Element Dealer (6).
- You do not know what you are trading in, until you accept the Job. You will know all the other info that you would normally know for a non-Black Job.

Example – Billy Pink gets an anonymous Black Job Offer. I roll on the Employer Table (page 95) and score a Mover. I roll 1d6 and score a 5. A NPC from the Exotic Circle (page 13) contacts him and they agree to meet during a Chillin' Encounter in Middleton.

5150 NEW BEGINNINGS – URBAN RENEWAL

TRADING

Different Circles will move (buy and sell) different Items. This is called *trading*. When you take a Black Job, you must determine what Items are involved. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Go to the Trading Table and down the left-hand column to the appropriate Employer.
- Go across the row to the column matching the d6 result.

1	TRADING
	(Read the result as rolled)

EMPLOYER	1	2	3	4	5	6
Movers	IN	IN	IN	IN	LF	LF
Shakers	IN	PE	ST	BP	PF	LF
Exotics	BP	PE	PF	PF	ST	ST
Ordinary Joes	PF	PF	PF	PF	ST	ST
Criminal Element	PE	ST	BP	PF	PF	LF

Example – Billy gets the Job Offer, Security and accepts the offer. He gets all the information, except for what Items are involved. I roll 1d6 and score a 4. Looking on the Trading Table under Mover I see it is Information. I do not know if the Info is a hard copy or on a PUD Data Storage loop, until I do the Job.

PARTY FAVORS (PF)

Party Favors have been covered elsewhere in the book (page 49).

There will be Party Favors, equal to the Wage Modifier of the Target multiplied by 1/2d6. If you try and sell the Party Favors, every five is equal to one military grade weapon (page 102). This requires a Deal (page 103) with a NPC that trades in Party Favors.

STIMS (ST)

Stims have been covered elsewhere in the book (page 75).

There will be Stims equal to the Wage Modifier of the Target multiplied by 1/2d6. If you try and sell the Stims, every three, is equal to one military grade weapon (page 102). This requires a Deal (page 103) with a NPC that trades in Stims.

ORGANIC BODY PARTS (BP)

Organic Body Parts are “donated” Basic body parts, that are fully functional.

There will be Body Parts equal to the Wage Modifier of the Target. If you try and sell the Body Part, each one is equal to three military grade weapons (page 102). This requires a Deal (page 103) with a NPC that trades in Body Parts.

PHYSICAL ENHANCEMENTS (PE)

Physical Enhancements have been covered elsewhere in the book (page 70).

There will be Physical Enhancements equal to the Wage Modifier of the Target, multiplied by 1/2d6. If you try and sell the Physical Enhancements, every two are equal to one military grade weapon (page 102). This requires a Deal (page 103) with a NPC that trades in Physical Enhancements.

LAUNDERED FUNDS (LF)

Cash or credits from illegal business that is on the way to the “Laundromat”.

There will be stacks of cash equal to the Wage Modifier of the Target + 1/2d6. If you try to launder the cash, each stack is equal to one military grade weapon (page 102). This requires a Deal (page 103) with a NPC that trades in Body Parts.

INFORMATION (IN)

These are bits of information. They can be in the form of hard copies (1 – 2) or carried by a NPC, using CPU Storage Data. Hard copies can be taken, while info on a CPU must be downloaded onto another CPU. If you do not have one, then you must kidnap the current holder of the information, to be downloaded later as if making a Deal (page 103).

There will be pieces of info equal to the Wage Modifier of the Target. If you try and sell the info each piece of info, is equal to one military grade weapon (page 102). This requires a Deal (page 103) with a NPC that trades in Information.

PAY BACK

Do a Black Job and there's a chance that the Target will try a get even with you. Here's how we do it:

- If you roll a Confrontation on the Involuntary Encounter Table the Target could show up, if a Job Related result comes up on the Confrontation – Who Table (page 87).
- If you have more than one possible candidate for the Job Related Confrontation, roll 1d6 for each randomly, with the highest score being the opposition. If tied the NPC with the higher Circle will be the opposition. If still tied, then they will re-roll.

5150 NEW BEGINNINGS – URBAN RENEWAL

Example – Billy Pink rolls a 3 and has an Involuntary Encounter. He rolls and scores a result of Confrontation. He now rolls on the Confrontation – Who Table and scores a Job Related result. Looking back on his Black Jobs, which he kept record of, on his Character Journal, and he has four possible candidates.

Billy rolls 1d6 for each and scores a 1, 3, 4 and 4. As two of the candidates tied, the one with the higher Circle will be the opposition.

STOP!

A Job Offer is possible as an Involuntary Encounter.

There are five possible Employers, the Circles used in *Urban Renewal*. The higher the Circle, the more you will get paid. Payment is in the form of chances to increase Rep or a Skill.

Your Wages are decreased by one for each Grunt you use, to help you do the Job and for each time you fail.

There are a wide variety of Jobs but not all Employers will offer them and not all of them may be of interest to you.

Only after you have accepted a job do you learn who the Target is and what the Opposition will be like.



"Things that go bump in the night."

MONTHLY CHECKLIST

The story doesn't end when the Encounter does. In fact it's just starting. Think of each Encounter as a chapter in a book, with more to come. So what happens now?

MONTHLY TURN SEQUENCE

We've included this Monthly Turn Sequence, to use as a checklist for playing *Urban Renewal*. We've set it up in the recommended order, for ease of play, but feel free to adjust it as you like. After a few months of game time, this will become second nature. Here's how we do it:

- You start each month at Home (page 17).
- Roll for an Involuntary Encounter (page 83).
- After that you can choose to have up to three Voluntary Encounters (page 82).
- As you move from Area to Area, roll for a Travel Encounter (page 83).
- After every Encounter, check to see if you or any of your band, including you, Increase or Decrease Rep or Skills (page 57/58).
- Take the Keeping It Together Test (page 25).
- Finish the month back at Home.

THE END

All good things must come to an end and so will your career. Here's how we do it:

- You get "ten good years" to try and set yourself up for life. That's it. When the ten years are up, you "retire".
- You retire living a life based on your Rep and Skills.
- You meet a violent end.

RETIREMENT

When you decide to retire or reach the end of the ten years, it's time to see how well you set yourself up. Here's how we do it:

- Add your four Skill Levels.
- Multiply this by your Rep.
- Go to the left-hand column on the Retirement Table and down to the row that best matches your total.
- Go across to see how well you did.

