

Equipment sheet

| ARMOUR : | Standard | Reinforced |
|-----------------------------------------------------------------------------------------------------|--------------|-----------------------|
| W hole Suit | 2550 | 2900 |
| Helm et | 500 | 550 |
| Helm et w Respirator | 550 | 600 |
| Extra padded Helm et | 620 | 670 |
| Extra padded Helm et w Respirator | 670 | 720 |
| Breast Plate | 400 | 450 |
| Extra Padded Breast Plate | 520 | 570 |
| Abdomen Plate | 300 | 350 |
| Extra Padded Abdomen Plate | 420 | 470 |
| Back Plate | 425 | 475 |
| Extra Padded Black Plate | 545 | 595 |
| Kidney Plate | 400 | 450 |
| Extra Padded Kidney Plate | 520 | 570 |
| Arm Armour (inc. gloves) | 250 | 300 |
| Extra Padded arm armour (inc. gloves) | 370 | 420 |
| Leg Armour (inc. boots) | 300 | 350 |
| Extra Padded Leg Armour (inc. boots) | 420 | 470 |
| Helm et w ear protection | 560 | 610 |
| Helm et w ear protection and respirator | 610 | 660 |
| Extra padded helm et w ear protection | 680 | 730 |
| Extra padded helmet w everything | 730 | 780 |
| W hole suit: Reinforced, extra padded shock plated shock proof gloves respirator and ear protection | 5750 | |
| Other Equipment: | Cost: | Notes: |
| Bionic Arm Armour | 1100 | D 10 on Strength |
| Bionic Leg Armour | 1300 | D 15 on Speed (2D8-1) |
| Shock Proof Gloves | 210 each | Negates shock plate |
| W hole Extra padded suit | 3400 | Negates shock shell |
| Jet pack | 1700 | +20 Speed, + D4 Barge |
| Fuel per game | 50 | |
| Jet Pack Armour | 300 | |
| Armour Weapons: | Cost: | Notes: |
| Shock plate (per location) | 150 | Does shock damage |
| Shock plate battery | 50 | Lasts for 5 shocks |
| Fish Hook Spike | 80 | D 6 extra damage |
| Dog Tooth Spike | 90 | |
| Explosive Spike | 100 | |

| Grenades: | Cost Normal: | Cost For Launcher: | Notes/ Blast Radius: |
|------------------------|--------------|--------------------|-----------------------------------------|
| Concealment | 350 | 300 | |
| Corrosive | 400 | 350 | 1d10 off all armour |
| Shrapnel | 350 | 300 | D4 1/2 damage hits |
| Chemo | 430 | 380 | |
| Bio | 480 | 430 | Every turn 3d10 dam lasts d10 turns BR4 |
| Cluster | 300 | 250 | |
| Shock | 220 | 170 | |
| Stun | 250 | 200 | D6 stuns |
| Pain | 360 | 310 | |
| Spasm | 360 | 310 | |
| Para | 400 | 350 | |
| Guns: | Cost: | Ammo Price: | Notes: |
| Multi Gun | 2300 | | Bolt, Bullet, Laser Gun |
| Magna Gun | 800 | Battery 40 | |
| Shock Shell Gun | 1000 | 5 or Acid 30 | |
| Cluster Gun | 1800 | 15 | |
| Pain Gun | 2500 | | Takes a turn to reload |
| Spasm Gun | 2500 | | |
| Grenade Launcher | 1400 | | As per grenade |
| Shock / Bolt Gun | 1500 | | |
| Double Shock Shell Gun | 1500 | | |
| Double Cluster Gun | 2300 | | |
| Mines: | Cost: | Notes: | |
| Concealment | 420 | | |
| Chameleon | 350 | | |
| Magna | 450 | | |
| Shrapnel | 400 | | |

Advanced Damage

D100

Head (front):

- 01-10 Brain damage. See Head (back).
- 11-20 Lost right ear. Surgery Cr180.
- 21-30 Lost left ear. *Deaf if both lost.*
- 31-40 Lost right eye. Surgery Cr230.
- 41-50 Lost left eye. *Blind if both lost.*
- 51-60 Broken nose. Cannot use respirator.
Surgery Cr150.
- 61-70 Mouth hit. 60% chance of 1 stun.
- 71-80 Throat. Extra D10+2 Health damage,
1 stun and 60% chance of instant K.O.
- 81-00 No extra damage.

D100

Chest:

- 01-50 D3 ribs broken. D6 Health damage
per rib.
- 51-60 Punctured lung. 1 stun, 10 permanent
Health loss. Surgery Cr250.
- 61-70 Both lungs punctured. 2 stuns, 15
permanent Health loss. Surgery Cr300.
- 71-80 Heart. 25 permanent Health loss.
Surgery Cr400.
- 81-00 No extra damage.

Head (back):

- 10% chance of brain damage.
Surgery Cr400, roll D4.
- 1 20 permanent Speed loss.
- 2 Roll D6. Loss of use of:
1 - sight, 2 - hearing,
3 - right leg, 4 - left leg,
5 - right arm, 6 - left arm.
- 3 Permanent damage. D4
Strength, D6 Health,
D6 Speed.
- 4 D4 Spasms.

