

# ATOMIK DEATHMATCH

*"It's da Bomb!"*



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## Setting Up the Match

### Deathmatch 2000

**D***Atomik Deathmatch* is a "proving ground" for *Atomik WAR 3.0*, the cutting-edge, suped-up combat rules for the *Fuzion™* RPG system. *Atomik Deathmatch* is *not* a gameworld, but simply a set of rules for laying out a quick and dirty "Quake-style" shoot-em-up combat session. *Deathmatch* has everything you would come to expect from a Quake-style computer game including Generic Character Types, Frag Counts, Objective Points (for buying new stuff), Respawns when you die, and various game modes such as Teamplay, Capture the Flag, Team Fortress, and the ever popular Deathmatch Free For All.

So why play *Atomik Deathmatch* at all when you can just play the latest greatest 3D shoot-em-up? First, *Deathmatch* is a great way to demonstrate the combat action potential of the *Fuzion* system. It will stress test *Fuzion* to the max (just like 3D shooters stress test your PC to the max). If there are bugs in the rules, the game will break (and break hard) in *Atomik Deathmatch*. Second, this game is free, and does not require you to have expensive state-of-the-art PCs networked to a LAN with many other computers, all of which you have to upgrade every 3 weeks to keep playing the latest games. Third, you can do just about anything you can possibly imagine with this game and not have to worry about spending hours programming. Just do it. It's as simple as that. Finally, if you want to introduce someone to *Fuzion*, *Atomik Deathmatch* can be the avenue of choice. It will demonstrate all the rules necessary to play any *Fuzion* base game quickly and with an excessive amount of fun.

### Recommended Materials

You must have some version of the *Fuzion™* core rules (available on the internet at: [www.herogames.com/fuzion/](http://www.herogames.com/fuzion/)), and *Atomik WAR 3.0* (get it at [www.meta-earth.com/fuzion/](http://www.meta-earth.com/fuzion/)). You will also need a bag of dice (six siders), print outs of various character types (later in this text), and maps for wherever your match is taking place. You made need the following music as well: anything by White Zombies, Metallica, KMFDM, (and so on), or even from your favorite action movie!

*Atomik Deathmatch* is good for 4 or more players, plus the GM. The more the merrier. Even numbers are best for Teamplay style games.

### Rules of the Game

**R***Atomik Deathmatch* uses the rules presented in the *Fuzion™* Core Rules version 5.02, available at the download site presented earlier. You may use an alternate (newer or older) rules set if you wish, *Atomik Deathmatch* is in *Instant Fuzion* (which can be found in other *Fuzion* games, but I will explain later). *Deathmatch* also uses the expanded combat rules presented in *Atomik WAR 3.0*. The GM may pick and chose what options he wants active from *Atomik WAR*, but the Default Settings will be shown shortly.

There are no new rules in *Atomik Deathmatch* (though it uses *Instant Fuzion*) and there are "environmental settings" which can alter how the game works. These will be presented below.

### Instant Fuzion

**I**Why does *Deathmatch* use *Instant Fuzion* rather than *Total Fuzion*? First, *Instant Fuzion* is fast, simply, and easy to learn. Second, greater character detail is unnecessary and cumbersome in a *Deathmatch* type game. For these reasons, *Atomik Deathmatch* has been written for *Instant Fuzion*. Characters can be converted to *Total Fuzion* with little difficulty.

### Characteristics

There are only four Primary Characteristics in *Instant Fuzion* -- Mental, Physical, Combat, and Movement. Each of these is rated from 0 to 10, 3 being "Human Average", but 5 being heroic average.

**Mental (MEN)** - Tells how smart, cunning, and charismatic the character is.

**Physical (PHY)** - The character's over all body size, strength, and physical well-being.

**Combat (COM)** - How fast, skillful, and dexterous the character is. Not wholly related to combat, but shows its greatest mark in combative activities.

**Movement (MOV)** - Measure's the character's physical ability to move around, jump, swim, and run.

### Derived Characteristics

Derived Characteristics are based off the Primary Characteristics.

**HITS:** PHY x 5. How much damage the character can take. When you reach 0, you are dying. At -PHYx2, you are totally dead.

**Stunning Defense (SD):** PHY / 2. Protects only from Stunning Damage (not Lethal Damage), and works like armor against such attacks. Any Stunning Damage

that penetrates is applied as normal (see *Instant Stun*).  
**Speed (SPD):** COM / 2 (half your COM). Speed tells how many actions your character can take in a round (COM 6 gives SPD 3, COM 7 gives SPD 3 \ 4). See the rules for "Speed 2" in *Atomik War*.

**Resistance(RES):** MEN x 3. How resistance (or susceptible) you are to mentally overpowering or stressful situation. RES roles are often made to keep from panicking, being seduced, or mentally controlled.

**Run:** MOVE x 2. How fast your character can run.

**Sprint:** MOVE x 3. The fastest you can move in an all out sprint.

**Leap:** MOVE. The max a character can jump, given a good running start (half this if doing a standing jump)

## Other Characteristics?

There are other derived characteristics in Instant Fuzion, namely Recovery (REC is PHY x 2) and Endurance (END is PHYx10), but these do not have a significant effect in Deathmatch.

## Instant Fuzion to Total Fuzion

**Mental x 3** = points to divide between Intelligence (INT), Presence(PRE), and Willpower (WILL).

**Physical x 3** = points to divide between Strength(STR), Constitution(CON), and Body (BOD).

**Combat x 3** = points to divide between Reflexes (REF), Dexterity (DEX), and Technique (TECH).

**Move** = MOVE.

Recalculate all Derived Characteristics.

## Total Fuzion to Instant Fuzion

**Mental(Men)** = (Intelligence + Willpower + Presence)/3

**Physical(PHY)** = (Strength + Constitution + Body) / 3

**Combat(COM)** = (Reflexes + Dexterity + Technique) /3

**Move** = MOVE

Recalculate all Derived Characteristics.

## Playing with Instant Fuzion

The basic game-play rules of *Instant Fuzion* are still 99% the same as *Total Fuzion*, there's just less of them to mess with. The most important thing to adjust are modifiers that effect Characteristics and Stun Damage. *Atomik War* was written for *Total Fuzion*, not *Instant Fuzion*. Here are just a few things to keep in mind:

### Characteristic Modifiers

Anything that affects INT, WILL, or PRE affects Mental instead. Anything that affects STR, CON, or BOD affects Physical. Anything that affects REF, DEX, or TECH affects Combat. Move is Move (that one is easy). If two or three modifiers affect the same Instant Fuzion Characteristic simultaneously, just apply them as an average (or GM's call). This is a lose conversion, so don't let it worry you too much.