5150 NEW BEGINNINGS – URBAN RENEWAL

X

RETIREMENT

(Adding the scores)

TOTAL	WHAT BECAME OF YOU
30	Drunk or Druggie – Living near the Space Port.
35	Collecting welfare in Lower Hope.
45	Living on government assistance in Lower Gaea.
60	Bounce from ordinary job to ordinary job and living in Polariston.
75	Working a steady job and living in Middleton.
95	Living well in a High End Condo, in the City Hall Area.
100	Living well with a High End Condo, in the City Hall Area and a small upscale house in Hope Heights.
110	Living very well with a High End Condo, in the City Hall Area and a large upscale house in Hope Heights.
120	Living the Shaker life with a High End Condo, in the City Hall Area and a Mansion in Hope Heights.
125+	Living the Mover life with a High End Condo, in the City Hall Area and a Mansion in Gaea Heights.

Want to be more competitive? See how young you can retire.

Did you find it too easy? Then maybe you were better than you gave yourself credit for.

Did you find it too hard? Then maybe you weren't as good as you thought you would be.

The nice thing is you can come out of retirement or start a new Star!

FROM SA TO NHC

Where *Urban Renewal* deals with small group adventuring *5150: Star Army*, covers squad and platoon sized military actions, but even soldiers need a break once in a while, so here's how to bring your *Star Army* characters into New Hope City.

DISCHARGE OR R&R

You can *choose* to have your *Star Army* Character arrive in New Hope City in two ways:

- The character is still in the military and is in NHC on leave, for some Rest & Relaxation. If you chose this route, you can bring 1+1/2d6 Grunt army buddies with you as well.
- The character has been discharged from the military and has landed in NHC to start a new life. If you choose this option, you have to see what type of discharge you received. Rolling 2d6 versus his Rep and consulting the Discharge Tables does this.

2

DISCHARGE

(Taken vs. Rep)

# D6 PASSED	RESULT
2	<i>Honorable Discharge with Recommendations.</i> The character counts a +2d6 when taking a People related Challenge for Job Offers.
1	<i>Honorable Discharge.</i> The character counts a +2d6 when taking a People related Challenge for Job Offers.
0	<i>Dishonorable Discharge.</i> The character counts a +1d6, when taking a People related Challenge with a Criminal Element opponent.

SETTING UP YOUR CHARACTER

Your *Star Army* characters will follow the normal set up procedures for Stars and Grunts, found in *Urban Renewal* with the following exceptions:

ATTRIBUTES

The Attributes in *Star Army* will directly transfer over to *Urban Renewal*. Stars and Grunts may also add more Attributes as described on page 7.

5150 NEW BEGINNINGS – URBAN RENEWAL

ARMOR

The only armor that may be used by SA characters is that which is found in *Urban Renewal*.

WEAPONS & GUN RUNNING

Star Army characters are legally allowed to use the weapons found in *Urban Renewal*. They can attempt to smuggle military grade weapons from *Star Army*, into NHC if they wish. This is called Gun Running and you can make a name for yourself in this game *really* fast. Here's how we do it:

- Consult the Gun Running Table.
- Start with the Rep of the character.
- Modify the Rep by any applicable Circumstances.
- Roll 3d6 versus the modified Rep and determine how many d6 are passed.
- Read the results on the Gun Running Table, based on the number of d6 passed and immediately carry out the result.

3

GUN RUNNING

(Taken versus Rep)

A score of "6" is automatically a failure.

CIRCUMSTANCE	MODIFIER
Honorably discharged	+1
Dishonorably discharged	-1

#	RESULT
3	Character succeeds in smuggling in the weapons. Total the 3d6 passed and roll that many times on the Shopping List.
2	Character succeeds in smuggling in the weapons. Total the 2d6 passed and roll that many times on the Shopping List.
1	Character must take a People related Challenge, with a Rep 4, People Skill 3, DHS agent. Keep the pass 1d6 in hand. <ul style="list-style-type: none"> • If successful roll the 1d6 passed times on the Shopping List. • If fail count as passed 0d6.
0	Character is caught at the Space Port with weapons still in containers. Take an In Sight with the DHS agent counting active. He is armed with a BAP and will attempt to arrest you.

1

SHOPPING LIST

(Read the result as rolled)

#	TYPE
1	1 Rocket Launcher & 3 Rockets
2	3 Laser Rifle
3	3 Squad Automatic Weapon
4	3 Light Machine Gun
5	3 Rapid Fire Laser Rifles
6	1 Grenade Launcher & 3 Grenades

Example – Fast Eddie has landed at the NHC Space Port with a small shipment of military grade weapons. He must roll on the Gun Running Table and starts with 3d6 versus his Rep of 5. He received an Honorable Discharge but as "6" is an automatic failure it won't help. He rolls the 3d6 and scores a 4, 6, and 6. Crap! Passing d6 he takes a People related Challenge.

The DHS agent scores 3 successes and Fast Eddie scores 4. He passes the search and can now roll 4 times on the Shopping List.

STAR ARMY WEAPONS

All weapons are considered to come with sufficient ammo, except for grenades and rockets which are specified.

STAR ARMY WEAPONS TABLE

TYPE	RANGE	TARGETS	IMP
Grenade Launcher	24	-	-
Grenades	6	5" Circle	2
Heavy Machine Gun	60	4	5
Laser Rifle	48	1	4
Rapid-Fire Laser Rifle	6/24	3	4
Rocket Launcher	48	5" Circle	5
Squad Automatic Weapon	48	4	3

GRENADE (G)

Small anti-personnel bomb either hand delivered or fired from a Grenade Launcher.

GRENADE LAUNCHER (GL)

Long range grenade delivery system.

HEAVY MACHINE GUN (HMG)

The HMG is a large caliber high-rate of fire automatic projectile weapon. The HMG usually has a two-man crew; one operator and one loader. If using a loader the HMG will suffer Tight Ammo if three or more "ones" are

5150 NEW BEGINNINGS – URBAN RENEWAL

rolled. If not then the Tight Ammo rule is normal. Can substitute one Grath for the two man crew but the Tight Ammo rule is normal.

LASER RIFLE

The Laser Rifle is a single shot fire beam weapon.

RAPID-FIRE LASER RIFLE

The Rapid-Fire Laser Rifle is the automatic version of the Laser Rifle.

ROCKET LAUNCHER

The Rocket Launcher is capable of delivering a large charge of explosives. The rocket launcher can only fire once per turn whether active or in reaction.

SELLING STAR ARMY WEAPONS

Now that you've smuggled the weapons into NHC you can sell as many as you like. Here's how we do it:

- Weapons can only be sold during a Chillin' Encounter.
- Only Gangers will buy the weapons.
- When resolving a PEF as a Ganger, the characters will take a People related Challenge.
- Success means the Ganger agrees to terms and delivery can be arranged.
- Failure means no deal.
- The buyers will offer to meet the seller in an Area rolled at random from the Transit Map. This will be in an alley (1 – 4) or at the buyer's Home (5 – 6)
- If the seller refuses the location then the deal is off.
- The deal will go down 1/2d6 days later.

