

GUNMEN AND MILITIA

This is a modern-era force list is for players to become acquainted with The Hellion Rules System, a free set of tabletop warfare rules. The figures are available from a number of manufacturers, or simply pull random figures from your existing collections. Enjoy!

The Gunman is the average civilian who has pulled the family firearm off from the mantle, and is out in the street looking to start a fight, stop an invading enemy, or terrorize his ethnically-different neighbors. He is often poor or middle class, with a family, and untrained in formal military tactics. Often, he has something to live for, and is not willing to throw his life away when confronted with serious opposition. Most Gunmen talk a big game, but are usually cowards whose only power comes from their brutal willingness to kill their unarmed neighbors because of religious or ethnic differences.

The Gunman is found in such exotic locales as Beirut, Mogadishu, Jenin, Compton, Northern Ireland, Afghanistan, or Northern Idaho. They may use a high-power rifle meant for deer season, a shotgun, a handgun, a self-loader used for target practice, or, if they are from a war-torn region, an actual assault rifle. Regardless of their political situation, the gunman is found everywhere. Some are thugs whose only power comes from their poorly-maintained weapons, while some are ordinary citizens protecting their homes. Most have never seen combat, or even been in a fist fight, and thus quickly wilt from the horrific face of real war, thinking more of saving their own skin than their political cause. While they may be expert shots when on the target range, most have their nerves rattled under fire, and thus have strike penalties.

GUNMEN COMBAT DATA

- >Gunmen cost 2 Battle Resource Points each, plus the cost of their weapons
- >Gunmen form as individuals or as militias of 3D6 members; their weapons run the gamut, from revolvers to assault rifles; more than one militia can be fielded by the same player
- >Reaction Phase: 5 >Actions: 2 Speed per action: 6
- >Shock: 20% >Discipline: 25%
- >Bonuses and Penalties: -1 to strike penalty (Distance Weaponry), no other bonuses

Armor Values:

- >Body (Soft)-5
- >Body Armor- None, unless purchased
- >Force Field- None

*A shock test must be taken each any damage is taken, since these are basically civilians with guns. There is no 33% shock point.

Common Gunman Abilities

These are common abilities all civilians have. Weapons are purchased separately

- >Punch/ /Kick: 1 point of Soft damage, HTH only, 1 action
- >Club/Pistol-whip/Buttstroke: 2 points of Soft damage, HTH only, 1 action
- >Leap: able to leap 2 inches up/down/across; 2 actions

Militia Weapons

Choose one of the following for each Gunman, and pay the listed Battle Resource Points; weapons may be selected more than once within a militia, but mix it up. Imagine you and your neighbors defending your homes from a riot or invasion, and the hodge-podge of weapons that would be there.

7.62mm FN FAL, HK 91, or M-1A Semi-Automatic Rifle (15 Battle Resource Points)

>2D6 Soft damage, 64 inch range, 1 action to fire, 20 rounds per magazine, 1D4 extra magazines carried; a quick "spray and pray" burst can be fired, but it does the same amount of damage, and is +1 to strike (canceling the gunman's natural -1 penalty), and requires an average of 5 rounds of ammunition; most untrained gunmen will opt for this option, running out of ammo quickly in hopes of hitting their target



AR-15 5.56mm Semi-Automatic Rifle (9 Battle Resource Points)

>2D4 Soft damage, 40 inch range, 1 action to fire, 30 rounds per magazine, 1D4 extra magazines carried; a quick “spray and pray” burst can be fired, but it does the same amount of damage, and is +1 to strike (canceling the gunman’s natural –1 penalty), and requires an average of 5 rounds of ammunition; most untrained gunmen will opt for this option, running out of ammo quickly in hopes of hitting their target



7.62mm Kalishnikov-type Semi-Automatic Rifle (6 Battle Resource Points)

>2D4 Soft damage, 32 inch range, 1 action to fire, 30 rounds per magazine, 1D4 extra magazines carried; a quick “spray and pray” burst can be fired, but it does the same amount of damage, and is +1 to strike (canceling the gunman’s natural –1 penalty), and requires an average of 5 rounds of ammunition; most untrained gunmen will opt for this option, running out of ammo quickly in hopes of hitting their target