## Instant Stun

I have chosen to Stun differently in the *Atomik Deathmatch* version of *Instant Fuzion*. An attack that does Stun damage (a punch, kick, blunt object), inflicts DCs of *Stunning Damage* (brusing), just as a gun inflicts DCs of *Lethal Damage* (Killing Damage). However, in *Instant Fuzion* you have only HITS to deal with (rather than both Hits and Stun points).

In *Total Fuzion*, 5 Stun equals 1 Lethal Hit. With *Instant Stun* there is no xD6 roll to determine the total Stunning damage inflicted. Instead, if the attack does 5DC of Stun, the character simply takes 5 Hits.

Stunning Defense (SD) now equals PHY / 2 (for Instant Stun), so if a character had a PHY of 5, and an SD of 3, he would always take 3DCs less damage from Stunning damage. *Every 5 points of armor protects from 1DC of Stun*, but enough Armor will pretty much negate Stunning Damage all together.

## Dazed

When a character takes damage there is a chance that he will be physically "dazed" (stunned, knocked out, etc.). When damage is taken, make a Resistance roll vs. DCs + 10 (if the character took 5 Hits, roll verses 15). A Dazed character will lose his next Action.

For example, Mike punches Bob for 5DCs of Stun Damage. Bob has an SD of 3 (and has no armor), so he takes 2 Hits. He must pass a Resistance roll verses 12 (10 + the 2 Hits), or he will lose his next Action from being "dazed".

## Other Rules

All other Fuzion rules can be applied pretty much as normal. Initiative, attacks, defense, martial arts maneuvers, damage, healing and recovery, strength feats, and so forth, all work with *Instant Fuzion*, just using different characteristics. AV and DV is still *Characteristic + Skill + die roll*. If there is ever a question, it is always the GM's call.

## Default Settings

These are various settings which must be applied to any Deathmatch game, all based on existing rules from either basic *Fuzion*™ or from *Atomik WAR*. Defaults are suggested, but the GM can set it up however he wishes.

## Reality Level

Reality level is all-important. It will define how realistic (or not) the game happens to be. There are a number of other settings which are based on the reality level, not the least of which are the Auto-Fire rules -- the more realistic, the more bullets hit. It should be noted at for *Atomik WAR* you can set two different Auto-Fire ratios (one for PCs, one for NPCs). For Deathmatch it is best to just have one Auto-Fire ratio

based on the Reality Level. Reality Level also effects other things, such as Knockback.

## What Dice to Use?

**Atomik WAR 3.0** presents optional rules to use different types and numbers of dice to make Task Rolls. Basic **Fuzion** is Char + Skill + 3D6, the Interlock/Fuzion system is Char + Skill + 1D10. **Atomik WAR** expands this by adding options for 1D6, 2D6, 2D10, 1D20, or no dice at all, in addition to the common ones. Adjusted DV tables are also described for all systems. I find that the 1D10 or 1D20 option is best for Deathmatch (depending on the level of variation you might want). Diceless Deathmatch is very fast, but lacks on random variance. If you are happy with the standard 3D6 system, use it, but it is significantly slower. 1D20 is a good alternative to 3D6.

## Initiative

At the beginning of every Round all Character (PCs and combat NPC) must make an initiative roll (at least those in combative situations). There are two options for this -- Static or Random. Static is faster, but only compares the COMBAT value to determine the winner. Random compares COM + a dice roll (as set by the GM). For **Atomik Deathmatch**, COM + (whatever dice you chose) is preferred. The winner of the initiative can then select Tactical or Strategic Initiative, as per **Atomik WAR** expanded rules.

## Speed 2 (Nevermind)

**Atomik WAR 3.0** introduces a new way to handle SPD. For simplicity, *Speed2* should *not* be used for **Atomik Deathmatch**. Instead, all characters should get 4 Actions per Round as under the standard rules. The Characters in this text *were* built using the *Speed2* (with COM instead of REF), but SPD should be ignored unless you really want to use it.

## Difficulty Rolls

Findings have shown that 1D10 (Interlock option) or 1D20 (sustitue for 3D6) are the best as far as the speed of the game is concerned. Static defense DVs (see **Atomik War**) are best for By-Standers and NPCs, whereas PCs will roll Dynamic DVs.

## Martial Arts and Gun Fu

Some Character Types have a few Martial Arts abilities, most of which can be found in various Martial Arts Plug-ins or other **Fuzion** Games. There are also a number of Martial Arts Plug-ins available on the Internet. The *Gun Fu* style Martial Arts abilities can be found in **Atomik WAR**. All Martial Arts abilities cost 2 OP apiece and work exactly as described for that ability.

## Knockback

Knockback rules are *optional*. They add to the gritty realism (and are cool for effect) but do take a little

time to compute. More often than not, the GM can "guesstimate" the Knockback effect and just describe it. But if you really want to if your character was blow out the window of the twelve story building by a shotgun blast at point-blank, you can figure it out with these rules. Knockback is also based on the chosen Reality Level. We also noticed that no matter the Reality Level, Knockback rarely effect characters with a high PHYs (at least, with firearms).

## Quick Combat Resolution

Quick Combat Resolution is not recommended for **Atomik Deathmatch**. Though it is much faster, it lacks the completeness and descriptive detail of the full system. Alternatively, you could reserve Quick Combat Resolution to hitting minor NPCs, such as By-Standers (especially if you "accidentally" mow down a large crowd). If you want to test out Quick Combat Resolution (just to see how it works) it does make for an extremely fast match. With the Diceless Task Resolution option and Quick Combat, you have no need for any dice, at all!

## Gunshot Wounds

It is recommended to use all the Gunshot Wound options. Unlike a normal RPG where characters should be kept alive, the point of **Deathmatch** is to kill them all. The Wound Effects Table is extremely gruesome, but adds such detail to any firefight that you just have to give it at shot. With this option, most characters will die from their wounds and not the direct effect of the damage.