DOING THE DEAL

Once the buyer is found and the day of the deal arrives the weapons can be sold. Here's how we do it:

- Set up the table as a Chillin' Encounter (page 85).
- Set up the place where the deal will go down, in the opposite section that the player enters.
- Once the two parties enter the same section of the table and come within 3" of each other, the deal can be negotiated.
- The characters take a People related Challenge using the following results:

X THE DEAL	
# SUCCESES	RESULT
3 or more than opponent	The buyer will pay one 1d6 Increasing roll (page 57) for each weapon sold.
1 or 2 more than opponent	The buyer will pay one 1d6 Increasing roll (page 57) for each two weapons sold.
Same number as opponent	The player can choose to re-take the Challenge or walk away. If re-taking the Challenge, each character takes a -1d6 penalty.
1 or 2 less than opponent	No deal and the parties split amiably. Or you can offer the weapons at one 1d6 Increasing roll (page 57) for each two weapons sold. If do so then re-take the test counting a +1d6 bonus. <i>If reach this result a second time</i> then no deal and the parties split amiably.
3 or more less than opponent	Roll 1d6: (1 - 5) The Gangers double cross you. All figures take the In Sight Test with your side counting as active. (6) The buyers are undercover cops. This has become an Arrest Encounter. All figures take the In Sight Test with your side counting as active. At the end of the turn, roll for back up Police (page 63).

SELLING OTHER ITEMS

You can sell other Items from the Trading Table (page 99). They will vary in value but are all expressed in terms of military grade weapons.

GOOD NEWS, BAD NEWS

If you have sold the weapons, then you will get rewarded. Here's how we do it:

- The Encounter has been a success and you can attempt to improve your Rep or raise a Skill Level (page 57) based on how many Increasing rolls you gained from selling the weapons.

If no deal was done, the Encounter is a failure and there is a chance of your Rep or a Skill decreasing (page 58).

If you were arrested, you're pretty much screwed. You will be charged with one count of Stealing for each

5150 NEW BEGINNINGS – URBAN RENEWAL

weapon you are trying to sell, plus one count of Brandishing a Weapon.

Watch for *New Hope City PI* coming soon!

WHEN THE COPS JUST WON'T DO

EPILOGUE

Timlin rubbed his hands as he blew into them. “*Damn it’s cold,*” he thought as he walked down the alley. He could see three Med-Techs going over the car and a full body bag. Colonel Karnes was smoking a cigarette and on the Comm-Link. Timlin waited until he was finished then asked, “*We have an ID?*”

Karnes handed him a wallet. Timlin opened it up and read.

“*DHS? Ain’t he a long way from home?*”

“*Yes he is.*” Karnes dropped the cigarette butt and rubbed it out. “*Intel says he was a cleanup guy, an Operator. They say he wasn’t here on vacation either.*”

No fooling, Timlin thought. *Who comes to New Hope on vacation?* Timlin walked over to the car and looked in from the driver’s side. No blood, no signs of a struggle. As two of the Techs loaded the body into the vehicle, the third spoke to Karnes. His curiosity satisfied, Timlin walked back to Karnes who was lighting up another cigarette.

“*Tech says our boy had coffee in his system.*”

“*That kill him?*” Timlin asked with a grin.

“*Funny man. No, that was the snapped neck,*” Karnes replied. “*I’m just saying real coffee is hard to find.*”

“*And?*”

“*And that’s probably a good starting point for your investigation.*” Now it was time for Karnes to smile.

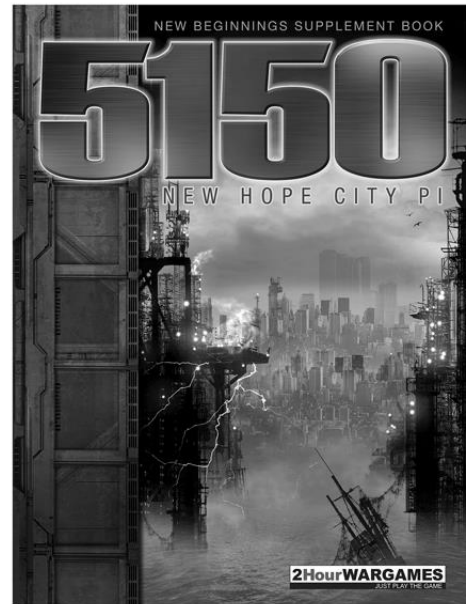
Timlin shook his head and said, “*I’d love to Lieutenant but I’m just a week away from early retirement.*”

“*Then I guess you better get on it. I’d hate to see your retirement delayed for lack of the proper paperwork.*” Karnes took a long drag from the cigarette then exhaled. “*I got your clearance reinstated for this one. Keep me posted.*” Karnes turned to leave then stopped. Without turning around he said “*Good to see you again Frank. Have you heard from Hallern?*”

“*No. No I haven’t,*” Timlin replied.

Karnes nodded *knowing* that Timlin had told the truth. “*Keep me posted.*”

Karnes continued on down the alley.



“*She’s a beauty; she’s a one in a million girls.*”

- The Tubes 1983
She’s a Beauty

5150 NEW BEGINNINGS – URBAN RENEWAL

2	NPC MOVEMENT <i>(Taken versus NPC Leader Rep)</i>
----------	---

#D6 PASSED	RESULT
2	<p>If no combat has started :</p> <ul style="list-style-type: none"> They will move towards the nearest opposing group, taking a People related Challenge, when moved to within 6”. <p>If combat has started:</p> <ul style="list-style-type: none"> Loaded and drawn ranged weapons will fire. Unloaded will Duck back and reload. Others will Charge into Melee. If cannot do either, will move towards the nearest opposing group, staying in cover, if available.
1	<p>If no combat has started :</p> <ul style="list-style-type: none"> If outnumber the opposing group by 2:1 or greater, they will move towards the nearest opposing group, taking a People related Challenge, when moved to within 6”. If they do not outnumber the opposing group by 2:1 or greater, will enter a building if in the same section or halt in place, if there is not. <p>If combat has started:</p> <ul style="list-style-type: none"> Loaded and drawn ranged weapons will fire. Unloaded will Duck back and reload. Others will Charge into Melee. If cannot do either and outnumber the opposing group by 2:1 or more, they will move towards the nearest opposing group, staying in cover, if available. If cannot do either and do not outnumber the opposing group by 2:1 or more, they will Duck Back.
0	<p>If no combat has started :</p> <ul style="list-style-type: none"> They will enter a building if in the same section or halt in place, if there is not. <p>If combat has started:</p> <ul style="list-style-type: none"> If outnumber the opposing group by 2:1 or more, or if Police, will Duck Back. If do not outnumber the opposing group by 2:1 or more, others will Run Away.