Bolt-Action Hunting or Surplus Rifle (6 Battle Resource Points)

>2D6 Soft damage, 64 inch range, 1 action to fire, 1 action to reload, 5 shots per magazine, 1 action to reload magazine; 1D4 extra magazines carried

Pump or Auto Shotgun (2 Battle Resource Points)

>2D4 Soft damage to everything under 1 inch burst template, 24 inch range, 1 action to fire, 6 shots can be fired before reloading is required, reloading 2 rounds takes 1 action; 20+2D6 extra rounds carried

9mm Semi-Automatic Pistol (4 Battle Resource Points)

>1D4+1 Soft damage, 18 inch range, 1 action to fire, 15 shots per magazine, reloading magazine takes 1 action; 1D4 additional magazines carried

.357 Magnum Revolver (3 Battle Resource Points)

>1D6+1 Soft damage, 20 inch range, 1 action to fire, 6 shots can be fired before reloading is required, reloading 6 rounds with a speed-loader takes 1 action, 1D4 extra speed-loaders carried

.45 Semi-Automatic Pistol (4 Battle Resource Points)

>1D6+2 Soft damage, 18 inch range, 1 action to fire, 7 shots per magazine, reloading magazine takes 1 action, 1D6 extra magazines carried

Militia Options and Upgrades

These are small upgrades that can be bought for certain figures within your militia. Many reflect prior combat experience, or gear that can be bought on-line, at surplus stores, or on the black market.

Surplus Flak Jacket and Helmet (10 Battle Resource Points)

The gunman now has a Body Armor (Soft) of 8 points, in addition to their own Body value. This doesn’t make the gunman bullet-proof, however, and they must still take a Shock test whenever they are hit with an attack

Surplus Gas Mask (5 Battle Resource Points)

The gunman can, when he wants, spend 2 actions donning his gas mask, giving him limited environmental protection. While wearing the gas mask, the gunman is immune to inhaled gas attacks, such as tear or vomit gas. Skin, nerve, and blister agents, though, still have full affect, since the gunman only has a mask on, and probably has exposed arms, hands, and neck

Combat or Police Veteran (5 Battle Resource Points)

The gunman is a veteran of war or extended police service, and has been in a firefight before. The -1 strike penalty is removed from this gunman, and add +15% each to Shock and Discipline; Shock tests are not required every time this character takes damage, only when their armor values reach 33%

Martial Arts Training (4 Battle Resource Points)

The gunman has received instruction from a martial arts instructor, and is proficient in self-defense in a brawl. +1 to strike (HTH), +1 HTH initiative bonus

Black Market Fragmentation Grenade (10 Battle Resource Points each)

Occasionally, grenades are stolen from armed forces depots or armories, and find themselves on the civilian black market. They command a pretty penny, though.

>3D6 soft damage to everything under 2 inch blast template, 10 inch range when thrown, 2 actions to throw, thrown grenades that fail to strike deviated D4 inches in a random direction

Molotov Cocktail (1 Battle Resource Point each)

The classic ingredient to any riot or revolution is the Molotov cocktail, which is a glass bottle or jar filled with gasoline with a burning rag attached. Unfortunately, they're unwieldy, dangerous to make, and often catch the thrower on fire as well. Have fun burning yourself!

>1D6 soft damage for this turn and the next 1D3 turns, unless the fire is extinguished; also, the fire spreads to anything else flammable, including gas tanks, buildings, and exposed ammunition. Exposed explosives have a 50% chance of cooking off if exposed to more than one turn of flame. Exposed explosives inflict full damage to whatever they are on, with full blast radius. Regular bullets just pop off, making noise. 2D4+3 inch range when thrown (told you they're random), 2 actions to throw, thrown cocktails that fail to strike deviate 1D6 inches in a random direction

Pipe Bomb (2 Battle Resource Points each)

A pipe bomb is an improvised explosive, and is usually a length of pipe filled with gunpowder, with a fuse attached. Like Molotov cocktails, they're unwieldy, dangerous to make, and often blow up the thrower. Ouch!