## Game Environment

Where the game is played is just as important as how it is played. The Game Environment is the location setting, the "stage" where all the action takes place. Possibilities are endless, so let your imagination go wild.

## Setting Ideas

Play any multiplayer 3D game and you will get some ideas. Typical matches will take place a building or other interior type environment. Corporate HQs, Malls, a factory, a restaurant, the interior of a ship (liner, battleship, freighter), airport hub, and so forth, all make perfect Deathmatch locations and should be fairly easy to map out. City maps (even if limited to a block) are usually too large, but can be very, very fun, especially with lots of By-Standers running around. A confined courtyard between buildings (with access to those buildings) can be almost perfect. Military bases are also quite good. Outdoor settings can be just as exciting, and can range from Vietnam jungles to the Iraqi desert. You can even come up with some very exotic locations, such as the inside of a 747, the sewers beneath NYC, racing down a highway on motorcycles, or whatever you want.

## Maps and Miniatures

Once you have decided on where you want the match, the GM needs to map it out. Typical hex-based gaming maps should be used, but it is not required. He could use an existing map from some other RPG, or draw his own. Having blueprints to a building and converting them over to a hex map could take quiet a bit of time, but will really add to the realism. For multi-level games (such as in a building or ship), a separate map should be provided for each level of each building, with designation to indicate its height (or stories) from ground level. You can use anything for character markers, from coins to those little green plastic soldiers.

What I have found to be best is to use simple hex map printouts (proved at the end of this document) or graph paper (each square is a "hex"), Styrofoam (or some flat board) to put the map on, and colored needles for markers (the ones with red, green, blue heads). You can also tape little flags to the needles to show who they are, and such flags could indicate facing. The GM can draw the maps on the hex paper, taping multiple sheets together if he needs too, then tapes the sheets to the Styrofoam (or cardboard). The needle markers can then be easily inserted and moved around as the game progresses, and take up negligible space on the tiny hexes.

If you are a miniature enthusiast you may already have everything you need. Most miniature terrain sets lack hexes (though some have them), but it is easy to simple measure out the equivalent distances and ranges in inches or cms, as per typical miniature rules.

It is *not* recommended to play **Atomik Deathmatch** "freestyle", that is, with the GM only describing the environment around the PCs. This is because all PCs are in different areas and usually against each other.

## Live Action Deathmatch

No. Don't. And not at school.

## Respawn Locations

Every map must have a number of Starting points where the characters "materialize" into the game. These are also the Respawn locations where they reappear after they die. There should be at least twice as many Respawn locations as there are players, but this is only a recommendation. You should number them so that you can randomly roll where the character spawns from (and use the appropriate type and number of dice). For example, if you need ten Respawn points, number them 1 to 10 and use a 1D10 to randomly select one. At the start of the game, roll 1D10 for each character to select his start point (re-roll any duplicates), and then for whenever they respawn. If you need 15 Respawn points, label them 3 to 18, and use a 3D6 roll.

## Weapon/Power-up Stay

On maps where the GM has added weapons and power-up on the map he can set various options for weapon/power-up stay. "Always Stay" means that when a character grabs a weapon or power-up it will not go away. It will instantly and magically reappear where it was. This is unrealistic, but is typical for 3D shooters. The character will be limited in that he cannot pick the item up again, but others will still be able to. Alternatively, there is "Delay Stay" which the GM sets to be a number of Rounds. For example, if Delay Stay is 5 Rounds, then the item or weapon will reappear after 5 Rounds (the character who took it still cannot take it again). The GM can also select "Death Stay", which means the item or weapon will reappear after the character who took it dies (assuming Body/Equipment Stay is also off). Until Respawn means the item will reappear after the character who had them *respawns*, at which point it vanishes from wherever it was (unless someone else had taken it). Finally, there is No Stay, which obviously means that the item or weapon will never reappear. This is good only if Body/Equipment Stay is Always On (so that the item or weapon does not disappear permanently).

Weapons/Items and Power-up Stay can be set independently, and can coincide with Body/Equipment stay. Make sure you don't set it up so that a weapon replication factory is created. That is to say, if you set Always Stay and leave Body/Equipment to Always Stay then you could end up with hundreds of guns laying around (which might not be half-bad, really). Also be careful not to set it up so that the items disappear forever, unless that is what you want.

The default setting for **Atomik Deathmatch** is Weapon/Item set to Until Respawn, Power-up Delay Stay 10 Rounds, and Body/Equipment Stay set to Until Respawn.

Various settings for Weapon/Item and Power-up (independently) are: No Stay, Always Stay, Delay Stay X, Death Stay, and Stay until Respawn.

## Body/Equipment Stay

When you die (or an NPC dies) your body and equipment can remain where it fell, disappear after a while, or vanish instantly. NPCs (By-Standers, cops, and so forth) should have Body/Equipment stay set to Always Stay, since they never respawn. For PCs they can have their Body Stay and Equipment Stay set independently at various settings. There is, of course, Always Stay, which means when you die your body and equipment remains right where it was. Anyone (even your own Respawn) can come buy and grab your guns, ammo, armor, or items (Power-ups usually die with you). The problem with this is that many bodies will start to pile up and you can have a lot of excess equipment. Stay For X is a setting where the GM sets a number of Rounds which your body, or

equipment will remain, and then vanish. If someone picks up a weapon before this time expires, he keeps it and it will not vanish. Next there is Util Respawn, which means your body and or equipment will remain until you Respawn, which is fairly logical and playable. Lastly, there is Vanish instantly, which means your body and equipment vanish right as you die, eliminating the possibility that anyone can grab your stuff. These rules apply also for anything which you drop. NPCs can be set separately from PCs.

The default for **Atomik Deathmatch** is Body Stay Until Respawn, Equipment Stay Until Respawn. For NPCs is it Always Stay.

## By-Standers and Extras

A map can have NPCs, called By-Standers or Extras, depending on their roles. By-Standers are innocent civilians, pedestrians, workers, scientist, hostages, and, in general, any non-combat person. Maps can be filled with By-Standers (such as in a mall) or totally devoid of them (as in a military base). By-Standers have no weapons and low stats. Rescuing By-Standers (hostages) can be a good objective for Teamplay games. The GM may set an option where the PCs loose points for killing By-Standers (-1OP per kill), or gain a point for killing them (1 OP per kill), or nothing at all (By-Standers have no value). This penalty can be much higher if the By-Stander is a hostage the PC is trying to rescue. Several By-Stander characters are presented later, for your convenience.