2	PEF MOVEMENT <i>(Taken versus the Rep of 4)</i>
----------	---

# D6 PASSED	RESULT
2	The PEF moves 1 section directly towards player.
1	<p>Any PEF outside of a building will enter the closest building in the section.</p> <p>Any PEF inside of a building will exit the building into the section.</p>
0	<p>PEF moves 1 section away from the player.</p> <p>Any PEF at the table’s edge will not leave the table but remain in place instead.</p>

2	PEF RESOLUTION <i>(Taken versus the Rep of the PEF)</i>
----------	---

CIRCUMSTANCE	MODIFIER
Daytime	+1
Evening	+1
Late Day Part	-1
“Something’s going on.” Was scored earlier in the Encounter.	+1d6

# D6 PASSED	RESULT
2	<p><i>You have contacted other characters!</i> Generate the number of NPCs you have met (page 79). Next roll on the Who Are They Table, to see who they are (page 106). Note that a result of Police is <i>always</i> a Police Cruiser. ⁽¹⁾ Go to the Circle (page 13) and determine who each NPC is. They may have different Professions. Finally Interact with them using a People related Challenge (page 112).</p>
1	<i>Something’s going on.</i> Use 3d6 from now on when resolving PEFs during this Encounter.
0	<i>Nothing of consequence!</i> Whoever they were, they continued on with their business and off the table.

(1) Two officers each equipped with Armored Jackets and BAP. If shots have been fired during the Encounter, one officer will substitute a Shotgun for the BAP. The Leader is Long Range Com-Linked. Roll 1d6 for each Police Officer as they arrive. On a result of “1”, the officer is a Zhuh-Zhuh.

NPC & PEFs

5150 NEW BEGINNINGS – URBAN RENEWAL

2	WHO ARE THEY? <i>(Add the results together)</i>
----------	---

#	CITY HALL	FINANCIAL DISTRICT	THE HEIGHTS	MIDDLE INCOME
2	Joe 1 & 2	Joe 1 & 2	Mover	Joe 1 & 2
3	Exotic	Criminal	Shaker	Joe 4
4	Joe 1 & 2	Joe 4	Mover	Police
5	Mover	Mover	Mover	Exotic
6	Exotic	Shaker	Police	Exotic
7	Shaker	Shaker	Mover	Shaker
8	Police	Shaker	Mover	Shaker
9	Mover	Police	Shaker	Joe 5 & 6
10	Criminal	Joe 5 & 6	Criminal	Joe Spouse
11	Police	Joe Spouse	Shaker	Joe Spouse
12	Criminal	Joe Spouse	Shaker	Joe 3

2	WHO ARE THEY? <i>(Add the results together)</i>
----------	---

#	LOWER INCOME	PUB & REC	SPACE PORT
2	Police	Joe 5 & 6	Joe 1 & 2
3	Joe 1 & 2	Joe 1 & 2	Shaker
4	Joe Spouse	Police	Police
5	Exotic	Exotic	Exotic
6	Joe 3	Criminal	Exotic
7	Joe 3	Shaker	Joe 3
8	Joe 1 & 2	Criminal	Criminal
9	Criminal	Shaker	Joe 3
10	Criminal	Mover	Criminal
11	Criminal	Joe 4	Joe 3
12	Criminal	Joe 5 & 6	Joe 1 & 2

2	CIRCLE – MOVERS <i>(Add the results together)</i>
----------	---

#	MOVERS	1-3	4	5	6
2 – 3	Diplomat (Z 1)	M	S	J	E
4 – 6	Office Holder (Z 1)	S	J	M	CE
7	Scientist (Z 1)	S	J	J	M
8	Religionist (Z 1)	S	J	J	M
9	Patron (Z 1)	E	S	M	CE
10 – 12	Trophy Wife (X 1 – 2) (R 1-2)	M	M	S	E

2	CIRCLE – SHAKERS <i>(Add the results together)</i>
----------	--

#	SHAKERS	1-3	4	5	6
2 – 3	Corporate Exec (Z 1)	S	E	M	CE
4	Professor (Z 1)	J	S	S	CE
5 – 6	Attorney (Z 1)	S	S	M	CE
7	Accountant	S	J	M	CE
8	Doctor	J	E	S	CE
9	Government Asst. (Z 1)	J	S	S	CE
10	Entertainer	S	E	M	CE
11 – 12	Trophy Wife (X 1-2) (R 1-2)	S	J	M	CE

1	LWC GENERATOR <i>(Read the result as rolled)</i>
----------	--

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	5	5	3	4	BAP
2	F	4	2	3	4	None
3	M	4	3	4	2	P
4	F	3	3	2	1	BAP
5	M	3	2	3	0	None
6	F	4	3	4	2	None

2	CIRCLE – CRIMINAL ELEMENT <i>(Add the results together)</i>
----------	---

#	CRIMINAL	1-3	4	5	6
2	Net Runner (X 1) (Z 1)	CE	CE	S	E
3	Smuggler (Z 1) (H 1) (R 1) (X 1)	CE	CE	S	E
4	Dealer (Z 1-2) (R 1) (H 1) (X 1)	CE	J	S	S
5 – 6	Thief (Z 1) (H 1-3) (X1)	CE	J	J	S
7 – 9	Ganger (Z 1) (H 1-2) (R 1) (X 1) (G 1)	CE	CE	J	S
10 – 11	Escort (Z 1 – 2) (X 1) (R 1)	J	CE	E	S
12	Transporter (X 1) (R 1) (Z 1)	CE	E	S	S

CIRCLES

CIRCLES

5150 NEW BEGINNINGS – URBAN RENEWAL

1 GANGER GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	4	3	2	4	P
2	M	4	4	3	2	MP
3	F	3	3	2	1	None
4	F	4	4	3	2	P
5	F	4	4	2	3	MP
6	M	5	5	4	3	BAP

1/1 CIRCLE – ORDINARY JOES

(Read each result as rolled)

#	#	ORDINARY JOES	1-3	4	5	6
1-2	1	Culinary (Z 1) (H 1) (X 1)	J	S	M	CE
	2	Delivery Driver (Z 1)	J	E	S	CE
	3	Sales Clerk (Z 1)	J	J	J	CE
	4	Storeowner (Z 1)	J	S	M	CE
	5+	Wait Staff (Z 1)	J	S	E	CE
3	1	Farmer (Z 1)	J	J	J	J
	2	Laborer (Z 1-2)	J	J	J	J
	3	Manufacturing (Z 1)	J	J	J	J
	4	Mechanic (Z 1-2) (H 1)	J	S	E	CE
	5	Miners (Z 1-2)	J	J	J	J
	6	Power Supply (Z 1)	J	J	J	J
4	1	Engineer	J	J	S	S
	2	Lab Assistant (Z 1)	J	J	S	CE
	3	Med Tech (Z 1)	J	J	S	CE
	4	Data Analysis (Z 1)	J	J	S	CE
	5+	Computer Tech (Z 1)	J	E	S	CE
5-6	1	Translator (Z 1) (R 1) (X 1)	J	S	S	M
	2	Brokers	J	S	S	M
	3	Accounting (Z 1)	J	J	S	S
	4	Corporate Asst. (Z 1 – 2) (X 1)	J	S	S	S
	5	Courier (Z 1)	J	J	S	S
	6	Attorney (Z 1-2)	J	E	CE	CE