Abdomen:

60% chance of 1 stun.

Limbs

If a player receives 4 or more Strength
damage in a single arm hit or 6 or more
Speed damage in a single leg hit then
there is a 50% chance that the limb is
broken.

A broken limb cannot be used until fixed
by surgery - Cr500. A player with a
broken leg must crawl.

Robot Advanced Damage:

Face: (D100)

- 01-20 Brain damage. Cr2000 to repair.
- 21-30 Optical circuits destroyed. Cr500 to repair.
- 31-40 Hearing circuits destroyed. Cr500 to repair.
- 41-50 Speech circuits destroyed. Cr500 to repair.
- 51-00 No extra damage.

Back of head:

- 20% chance of brain damage. Roll below.
- 01-60 *Psycho!* At start of each turn, droid will attack
player nearest to him. Movement is compulsory.
Counts as K.O. and droid will be removed at restart.
- 61-00 Droid is K.O.d and removed from game.

Chest:

20% chance of main drive deactivation.
K.O. Cr1000 to repair.

Abdomen:

20% chance of fuel ignition.
Explosion has 2m radius and gives
damage of 2D10 to Strength. Droid has
D6 moves remaining before K.O.

Limbs:

20% chance that limb is deactivated.
Cr500 to repair.

Health -12 Speed.

ing to Kill the opposition (can have psychopathic fit).

ble punch for D3 turns -3 D10 Health Damage (D4 Stuns afterwards).

n -10 Speed.

er!

ed - 8 Health.

ights. Likes to stay alive!

eed -3 Strength -5 Health.

get his head beaten to a pulp! (Can play dead).

death and lie prone, but if he decides to get back up only gets Health %.

d.

n. Likes to inflict lot and lots of pain. (can go into a sadistic frenzy)

ble punch for D3 turns -4 D10 Health Damage (D2 Stuns afterwards).

gth -5 Speed.

ous person!

eed - 10 Health

to get you.

action made must face opposite direction to last running move.

d

n can fire twice. But cannot do full aim.

alth +3 Strength -15 Speed.

humanoids.

o kick it attacks a players gut (unless other Stuntee).

nanoids.

ot work against them.

weapons do normal damage plus an additional add D4 Stuns.

Tall and thin (Angelic in appearance)

but wings have same effect as Jet Pack.

s Wings: see leg for damage. Also can 'Fly High' (see rules)

eed.

d +5 Health -3 Strength.

ish tint to skin.

alth +20 Speed.

ie Voltran's.

use any of harmful Grenades or Harmful Weapons.

punches/ kicks.

th +10 Strength.

ant like in appearance, human size.

y other Molar's (includes opposite side)

'd or killed all Molar's on the pitch take D4 Stuns.

Krunchball Cheat sheet

Normal Moves

Throwing/Kicking The Ball- you can throw the ball up to 1/2 Str squares. Straight line only. Kicking adds +3 squares, Health % chance of hitting goal.

Firing Chance of hitting:

Straight line gives +5.
Within 5 squares, +10.
1 action aiming, +10.
1 turn aiming, auto hit.

Equipment Summary

Explosive Spike +2 off Strength +10 off Health (Max 2 per location)
Fish Hook Spike +D6 off Health
Dog Tooth Spike Gives D6 Stuns
Flash Pack Blind D6 Rounds
Healant D10 Health (6 uses)
Shock Shell Gun:

Hit Locations

roll D100:
Head 01-10
Chest 11- 30
Abdomen 31-50
R Arm 51-60
L Arm 61-70
R Leg 71-85
L Leg 86-00

Head : Knockout + half norm dam.
Chest: Knocked Back 1 square + half norm dam.
Abdomen: 1 Stun (winded) + half norm dam.
Arms: Drop Ball + Half norm dam.
Legs: Fall over + Half norm dam.

Close Combat Moves

Punch/Kick/Elbow/Knee/Head Butt -norm dam.
Jump Kick- Location, head. Requires all running actions. +5 AP, add running actions to damage.
Flying kick- Location, roll. Must move straight line, +10 Hea, +1 Str, +6 Spd
Leg sweep- Location, legs. Armour save or fall, norm dam.
Shoulder charge- Target must make Str+D10 roll and beat attackers StrX2. If successful victim is knocked back D4 squares in random direction, falls down.
Throw- (over shoulder) Target must make Str+D10 roll and beat attackers StrX2. If successful victim falls and takes 1 stun.
Groin attack- Location, groin. 75% armour roll, if failed take D3 stuns.
Normal moves- Jumping, a player can jump up to 4 squares (2 RA per square) Max. of +1 square per speed upgrade.

Damage Per Location

Head D6 Str D20 Hea
Chest D20 Hea
Abdomen D20 Hea
Arms D4 Str D6 Hea
Legs D10 He D6 Spd

Xp needed per level: 1=0 2=200 3=450 4=750 5=1100 6=1500 7=1950 8=2450 9=3000 10=3600 11=4250 12=4950 13=5700 14=6500 15=7350