Hostages are a special type of By-Stander for Teamplay hostage rescue games. Hostages can actually be used in any sort of Good Guy vs. Bad Guy game, even if it's not a supposed to be a rescue game. Hostages must be guarded by one or more PCs, and will be submissive to them (they will not try to runaway on their own, unless they are unmonitored). The GM can penalize PCs for killing hostages (good guys especially, but bad guys as well), and reward the good guys for rescuing them.

Extras, on the other hand, are potential combat units (cops, soldiers, etc.), or interactive NPC (bartender, weapons broker, mafia don, etc.). Extras will usually have weapons, equipment, and combat skills, and can kill a PC if he isn't careful (and you can pick up their stuff when they perish). Typical Extras are Rent-a-Cops, Police, Advanced Police (SWAT, supercops, heroic cops), grunt soldiers, mobsters, and street punks. Many of these are presented later, at the end of this text. There are actually two types of Extras - Important NPCs and standard Extras. Important NPCs are more powerful (heros, big shots, etc.), but standard Extras will be much more common (cops).

All By-Standers and Extras should be controlled by the GM (most By-Standers will just run around screaming).

## Deathmatch Settings

Deathmatch settings are special settings and options unique to Deathmatch games. These allow for more customization and control over the game itself, and must be established by the GM and explained to the players.

## Type of Games

The type of game you play is all-important. The Deathmatch game is default.

### Deathmatch (Default)

Deathmatch is the Free For All shoot-em up default for **Atomik Deathmatch**. In a true deathmatch, every PC is against every other PC. Extras (such as cops) will be trying to kill or subdue all the PCs. This type of game is utter anarchy and total chaos, but clip-loads of fun.

### Teamplay (Generic)

Generic Teamplay is just that. The PCs should get together an select teams (Team A and Team B), though you can have more than just two teams if you have a lot of players. They will then fight each other cooperatively. Starting points maybe random for each character, or just random for each team (everyone in a team appears at the same place), or there could be a static start location for each team. How Extras react to the teams varies from game to game, but usually there will be different type of Extras allied to each team. With Generic Teamplay the two teams just run around fighting each other, with no true objective, other than to win. Most other game styles are derivatives of Teamplay.

With all Teamplay games Respawn can be set to *Team Respawn*. This means no one will Respawn until one side wins the round (by achieving all goals or wiping out one side) and the game "restarts". Respawn can, of course, be set as normal.

Killing teammates and allied Extras should be penalized, and Good Guy teams should be penalized for killing By-Standers.

### Total War

Total War is a close derivative of generic Teamplay. The only difference is that the setting is specifically a military war or campaign. There will usually be two opposing teams (Allies vs. Nazis, for example), and their objective is to fight. Extras can be non-combat personal, technicians, medics, resistance fighters, and so forth, and By-Standers are civilians caught up in the middle. Quartermasters are the equivalent of Weapon Brokers. Respawn can sort of be explained via the "Reinforcements" theory.

There are other, less military forms of War. Gang War is (obviously) between rival street gangs or Mafia vs. Yakuza type games. Corporate War (best for cyberpunk settings) is between street samurai operatives of rival corporations.

## Team Fortress

Team Fortress is War taken one step further. One or more teams may have their own Fortress (which the GM must map). Between the Fortresses is the War Zone, which can be any sort of setting -- a city, a battlefield, maze of trenches, whatever. Team Fortress can remain an all out War (as above), but may add objectives. In a *Raid* type game, there is one Fortress held by one Team and the opposing Team must raid the fortress to achieve their goal. This is most often a SWAT team vs. Terrorist holding hostages sort of game. Hostage games can include both sides, especially if both sides are bad guys. An example of this would be two rival gangs, each holding hostages important to their rival gang in their fortress warehouse. Alternatively, it could be two rival corporations holding important scientists.

Other goal based Team Fortress games could be similar to this, but most end up like derivatives of Capture the Flag. Fortresses can have large weapons emplacements (Heavy Weapon) such as mini-guns, chainguns, and the like, and nice sniping points such as guard towers. These are all placed there by the GM for his map.

### Capture the Flag

Ever popular for 3D shooters is Capture the Flag. This is a type of Team Fortress where a goal, called a "Flag" is kept in a certain spot in each Fortress. The objective of the other team is to capture the Flag and bring it back to a certain spot in their base (but not necessarily where their own flag is). Doing this gains both the flag-bearer, and the whole team, extra points (it is a Team Goal).

The Flag could be anything depending on the setting, even a physical flag. But more often, such games have a different sort of goal. Hostages are one type of goal, though that falls under Team Fortress for the most part. Other goals could be "a data disk" of vital information, a secret serum or formula, a top-secret weapon (which may be usable!), or anything else valuable which fits into your setting.

## Objective Points (+OP)

Objective Points (OP, also called Option Points), are awarded for success. Every successful task roll, every kill, and every objective obtained count for more OP. The GM can set this however he likes, but below are the defaults:

Action	Penalty
At Start	5 OP (+ Character's Start OP)
At Respawn	0 OP (+ Character's Start OP)
Successful Task Roll	1 OP (only when the roll is opposed)
Killed an Opponent	5 OP (+1 Frags)
Killed an enemy NPC	3 OP (does not count for Frags)
Killed an enemy Extra	2 OP (does not count for Frags)
Killed a By-Stander	0.2 OP (maybe more or less)
Achieve a Goal	1-5 OP (set by GM for his game)
Achieve a Team Goal	1-5 OP (and Teammates get 1 to 2 OP)

Do not include your character's starting OP with the OP you have *earned*. Each time you respawn you will receive your character's starting OP (picking a different character may change this). You will have your starting OP + any earned OP. Once spent, the OP is gone (until you respawn again).

## Penalties (-OP)

Penalties count off of your accumulated OP (and you can end up with negative OP), and are given for doing things *wrong*. Shooting teammates is the biggest no-no.