CIRCLES

2 CIRCLE – EXOTICS

(Add the results together)

#	EXOTICS	1-3	4	5	6
2	Pilot (Z 1) (H 1) (R 1) (X 1)	E	J	S	CE
3	Gunslinger (R 1) (X 1) (Z 1 -2)	E	J	S	CE
4	Mercenary (Z 1 – 2) (X 1) (G 1 – 2) (H 1) (R 1)	E	J	S	CE
5	Police Sergeant (Z 1 – 2)	J	E	M	M
6	Investigative Reporter (Z 1)	S	E	M	CE
7 – 8	Police Officer (Z 1)	J	E	CE	CE
9	Detective (Z 1)	E	S	M	CE
10	Athlete (Z 1) (H 1) (G 1) (R 1) (X 1)	E	S	J	CE
11	Bounty Hunter (G 1) (R 1) (X 1) (Z 1)	J	S	J	CE
12	Guide/Trader (X 1)	J	S	S	CE

1 MERCENARIES GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	4	4	2	3	BAP
2	M	5	4	3	5	MP
3	F	5	5	3	4	BAP
4	F	4	4	2	3	MP
5	M	4	4	2	3	BAP
6	M	5	5	3	4	BAP

1 POLICE GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	4	4	2	3	BAP
2	F	5	4	5	3	BAP
3	F	3	3	2	1	BAP
4	M	4	4	3	2	BAP
5	M	4	4	3	2	BAP
6	M	5	5	3	4	BAP

5150 NEW BEGINNINGS – URBAN RENEWAL

1

GRATH GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	4	4	2	3	BAP
2	M	4	4	2	3	BAMP
3	M	4	4	2	3	BAP
4	M	4	4	2	3	BAMP
5	M	4	4	2	3	BAP
6	M	4	4	2	3	BAP

1

HISHEN GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	M	3	3	1	2	BAP
2	M	3	3	2	1	P
3	M	3	3	1	2	P
4	M	3	3	1	2	MP
5	M	4	3	4	2	BAP
6	M	4	3	2	4	MP

1

RAZOR GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	F	4	4	2	3	None
2	F	5	4	5	3	None
3	F	4	4	2	3	None
4	F	4	4	3	2	None
5	F	4	4	3	2	None
6	F	5	5	3	4	None

1

XEOG GENERATOR

(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	WPN
1	F	5	3	4	5	None
2	F	5	4	5	3	None
3	F	5	5	4	3	None
4	F	5	5	3	4	None
5	F	4	4	3	2	None
6	F	5	5	3	4	None

WHERE ARE THEY?

L: Lower Gaea (1- 2), Hope (3 – 5) or Polariston (6)

X

WHERE ARE THEY?

(Match the Person to the Day Part)

MOVERS	EARLY	DAY	EVENING	LATE
Diplomat	C	C	GH	GH
Office Holder	C	C	GH	GH
Patron	GH	F	GH	GH
Religionist	HH	F	P	HH
Scientist	C	C	C	HH
Trophy Wife	GH	F	P	GH
SHAKERS	EARLY	DAY	EVENING	LATE
Accountant	F	F	S	M
Attorney	F	F	P	HH
Corporate Executive	F	F	P	HH
Doctor	C	C	P	GH
Entertainer	HH	F	P	HH
Government Asst.	C	C	P	M
Professor	F	F	M	M
Trophy Wife	HH	F	P	HH
EXOTICS	EARLY	DAY	EVENING	LATE
Athlete	MT	P	P	MT
Bounty Hunter	MT	L	P	S
Detective	C	F	P	M
Guide/Trader	L	C	P	L
Gunslinger	MT	MT	S	S
Investigative Reporter	C	F	P	HH
Mercenary	MT	F	S	S
Pilot	M	S	S	M
Police Officer	C	C	P ⁽¹⁾	M
Police Sergeant	C	C	M	M
ORDINARY JOES	EARLY	DAY	EVENING	LATE
#1 & 2	C	C	P	MT
#3	S	S	S ⁽²⁾	L
#4	F	F	P	MT
#5 & 6	F	F	P	MT
Spouses ⁽³⁾	F	F	MT	MT
CRIMINAL ELEMENT	EARLY	DAY	EVENING	LATE
Dealer	L	C	P	HH
Escort	L	C	P	S
Ganger	L	L	P	S
Net Runner	L	L	P	L
Smuggler	L	S	P	L
Thief	L	F	P	S
Transporter	L	C	P	L

(1) May be off-duty (1 – 4). (2) Off work and blowing off steam.

(3) Use for all spouses.

5150 NEW BEGINNINGS – URBAN RENEWAL

REP

IN SIGHT

(Looking for successes)

ATTRIBUTE	MOD
Heightened Senses	+1d6
Slow to React	-1d6
Steely Eyes	+1d6
Stone Cold	+1d6
Superior Senses	+1d6
Wary	+1d6
CIRCUMSTANCE	MOD
Active – Character is active and moved.	-1d6
Audio Enhanced – If within 6” of enemy.	+1d6
Concealed – Enemy is concealed.	-1d6
Drugged – Character is Drugged.	-1d6
Drunk – Character is Drunk.	-1d6
Ducking Back – Figure is Ducking Back.	(1)
Run Away – Character is Running Away.	(1)

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

IN SIGHT RESOLUTION

AVAILABLE ACTIONS
<p>Stars can choose to do one of the following:</p> <ul style="list-style-type: none"> • Fire. • Charge into Melee. • Duck Back. • Finish its movement. • Run Away as desired. <p>Grunts will act based on the applicable situation.</p>

SITUATION	ACTION
Weapon loaded, drawn and in range.	All – Fire.
Weapon loaded and in range but not drawn.	All – Snap Fire.
Otherwise.	<p>LWC - Roll 1d6 versus Rep.</p> <ul style="list-style-type: none"> • Pass 1d6 – If in range Charge into Melee. If not in range, Duck Back. • Pass 0d6 – Duck Back. <p>Others – If in range Charge into Melee. Otherwise halt in place.</p>

WEAPONS TABLE

TYPE	RANGE	TARGETS	IMP
Assault Rifle (AR)	48	1 or 3	3
BA Machine Pistol (BAMP)	12	3	2
BA Pistol (BAP)	12	1 or 2	2
BA SMG (BASMG)	24	3	2
Bolt Action Rifle (BAR)	48	1	3
Flash Bang Grenade (FBG)	6/24	12” circle	NA
Machine Pistol (MP)	12	3	1
Pistol (P)	12	1 or 2	1
Shotgun (SG)	12	3 (6)	2
Submachine Gun (SMG)	24	3	1

X

OUTGUNNED RANKINGS

OUTGUNNED RANKING	WEAPON TYPE
4	Flash Bang Grenade.
3	Targets 3 weapons.
2	Targets 2 weapons.
1	Targets 1 weapons.
0	Those that are out of ammo or range or armed with melee weapons only.