>2D4 soft damage to everything within 2 inches, 2D4+3 inch range when thrown (told you they're random), 2 actions to throw, thrown pipe bombs that fail to strike deviate 1D6 inches in a random direction

Edged Weapon (2 Battle Resource Points)

The gunman carries a machete or crude sword, or has a bayonet attached to their rifle or shotgun >Edged Weapon: 1D3+1 Soft damage, HTH only, 1 action, +1 HTH initiative bonus

Cornfed (1 Battle Resource Point)

The gunman is a big ol' boy, athletic and strong. Add +1D4 soft damage points to his body, and add +1D6% to Shock

Slight Build (-1 Battle Resource Points)

The gunman is a youth or a petite female. Subtract 1 from the body value, and subtract -1D4% from their Shock;. This may not be the to your liking, but this downgrade takes 1 point off the cost of the gunman, making them a cheaper buy. Besides, it adds a little variety to your street gang/militia/angry mob.

GUNMEN AND MILITIA

GUNMAN ONE Name: _____ _____	>Reaction Phase: _____ >Actions: _____ >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: _____% >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____	
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GUNMAN TWO Name: _____ _____	>Reaction Phase: _____ >Actions: _____ >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: _____% >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____	
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GUNMAN THREE Name: _____ _____	>Reaction Phase: _____ >Actions: _____ >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: _____% >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____	
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GUNMAN FOUR Name: _____ _____	>Reaction Phase: _____ >Actions: _____ >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: _____% >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____	
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GUNMAN SIX Name: _____ _____	>Reaction Phase:_____ >Actions:_____ >Speed Per Action:_____ >Shock Value:_____% >Discipline Value:_____% >Strike Bonus (Distance):_____ >Strike Bonus (HTH):_____ >HTH initiative bonus:_____		
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GUNMAN NINE Name: _____	>Reaction Phase:_____ >Actions:_____ >Speed Per Action:_____								
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GUNMEN WEAPONRY DATA

>7.62mm FN FAL, HK 91, or M-1A Semi-Automatic Rifle: 2D6 Soft damage, 64 inch range, 1 action to fire, 20 rounds per magazine, 1D4 extra magazines carried; a quick "spray and pray" burst can be fired, but it does the same amount of damage, and is +1 to strike (canceling the gunman's natural -1 penalty), and requires an average of 5 rounds of ammunition; most untrained gunmen will opt for this option, running out of ammo quickly in hopes of hitting their target

>AR-15 5.56mm Semi-Automatic Rifle: 2D4 Soft damage, 40 inch range, 1 action to fire, 30 rounds per magazine, 1D4 extra magazines carried; a quick "spray and pray" burst can be fired, but it does the same amount of damage, and is +1 to strike (canceling the gunman's natural -1 penalty), and requires an average of 5 rounds of ammunition; most untrained gunmen will opt for this option, running out of ammo quickly in hopes of hitting their target

>7.62mm Kalishnikov-type Semi-Automatic Rifle: 2D4 Soft damage, 32 inch range, 1 action to fire, 30 rounds per magazine, 1D4 extra magazines carried; a quick "spray and pray" burst can be fired, but it does the same amount of damage, and is +1 to strike (canceling the gunman's natural -1 penalty), and requires an average of 5 rounds of ammunition; most untrained gunmen will opt for this option, running out of ammo quickly in hopes of hitting their target

>Bolt-Action Hunting or Surplus Rifle: 2D6 Soft damage, 64 inch range, 1 action to fire, 1 action to reload, 5 shots per magazine, 1 action to reload magazine; 1D4 extra magazines carried

>Pump or Auto Shotgun: 2D4 Soft damage to everything under 1 inch burst template, 24 inch range, 1 action to fire, 6 shots can be fired before reloading is required, reloading 2 rounds takes 1 action; 20+2D6 extra rounds carried

>9mm Semi-Automatic Pistol: 1D4+1 Soft damage, 18 inch range, 1 action to fire, 15 shots per magazine, reloading magazine takes 1 action; 1D4 additional magazines carried

>.357 Magnum Revolver: 1D6+1 Soft damage, 20 inch range, 1 action to fire, 6 shots can be fired before reloading is required, reloading 6 rounds with a speed-loader takes 1 action, 1D4 extra speed-loaders carried

>.45 Semi-Automatic Pistol: 1D6+2 Soft damage, 18 inch range, 1 action to fire, 7 shots per magazine, reloading magazine takes 1 action, 1D6 extra magazines carried