Action	Penalty
Killed a Teammate	-5 OP
Killed an Allied NPC	-3 OP
Killed an Allied Extra	-2 OP
Killed a By-Stander	-1 OP if you are a Good Guy
Killed a Hostage	-3 OP if Good Guy, -1 if Terrorist
Botched Your Goal	-5 OP (it could happen in some cases)
Killed Yourself	-5 OP (counts as a team kill)

## Frag Count / Death Count

Put simply, Frag Count is the tally of how many Frags (Opposing Player Kills) you have, and Death Count is how many times you died. Frag count can also be Kills minus Deaths, but this does not show the whole story. Frag Count, together with Death Count, will be used to help determine the victor. If you change character sheets (pick a new PC to play) you must transfer all your Frags, Deaths, and current *earned* OP to the new character.

## Respawn

When you die you will eventually Respawn. This is unrealistic, but necessary to maintain the action of the game (think of it as a reinforcement, if you want). Where you respawn was discussed earlier, under the section Respawn Location. After your character is killed, he can respawn *at the end of the following Round*. Alternatively, in some Teampay games you may not be able to Respawn until one side wins at which point your entire team (or both teams) respawn.

Before you Respawn you can do several things. If you wish you may select a new Character to play. This will allow you to test out each character and add a bit of diversity. Second you can (and should) buy weapons, armor, and equipment with whatever OP you have. Every character type starts out with a certain number of Starting OP, which is given in addition to whatever OP you have earned. If you still have zero or negative total OP, you can buy nothing, and must rely on your basic hand-to-hand fighting or Martial Arts. The GM may give free starting weapons (such as a knife, crowbar, or brass knuckles).

You may also upgrade your character (buy or improve skills, and so forth) or buy one or more Sidekicks to come with you.



## Weapons

Naturally, weapons are very important. However, it can get a little ridiculous. This is why the GM should list what weapons he disallows (or allows) for the Deathmatch game. Most standard weapons and equipment should be allowed. Heavy weapons, perhaps, depending on the GM's preference. Most rockets are expensive and one shot deals, which is generally restrictive enough, and thus rarely a problem. Experimental Weapons are by default unavailable. However, if they are appropriate to the setting (such as fighting in a secret research base) they can be found as Power-Ups. In a Capture the Flag where the Flag is an experimental weapon, the PC carrying it can use it!

You can buy weapons and equipment before you start or respawn using OP, or from a Weapon Broker during the game, also using OP.

Some maps may have weapons laying around on the board in certain places. These can be placed in armories, found in trashcans, in hidden places, or wherever. Such weapons respawn as per the Weapon Stay option, unless the GM considers them to be Power-Ups.

## Power-Ups

Power-up are very optional and only suitable for a Superheroic setting (though you could have it in others). In a game which really tries to replicate a 3D shooter, Power-ups will be common. Power-ups are "magic items" such as Invulnerability, Invisibility, Healing Packs, Double and Quad Damage, OP Tokens, Armor Patches, and so forth. Power-up respawn is set by the Power-up Stay setting (Always Stay, Delay Stay, Never Stay, and so forth). Special Weapons, such as Experimental Weapons, are considered Power-Ups as well. It takes 1 Action to pick up and use a Power-Up. It may be difficult to keep track of when a Power-up should reappear if it has Delay Stay. The best thing to do is use a die (a 10 sider, for example) to place on the map where the item was taken, and decrement it every Round until the power-up respawns. Power-ups should be uncommon.

**Invulnerability:** This should be very rare. With Invulnerability the character can take no Stun or Lethal Damage, though his armor will still be damage. Invulnerability lasts 3 Rounds.

**Invisibility:** With Invisibility the character is nearly completely invisible. It is a -5 Perception Check to detected (or +5 to Stealth). Invisibility lasts 4 Rounds.

**Healing Packs:** Each Healing Pack restores 1D6 Hits.

**Heal All:** Restores all Hits.

**Armor Patches:** Each patch repairs 1 KD of armor.

**Double Damage:** All damage you do is at x2. Lasts 2D6 Round.

**Quad Damage:** All damage you do is at x4. Lasts 1D6 Round.

**OP Tokens:** Each token gives 1 OP.

## Adding Hazards

Hazards can be fun and deadly (in this game the two are synonymous). Hazards are map specific items which go boom or can otherwise do harm. Exploding barrels or boxes, vats of acid, toxic chemicals and lava are all considered environmental hazards. All exploding items use the standard area effect rules. Some equipment (like NBC suits) can protect against some of these.

**Fire Extinguisher:** If hit for more than 5 damage, it will explode doing 3D6 damage. It can actually be used to put out fires, too. They weigh 5 kgs.

**Exploding Barrel:** No one knows why they explode, but they do when hit for more than 5 damage doing 5D6 damage. Maybe they have weird chemicals inside. Each weighs 20 kgs.

**Crates of Explosives:** Firecrackers, ammo, plastique, whatever. When hit for more than 10 damage they explode doing 10D6 of damage (blast radius 10)! You cannot actually use the contents. Each weighs 100 kgs.

**Acid or Toxic Chemical:** Could be a pool, vat, or river of toxic sludge. When in contact with it, you take 3D6 damage per Phase of contact. Armor protects at 1/2, but an NBC suit will protect completely (cost 5 OP instead of 50).

**Nuclear Hazard:** Could be nuclear material or an irradiated area. When in contact you take 1D6 Stun and 1 Hit per Phase, and continue to take 1D6 Stun and 1 Hit every Round even after exiting the area (and you glow too!) for 5 more Rounds. Armor does *not* protect, but an NBC suit will (cost 5 OP instead of 50).

**Lava or Molten Metal:** Could be real lava or molten metal (if in an iron refinery). When in contact with it you take 8D6 damage per Phase of contact. Armor protects at half.

**Vacuum:** In a vacuum (could happen in an outer space setting) you will take 1D6 hits per Phase of exposure. Armor does not protect.

## Limits / Next Level

A game map can end any time the player get tired of it and want to move on (assuming the GM has other maps). The GM can also set Limits which must be reached in order to progress to the next map. These can be a max number of Frags (when someone makes 20 Frags, the map will progress to the next level), a max number of victories (when one team wins 10 times), a max number of Rounds (after 50 Rounds), and so forth.

## And the Winner Is...

Finally, at the end, you may wish to determine the absolute victor. To do this, take everyone's remaining OP and divide it by 5. Add this to their total Frags minus total Deaths. The winner should then be apparent. All OP, Frags, and Deaths should be cleared before moving on to the next map.



# What to Buy?

What do you use all the OP for? Buying guns, armor, and equipment for one thing. Not only that, you can buy character improvements and Sidekicks. Most of the time you will buy these things before you Respawn, but if there is a Weapon Broker on the map you can get them during play.