WEAPONS

IN SIGHT

5150 NEW BEGINNINGS – URBAN RENEWAL

#	RANGED COMBAT <i>(1d6 + Rep)</i>
----------	--

CIRCUMSTANCE	MODIFY
Shooter using Targeting	+1

#	RESULT
7 or less	Shooter missed.
8	Shooter missed if: <ul style="list-style-type: none"> Fast Moving. Snap Firing. Firing with Off-Hand. Target was missed if: <ul style="list-style-type: none"> Charging. In Cover. Prone. Fast Moving. Second or higher target. Otherwise – Hit.
9	Shooter missed if: <ul style="list-style-type: none"> Moving Fast. Snap Firing. Target was missed if <ul style="list-style-type: none"> In Cover. Third or higher target. Otherwise –Hit.
10 or more	Hit.

1	RANGED COMBAT DAMAGE <i>(1d6 per each hit)</i>
----------	--

SCORE	RESULT
“1”	Target Obviously Dead
Impact or less but not a “1”	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knocked Down Test.

2	CHARGE INTO MELEE <i>(Taken versus Rep)</i>
----------	---

ATTRIBUTE	MODIFIER
Coward	-1d6
Nerves of Steel	+1d6
Rage	+1d6
Runt	-1d6
Stone Cold	+1d6
Vicious	+1d6
CIRCUMSTANCE	MODIFIER
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Subject to Fear	-1d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	LWC targets will Flee. Others may not fire. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	Target fires. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.

CHARGE INTO MELEE

RANGED COMBAT

5150 NEW BEGINNINGS – URBAN RENEWAL

REP	MELEE COMBAT
	<i>(Looking for successes)</i>

ATTRIBUTE	MOD
Brawler	+1d6
Rage	+1d6
Slight	-1d6
Vicious	+2d6
MELEE WEAPON	MOD
Unarmed.	-1d6
Improvised weapon.	0d6
One Hand Melee Weapon or Martial Artist.	+1d6
Enhanced One Hand Melee Weapon or One Enhanced Arm.	+2d6
Two Hand Melee Weapon.	+2d6
Enhanced Two Hand Melee Weapon or Two Enhanced Arms.	+3d6
CIRCUMSTANCE	MOD
<i>Evenly Matched</i> - Attacking an enemy that scored a result of Evenly Matched this turn during a melee. Count each result.	+1d6
<i>Prone</i> - Attacking a prone enemy	+2d6
<i>Subject to Fear</i>	-1d6

1	MELEE DAMAGE
	<i>(Read result as rolled)</i>

# SUCCESSIONS	RESULT
Score more successes	<p>Roll 1d6 versus the number of successes scored more than opponent.</p> <p>“1”: Opponent Obviously Dead.</p> <p>Equal to successes more but not “1”: Opponent Out of the Fight.</p> <p>Score higher than more successes: Opponent knocked down and immediately takes Recover From Knock Down Test.</p>
Score same number	Evenly Matched. Remain in melee and when active, may either break off the melee or continue the melee.

MELEE

2	AFTER THE BATTLE RECOVERY
	<i>(Taken vs. Rep)</i>

# D6 PASSED	RESULT
2	All return at normal Rep.
1	Out of the Fight returns at normal Rep. Those that Ran Away will return at -1 to Rep. Adjust Skills if needed (page 58).
0	Out of the Fights die. Those that Ran Away have their Rep reduced by 1 but will not return to your band. However there is a chance (1) when you meet the same Profession in the future, that it is them.

AFTER THE BATTLE

5150 NEW BEGINNINGS – URBAN RENEWAL

PEP	OPPOSED CHALLENGE
	<i>(Looking for successes, score of 1, 2 or 3)</i>

ATTRIBUTE	MODIFIER
Attractive - And the opponent is the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.	+1d6
Charismatic	+2d6
Cruel	+1d6
Dim or a Dumbass	-1d6
Free Spirit	+1d6
Genius	-2d6
Logical	-1d6
Shy	-1d6
Smooth	+1d6
Stunning - And the opponent is the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.	+2d6
CIRCUMSTANCE	MODIFIER
Circle – Opposing character lower Circle.	+1d6
Circle – Opposing character higher Circle.	-1d6
Hated Enemy - Character is considered to be a <i>hated enemy</i>	-2d6
"Monkey Boy" - Non-Zhuh-Zhuh character called the Zhuh-Zhuh a "monkey boy"	-2d6
Party Favor – Each Party Favor spent on the opponent this Challenge.	+1d6
Positive Response – Scored a positive response with the opponent in the past.	+1d6
Recruited - Character recruited opponent in the past with good results	+2d6
Run In - Character had <i>run in</i> with opponent in past	-1d6
Weapon - Character has weapon drawn and opponent does not	+2d6

# SUCCESES	RESULT
3 or more than opponent	<i>Swept off its feet.</i> The NPC becomes a Friend and spends a Party Favor on you. If you want to Recruit him, he agrees.
1 or 2 more than opponent	<i>Pleasant response.</i> You and the NPC get along nicely. If you want to Recruit him, he agrees.
Same	<i>Exchange pleasantries but nothing more.</i>
1 or 2 less than opponent	<i>Bit of a cold shoulder.</i> Makes it obvious that the player should leave the NPC alone. If you choose not to do so he will <i>become belligerent</i> . Count him as having a Run In with you in future Challenges, regardless of what you choose to do.
3 or more less than opponent	<i>Becomes belligerent.</i> Has an obvious problem with you and will escalate into violence unless you leave. Count him as a Hated Enemy in future Challenges, regardless of what you choose to do.

PEOPLE CHALLENGE

5150 NEW BEGINNINGS – URBAN RENEWAL

2

GANGER REACTION TABLE

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover +1d6 Stone Cold -1d6 Poser	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> - Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Duck Back. <i>If in range and able to fire</i> – Fire. <i>If out of range or unloaded</i> - Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Duck Back. <i>If in range and able to fire</i> – Snap Fire. <i>If out of range or unloaded</i> - Duck Back.
MAN DOWN * (LDR) +1d6 if in cover +1d6 Stone Cold -1d6 Poser	All - Carry On.	<i>If equal or more friends Out of the Fight or Obviously Dead</i> – Duck Back. <i>Otherwise</i> - Carry On.	All – Run Away.
RECOVER FROM KNOCK DOWN	All - Knocked to ground but Carry On.	All - Out of the Fight.	All - Obviously Dead.
RECOVER FROM DUCK BACK * (LDR)	All - Carry On.	<i>If more friends Out of the Fight or Obviously Dead</i> – Remain Duck Back. <i>Otherwise</i> - Carry On.	All – Remain Duck Back.

2

LWC REACTION TABLE

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover +1d6 Stone Cold -1d6 Poser	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Duck Back. <i>If in range and able to fire</i> - Fire. <i>If out of range or unloaded</i> - Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Duck Back. <i>If in range and able to fire</i> – Snap Fire. <i>If out of range or unloaded</i> - Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Duck Back. <i>If in range and able to fire</i> – Duck Back. <i>If out of range or unloaded</i> - Duck Back.
MAN DOWN * (LDR) +1d6 if in cover +1d6 Stone Cold -1d6 Poser	All - Carry On.	<i>If equal or more friends Out of the Fight or Obviously Dead</i> – Run Away. <i>Otherwise</i> – Duck Back.	All – Run Away.
RECOVER FROM KNOCK DOWN	All - Knocked to ground but Carry On.	All - Out of the Fight.	All - Obviously Dead.
RECOVER FROM DUCK BACK * (LDR)	All - Carry On.	<i>If more friends Out of the Fight or Obviously Dead</i> – Run Away. <i>Otherwise</i> – Remain Duck Back.	All – Run Away.

REACTION TABLES

5150 NEW BEGINNINGS – URBAN RENEWAL

2

MERCENARIES REACTION TABLE

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover +1d6 Stone Cold -1d6 Poser	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> - Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Fire. <i>If out of range or unloaded</i> - Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Duck Back. <i>If in range and able to fire</i> – Snap Fire. <i>If out of range or unloaded</i> - Duck Back.
MAN DOWN * (LDR) +1d6 if in cover +1d6 Stone Cold -1d6 Poser	<i>All</i> - Carry On.	<i>If more friends Out of the Fight or Obviously Dead</i> – Duck Back. <i>Otherwise</i> - Carry On.	<i>All</i> – Run Away.
RECOVER FROM KNOCK DOWN	<i>All</i> - Knocked to ground but Carry On.	<i>All</i> - Out of the Fight.	<i>All</i> - Obviously Dead.
RECOVER FROM DUCK BACK * (LDR)	<i>All</i> - Carry On.	<i>All</i> - Carry On.	<i>All</i> – Remain Duck Back.

2

POLICE REACTION TABLE

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover +1d6 Stone Cold -1d6 Poser	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> - Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Snap Fire. <i>If out of range or unloaded</i> - Duck Back.
MAN DOWN * (LDR) +1d6 if in cover +1d6 Stone Cold -1d6 Poser	<i>All</i> - Carry On.	<i>If twice more friends Out of the Fight or Obviously Dead</i> – Duck Back. <i>Otherwise</i> - Carry On.	<i>All</i> – Run Away.
RECOVER FROM KNOCK DOWN	<i>All</i> - Knocked to ground but Carry On.	<i>All</i> - Out of the Fight.	<i>All</i> - Obviously Dead.
RECOVER FROM DUCK BACK * (LDR)	<i>All</i> - Carry On.	<i>All</i> - Carry On.	<i>All</i> – Remain Duck Back.

REACTION TABLES

CHARACTER JOURNAL

NAME		COUNSEL	
STAR/GRUNT		RECORD	WARRANTS
RACE/GENDER			
REPUTATION			
FITNESS			
PEOPLE		ENHANCEMENTS / MM#	LOOPS
SAVVY			
CASH D6			
ATTRIBUTES			
		MMV / TARGET #	DOSES
CLASS			
CIRCLE		STIMS	DOSES
PROFESSION			
WEAPONS			MMV / TARGET #
ARMOR			
COM-LINKED			
HOME			
ITEMS			
CARRY	HOME		
		NOTES	

BAND

[illegible]

NPCs

[illegible]

EMPLOYER

[illegible]

5150 NEW BEGINNINGS – URBAN RENEWAL

INDEX

1/2D6, 3
5150, 64
Actions, 32
After the Battle, 46, 111
Areas of New Hope City, 17, 62
Armor, 16, 102
Arrest, 64, 82, 83, 84, 85
Attributes, 7, 101
Attributes, 9, 10
Band, 23
Basics, 6, 18
Black Jobs, 98
Breaking Off Melee, 45
Building Tables, 52, 54
Burglarized, 17
Campaigns, 57
Carry On, 30, 32
Cash, 15
Challenges, 46, 48
Characters, 4
Characters, 4, 101
Charge, 30, 32, 43, 66, 110
Cheating Death, 5
Chillin', 82, 83, 85
Circle Influence & Counsel, 67
Circles, 13, 14, 15
City Hall, 52
Class, 12
Com-Linked, 16
Communication, 56
Companionship, 90, 91
Confrontation, 82, 84, 87, 88, 89
Court, 67
Cover or Concealment, 39, 40
CPU, 70, 71
Crimes, 66, 67
Criminal Element, 12
Damage, 39, 42
Damaged Enhancements, 70
Data Storage, 72
Day Part, 59,
Deal, 103
Dealers, 89
Decreasing Rep or Skill, 58
Defining Moment, 78
Dice, 2, 3
Discharge or R&R, 101
Duck Back, 30, 32
Economy, 56
Employer, 95, 96, 97
Enhancements, 69, 70, 71, 72
Escape, 68
Exotics, 11
Eye Witness, 64
Facing, 4
FBG, 41
Financial District, 53
Finding the Target, 25, 85
Firing a Weapon, 38, 39, 40
Flash-Band Grenades, 40
Flee, 43
Free Will, 5
Gambling, 16, 90
Gaming House, 82, 89
Gangers, 6, 107, 113
Gender, 6, 23
Going Hatter, 76
Government, 56
Grath, 18, 19, 81, 108
Green, 55
Grenade, 41, 102
Group, 26
Grunts, 4, 25, 45, 86, 87
Gun Running, 102
Hated Enemy, 87
Heavy Machine Gun, 102
Heavy Weapons, 16
Heights, 53
Hishen, 19, 29, 108
Home, 17
How Many of Them?, 7, 63, 79
Improving Rep, 57
In Sight, 33, 34, 35, 44, 109
Information, 99
Infrared Vision, 72
Investigation, 65
Involuntary Encounters, 30, 83