## Weapons

Naturally, you will need guns. Lots of guns. You can buy as many as you want, but don't forget to buy ammo as well! GMs should be extremely critical if a player forgets to buy ammo, even though ammo is dirt-cheap. Grenades are nice too. Weapon's cost is listed in **Atomik WAR** (OP Cost).

## Ammo

In **Atomik WAR**, the price of ammo was set to reflect the actual real-world cost of ammo. If the cost of ammo seems to be cheap, setting the cost of all ammunition to x4 OP seems to work great.

## Armor

Armor is also listed in **Atomik WAR**. You should always try to get some armor, it really does help. Of course, most AP ammo can make short work of armor, but that's the point of AP ammo. Don't forget to take into consideration the armor's Penalty.

## Equipment

Not necessary, but some equipment can be helpful. Take a look at what is listed in **Atomik WAR**. If you see something useful, buy it.

## Sidekick

It's always nice to have friends. Sidekicks are secondary PC characters which you can start out with and control. Your starting character is still your main character, but you can buy Sidekicks (of any character type) for 10 OP apiece for PCs, 7 OP for NPCs, and 5 OP for Extras (1 OP if you just want a By-Stander!). *You do not get their Starting OP* and you must use your own OP to arm and armor them. You will have full control over them, just as you do with your main character. However, when your main character dies the remaining Sidekick(s) revert to NPCs or Extras under the GM's control. Your Respawn cannot regain control over them, but in a Teamplay situation they may still remain Allies (in a typical Deathmatch they will be opponents). Of course they could just run away.

## The Weapon Broker

Who is the Weapon Broker, that man with the dark shades, black trench coat, and bad aftershave? In short, the Weapon Broker is The Man™. There can be one or more on a given map, or none if the GM so chooses. At the beginning their shop is usually hidden (after all, they are criminals), except in certain games,

such as Total War or Team Fortress, where they are simply the Quartermasters of the armory. The Broker's store is stocked with weapons, armor, ammo, and equipment, and he even has mercenaries he can sell to you as Sidekicks. You must of course pay for everything using OP. The only thing you can't get from a Broker is Character Improvements.

You may be tempted to shoot the Broker and rob his store. Don't. All Brokers have a dead-man switch wired to a huge bomb located in the back of their store. If they die the entire store explodes, probably taking you with it. Quartermaster type Brokers do not have dead-man switches, but if you shoot him your character becomes Traitor, and your teammates can kill you as if you were an adversary (and you also lose 10 OP for this, in Teamplay setting).

## Character Improvements

OP can also buy Character improvements, such as new skills, improving skills, new Talents, new Martial Arts abilities (at 2 OP per), and so forth. These cost OP as normal (1 OP for +1 to a skill, 3 OP for a Talent, etc.). I recommend a limit of allowing only 10 OP max for character improvements, but be careful, they may still max out the skills (you might cap skills at +3 max per skill, or a total value of +5). I would not allow them to buy up Characteristics (which would be 5 OP for +1 Char), though I *would* allow them to buy up Derived Characteristics (at the cost listed in the core Fusion rules). Rearranging Characteristics, Skills, Talents, etc., is akin to making a totally new character, which is fine. See below. When you die all improvements are lost when you respawn, as that character who had the improvements has perished (treat improvements like permanently lost equipment).

## Making New Characters

There are a number of character types presented later in this text. Feel free to develop your own. Below are the rules for Deathmatch characters.

**Points:** PC characters were built with 20 CP (for the four *Instant Fusion* Characteristics) and 30 OP for skills. NPCs were built with 18 CP and 25 OP. Extras were built with 15 CP and 20 OP. By-Standers were built with 12 CP and 15 OP.

**Everyman Skills:** (given to all characters, PC, NPC, even By-Standers), were *Perception*, *Hand to Hand*, and *Melee Evade* (for Melee or Hand to Hand), all starting at Level 2. The total OP from Everyman Skills was 6 OP (given for free).

**Other Skills:** In general, just the important ones (like weapons, defense, etc.). See sample characters. *The Max Skill Level should be 5.*

**Talents:** Bought as normal at 3 OP per Talent/Level. Martial Arts and Gun Fu abilities cost 2 OP per.

**Complications:** All Complications were given at -4 OP, Constant [10], Strong [10] but of Minor importance (divide by 5), is -4 OP. *Only 2 Complications (of -4) are allowed.*

## Playing the Match

### Starting Off

Now it is time to begin the game. Buckle your flak vest, grab your SPAS-12, clip on your ammo, and Lock 'N Load!

### Knowledge Paradox

There is one obvious and paradoxical problem with a map based, player opponent game. That is, you can clearly see where everyone else is. There are a number of ways around this, but not many. The best piece of advice? Live with it.

The GM can, and should, declare that a PC cannot act like he knows where the other characters are unless he *really* knows, even though all players can clearly see where everyone is. Perception checks should be down to spot hidden sniper, hear footfalls and guns shots, and so forth, for the PC to perceive where the other characters are. This is not realistic, however. Most players will still act based on \*their\* knowledge, rather than their character's.

### The Excuses

The best way to deal with this is the Excuse. Why do you know where everyone is? Simple -- everyone has a built-in motion/heartbeat sensor which can detect and protect everyone's location on the character's special GPS mapping watch. Or something like that. This is of course a lame excuse, if you (the GM) can think of a better one, use it.

### Hidden Players

Players can declare themselves as hidden and have their counter removed from the map. Doing this they must whisper to the GM their every move. Other characters who can potentially see him must make a successful perception check. If he is spotted his counter must be placed back on the map.

### Bombs and Traps

Setting a bomb or trap is useless if your opponent player can see where it is. Even though his character is unaware, he would just be plain stupid to make him walk over such a trap (unfair as it is, this is just true). The solution is for the player to whisper to the GM to tell him when (or where) he is setting a trap, and make the task roll to do so. He should tell the GM "I will set a hidden a trip mine in the next room, across the doorframe", then go into the next room to do it and then walk around a bit more. Even though the other players will know something is up, this will still keep some mystery as to what and where.

### Hostages

Hostages *can* be invisible on the map. Where they are at the start is up to the GM and players of the team who is holding the hostages. There should be one or more players guarding the hostages, and these players can be hidden too. Hostages and hidden players can be moved around "invisibly" on the map by whispering their movements to the GM, until discovered.