5150 NEW BEGINNINGS – URBAN RENEWAL

Items, 59, 60, 103
Jobs, 87, 94, 95, 96, 98
Keeping It Together, 24, 25
Knocked Down, 32, 42
Language, 56
Larger Than Life (LTL), 5
Laser Rifle, 103
Laundered Funds, 99
Law Level, 62, 63
Leader Die, 27
Leaders, 27
Line of Sight, 37
Location and Geography, 55
Loops, 70, 71, 72, 73, 74
Lower Income Areas, 53
LWC, 12, 81, 106, 113
Man Down, 31
Melee, 42, 44, 111
Menace to Society, 74
Mercenaries, 12, 81, 107, 114
Metal Madness, 73, 74, 75
Middle Income Areas, 54
Military, 57
Monthly Checklist, 100
Movement Inside Buildings, 52
Movement, 29
Movers, 10
New Hope, 55
Non-Leathal Bullets, 41
Non-Lethal Fire, 40
Non-Lethal Melee, 45
Now What?, 74, 76
NPC Movement, 80, 105
NPCs, 81
Objective, 84
Obviously Dead, 32, 42
Opposition, 98
Ordinary Joes, 11, 12
Organic Body Parts, 99
Out of the Fight, 32, 42
Outgunned Rankings, 37, 109
Party Favors, 49, 99
PEF, 66, 77, 78, 92, 105
People Challenge (Opposed Challenge), 112
Personal Problem, 87
Physical Enhancements, 70, 99
Pickpocket, 94
Pitiful Shot, 40
Planetary Issues, 57
Police, 13, 63, 64, 69, 81, 107, 114
Professions, 10
Prone, 29
Pub & Rec Buildings Table, 54
Pub & Rec, 54
Raid, 82, 92
Raising a Zero Level Skill, 58
Ranged Combat, 36, 38
Rapid-Fire Laser Rifle, 103
Razor, 20, 21, 82, 108
Reaction Tests 30, 31, 32
Recruiting Your Band, 23
Religion, 56
Repairs, 71
Reputation, 6
Retirement, 100, 101
Riding the Three Rails, 61
Robbery, 15, 83, 84, 86, 91, 93
Rocket Launcher, 102
Run Away, 30, 32
SA to NHC, 101
Sadistic, 75
Shakers, 10
Shooting, 37, 39, 110
Skills, 6, 7, 10, 58
Snap Fire, 30, 32
Space Port Buildings Table, 55
Space Port, 54
Spoils, 93
Star Advantages, 4
Star Army Weapons, 102, 103
Star Leaders, 27
Star Power, 4
Star, Step By Step, 4
Stars, 4
Status, 32
Stims, 75, 99
Stun Baton, 45
Surrender, 39
Tables, 105
Target Building, 51

5150 NEW BEGINNINGS – URBAN RENEWAL

Target Selection, 38
Target, 97
Targeting, 38, 72
Terrain, 50, 51
Tight Ammo, 37
Time in the Campaign, 59
Trading, 99
Transit Map, 62
Transit System, 61
Transportation, 56
Travel Encounter, 83
Turn Sequence, 28
Universal Voice Box, 16
Voluntary Encounters, 82
Wages, 96, 97
Walk the Walk, 88
Warrants, 66
Warrants, 66
Weapons Table, 109
Weapons, 16, 36
Where Are They, 23, 24, 97, 108
Who Are They, 23, 79, 86, 106
Who Is It, 87
Wounded, 46
Xeog, 21, 22, 82, 108
Zhuh-Zhuh, 22, 23

INDEX OF TABLES

After the Battle Recovery, 46, 111
Attributes, Aliens, Table 1, 9
Attributes, Aliens, Table 2, 9
Attributes, Aliens, Table 3, 9
Attributes, Basics, Table 1, 7
Attributes, Basics, Table 2, 8
Attributes, Basics, Table 3, 8
Attributes, Basics, Table 4, 8
Attributes, Basics, Table 5, 8
Attributes, Basics, Table 6, 9
Attributes, Grath, 19
Attributes, Hishen, 20
Attributes, Razor, 20
Attributes, Xeog, 22
Attributes, Zhuh-Zhuh, 23
Buildings, City Hall, 52
Buildings, Financial District, 53
Buildings, Heights, 53
Buildings, Lower Income, 54
Buildings, Middle Income, 54
Buildings, Pub & Rec, 54
Buildings, Space Port, 55
Burglarized, 17
Cash d6, 15
Challenge, People/Opposed, 48, 112
Challenge, Unopposed, 47
Charge into Melee, 43, 110
Circle – Criminal Element, 15, 106
Circle – Exotics, 14, 106
Circle – Movers, 13, 106
Circle – Ordinary Joes, 14, 106
Circle – Shakers, 14, 106
Companionship, 91
Confrontation – Who, 87
Confrontation Mercy, 89
Confrontation Opposition, 87
Cover or Concealment, 40
CPU Overload, 72
Crimes, 66
Day Part, 59
Deal, 103
Discharge, 101
Employer, 95
Enhancement Response, 69
Escape, 68
Exceptional Counsel, 67
Eye Witness, 65
Flash Bang Damage, 41
Flash Bang Grenade, Throwing, 41
Going Hatter Results, 76
Going Hatter Target Number, 76
Gun Running, 102
In Sight, 34, 109

Investigation and Arrest, 65
Involuntary Encounter, 83
Job Type, 95
Justice is Served, 67
Keeping It Together, 25
Melee Combat, 44, 111
Melee Damage, 44, 111
Metal Madness Results, 74
Metal Madness Target Number, 74
Metal Maniac Encounter, 75
NPC Generator, Ganger, 81, 106
NPC Generator, Grath, 81, 106
NPC Generator, Hishen, 81, 106
NPC Generator, LWC, 81, 106
NPC Generator, Mercenaries, 81, 106
NPC Generator, Police, 81, 106
NPC Generator, Razor, 82, 106
NPC Generator, Xeog, 82, 106
NPC Movement, 80, 105
Opposition, 98
Outgunned Rankings, 37, 109
PEF Movement, 78, 105
PEF Resolution, 78, 105
Pickpocket, 94
Ranged Combat Damage, 39, 110
Ranged Combat, 39, 110
Reaction Tables, Ganger, 113
Reaction Tables, LWC, 113
Reaction Tables, Mercenaries, 114
Reaction Tables, Police, 114
Retirement, 101
Robbery, 86, 91
Shopping List, 102
Target, 97
Terrain, City, 50
Trading, 99
Transit Map, 62
Travel Encounter, 83
Wage, Base, 96
Wage, Employer Modifier, 96
Weapons Table, 36, 109
Weapons, Star Army, 102
Where Are They, 24, 108
Who Are They, 79, 106