### Other Secrets

They can be other secret or hidden items on a map. All Power-ups should be hidden until found. Most Weapon Brokers have their stores hidden. Other things such as hidden rooms and secret passages should also be hidden off the map.

### Communication

Communication between characters should be confined to their logical limits (players can laugh and chat all they want). In Teamplay, every team member should have a radio headset to communicate with their other teammates. These radios can be given by default, but the GM, at no cost. Using such communication may be one way to explain how you know where all (more most) of the characters are.

### Cheating

It is easy to cheat. You can see where other players are and you can often see or know where traps, special items, and other such items exist. Camping and sniping (huge problems with 3D shooters) is more difficult, but knowing the location of a camping sniper is in itself cheating. Players can also fudge on their own OP if they keep track of it instead of the GM, and rules (such as range, stun damage, knock back, impact damage, etc.) are often overlooked. Some of these can't be helped, but the GM should do his best to keep these things in mind in order to keep abuse to a minimum.

### By-Standers and Extras

What can be more fun than holding a Deathmatch game in a crowded mall? A Deathmatch game in a Disney Theme Park, of course! By-Standers can often add a lot of color (and I do mean red) to any Deathmatch or Teamplay game. Pedestrians in a city, shoppers in a mall, moviegoers in a theater, or whatever. You can bet when the bullet's start flying they'll be running and screaming in blind panic. By-Standers cannot harm PCs (except

maybe by accident), and have little or no value if killed. Good Guys (in Teamplay) will be penalized for killing By-Standers. All By-Standers are controlled by the GM, but they'll be running around at random or cowering in fear for the most part. Killing By-Standers can be done with the Quick Combat Resolution in order to save time (this is especially useful if you "accidentally" strafe a crowd with a machinegun at full auto).

NCPs and Extras, however, are a different story. They are similar to PCs, but less powerful. Most Extras are cops (guards, rent-a-cops, police officers), and will try to stop rampaging PCs. NPCs include Advanced Police (SWAT, heroic cops, etc.), grunt soldiers, vigilantes, and so forth. NPCs are typically more powerful and more important than just Extras, but Extras will be more common. Some NPCs and Extras are presented later in this text. In Team Play there will be Allied NPCs and Extras, in general the grunt soldiers in your fortress or on your side. They could also be resistance fighters or police allied to your side. Shooting Allied NPCs or Extras imposes penalties, shooting Enemy ones can give a little OP. In Deathmatch, shooting any NPC or Extra will usually give a little OP (most Extras are enemies in Deathmatch). You can get weapons and equipment from dead NPCs or Extras and they will not respawn.

## Playing Sidekicks

Buying Sidekicks was described earlier, and you can get as many as you want or can afford. You can play your Sidekick(s) just like your main character. If you plan to separate them out over some distance, your main character should still be able to communicate with them, probably by way of radio. In a teamplay setting, radios are usually given for free. In Deathmatch you must buy radios for your main character and sidekicks from the equipment section of **Atomik WAR** if you want to remain in contact with them. Your Sidekicks must be armed and armored by your main character. You *will* receive all OP they earn (or lose!) but will not be credited for any of their Frags or Deaths. When your main character dies the remaining Sidekick(s) revert to NPC Extras under the GM's control. Your Respawn cannot regain control over them, but in a Teamplay situation they may still remain Allies (in a typical Deathmatch they will become opponet NPC Extras).

## Running the Match

Having run a lot of Deathmatches, I have found things that work, and things that don't. If you need help running (or controlling) a Deathmatch game, read on. Some of this may also be applicable to any game where you might encounter mass combat situations.

## The GM's Role

Basically, the GM is there to keep things running smooth. Like the GM of any tabletop wargame, the GM is there to explain the rules (to new or novice players), consult the rules, resolve disputes, make rulings when something outside the normal rules comes up, and finally to make sure no one is cheating. Having a few other people in the game who know Fuzion helps a lot, and the more rulebooks are lying around all the better. For **Atomik Deathmatch**, it is also usually the GM's responsibility to plan the scenario and make up the maps.

## Pre-Game Planning

The good thing about Deathmatch is that it requires minimal planning. I have a notebook holding the basic rules I need, character sheets, a dozen hex-maps, and some counters. If my friends call up and want to game, I'm ready to go. But there is something to be said for "Added Features".

Having good maps is probably the foremost necessity. There are maps provided on the **Atomik Fuzion** site (under the Atomik War sub-page), which should get you started. Feel free to use the blank map sheets to make up your own.

Second, print out at least two or three copies of all the PC characters (Tequila and K.O. Bombshell are often very popular), these can be printed and cut out to individual half-sheets. You need only print one sheets for each By-Standers and NPC *type* you plan to have on the map -- you may use one sheet for several individual NPCs.

And of course, have some sort of maker for PCs and NPCs (I actually use long pins with flags on them, they work great!), and of course, lots of dice and snacks.

## Speed

We have taken up to an hour to get through one Round. This is ridiculous. Here are some suggestions to speed up play.

- Use 1D10 or 1D20s, rather than lots of dice for success roles. It is *much* faster.
- Use Static DVs for all NPC's defenses. Write down the overall DV to hit them on their sheet.
- Role only one Defense Roll for a PCs per Phase. This saves a lot of time.
- Use a "hex ruler" to count range, cut out from the hex sheet itself and number. This is great to have.
- Throw out Stun, End, and any time consuming optional rules which get in the way of fun.
- Finally, keep the game moving. It's okay to have two people taking actions at once if they are not in direct combat with each other. Faster is better!

## The Scenario

Having a Scenario is more than just declaring "Deathmatch", "Team War", or "Team Fortress". A few sample Scenarios are shown below:

# Deathmatch Scenario One

## "Diamonds are Forever"

**Game Type:** Deathmatch, but it could be adapted to Teampay.

**The Theme:** Diamonds Are Forever Deathmatch has one primary goal: The town's Weapon Broker wants the Vargas Diamond, which is being held in one of the bank vaults under heavy guard (is due to be transferred out in a few days).

**The Setup:** Need to make a nice city grid of four to six buildings, some being multiple stories if possible. There must be two banks, a club or restaurant (for the Don), and a bar, gunshop, or other place for the Weapon Broker to have his shop. The Clinic is optional.

**The Weapon Broker:** The Weapon Broker's shop is in the back of a bar. He wants the Vargas Diamond.

**The Vargas Diamond:** In the vault of a Bank Number 1 is the Vargas Diamond. The Weapon Broker will pay 15OP to anyone who brings it to him, or the equivalent in weapons and equipment. It is worth much more, but that is all he will pay. Bargaining with him will grant 1D6 more, or the difference in the success roll, whichever is greater. The Diamond is under heavy guard, and one of the guards has the key to the safe.

**Safety Deposit Boxes:** Everyone (except for the PCs) has on their person a safety deposit box key. In the vault of the Bank Number 2 (not the diamond bank), are many deposit boxes (the key is foolishly labeled with the box that it goes with). Each time a box is opened, roll randomly on the chart at the bottom of this page.

**The Defunct ATM:** There is a defunct ATM spitting out 1OP (\$100 bill) every round at one of the bank holding the diamond. It drops 1OP every Round, to a max of 4OP. When any amount is taken, it will not begin spitting out more OP until after the following Round. There is a security guard (Rent-a-Cop) watching over the ATM and a mechanic (By-Standar) trying to fix it.

**The Clinic:** (Optional) There is a medical clinic in the area as well. Using the supplies here, a character can heal himself of all Stun and 1D6 Hits (taking two Actions to do so). He cannot perform this action again.

**The Don:** The Mafia Don (Gangster) has his office in the Linguini Italiano restaurant (or club). He has a number of heavy armed goons (Soldiers) working with him, and these goons may also be going after the Vargas Diamond. In the Don's office is a safe (the Don has the key).

**The Don's Safe:** In the safe is 10OP (\$1000), a Desert Eagle .50 and two clips, and a gold Rolex (which the Broker will exchange for 8OP, if asked).

**Police:** There are police around -- guards at the two banks for the most part. A few rounds after the shoot starts, a SWAT team (Advanced Police) may come in totting the heavier weaponry to counter the PCs.

### 1D20 roll --- What you find in the deposit box is....

1	2D6 of OP
2	Desert Eagle .44 with barrel extension mod, +1 WA (+2 total WA)
3	A motion sensor and a cell phone.
4	Glock 18C and two clips.
5	1D6 of OP
6	HK SOCom pistol and two clips. Nice.
7	Birth Certificate for some guy. Next time you respawn, you will have an NPC Extra Sidekick!
8	2D6 of OP
9	Box of 100 9mm Rhino rounds.
10	A pair of nice vanbraces
11	Birth Certificate for some guy. Next time you respawn, you will have an Important NPC!
12	1D6+2 of OP
13	A pair of nice shin greaves
14	A silencer/suppressor combo
15	1D6+3 OP
16	A laser sight
17	"My Hero Fan Club Card". Next time you respawn, you will have 1D6 by-stander followers.
18	2 M68 grenades.
19	A box of 10, 12guage Flechette shells.
20	Jackpot! 1D20 OP!

## ***Deathmatch Scenario Two***

### **"Battle Arena Earth -- the Unreal Quake of Ultimate Doom"**

**Game Type:** Deathmatch

**The Theme:** Unbeknownst to mankind, a terrifying alien force has already begun its invasion of Earth in preparation to enslave humanity. Having made thousands of clones of the twelve greatest warriors on Earth (the PC characters), the aliens have formed an army of mindless human war machines. It is now time for them to put the clones through their trial runs to determine which are the best of the best. But before they begin their all-out invasion the aliens decide to have a little fun. As they are energy-based non-corporeal beings, the aliens themselves are able to possess the bodies of the clone-warriors. Teleporting down from the cloning tanks of their mothership orbiting safely around the Moon, these clone-warriors materialize into the heart of a major city. Earth-made weapons in hand, the "spawns" duke it out, each against the other, in a fight to death. The clone which stands dominant will be their Chosen One. And the mortal human's haven't a prayer.

**The Setup:** A map of a few city blocks (4x6 hex sheets works well), mostly of bars, banks, and so forth. This is a total deathmatch, so anything goes. There should not be a Weapon Broker, but weapons will spawn in from time to time (see below). When the game begins, there will be plenty of By-Standers and few cops (one or two in the street, and rent-a-cops at the bank, and so forth). A few Rounds into the game, more cops and SWAT teams may start to arrive.

**The Characters:** The characters are clones of one of the twelve PCs listed in the back. They should not be modified from their existing stats for this Deathmatch -- the alien invaders want to test their clones "as is". Clones are armed and armored as normal (5 + start OP at the beginning), but no supertech weapons are given. The aliens want to use human weapons, primarily to determine the effectiveness of human weapons. The objective is for the alien-controlled clones to fight each other and put themselves to the test (if cops get in the way, that's their own sorry fault). When a clone is killed (by another clone or by a human cop somehow) his body is instantly teleported away (Body Stay 0), but his weapons and armor will remain 2 more Rounds (a glitch in their teleporter). The entity which controlled the clone (the Player) can then select a new clone (character) or keep the same one. The Alien Regent awards his warriors for the more kills they get, both of other players (5 OP for killing another clone), and 2 or 3 OP for killing a powerful human (as per standard Deathmatch rules). With these points, and his starting OP, the Player may rearm his new character with armor and weapons and teleport back down the following Round (respawn).

**Weapon Spawn:** The Alien Regent (GM) has decided to teleport random weapons into battle. But knowing very little about human weapons, the Regent has made a table to randomly select the weapon (on a die roll), which is then teleported to a spot on the map of his own whim, along with a few clips of *random ammo* since the only thing he knows about 'ammo' is that 'guns' need some to work, similar to the way their Kathorks need ten Burthols.

**Power-Up Spawn:** Under the advice of His Most Malevolence General Splatgorr, the Regent has also declared a number of Power-Up Spawn points. Some of these are set (that is, on a certain hex there will always be a Healing Pack), others are Random (you never know what might spawn there). The Regent sets what and where the power-up points are, and Power-Ups should respawn after 1 to 3 Rounds (1 for small things, 3 for big ones like Invulnerability). Mortal humans cannot use the Power-Ups, as they are protected by an invisible force field until a PC arrives to pick it up.

**Those Pesky Humans:** There are still lots of humans to deal with, though most are just By-Standers and of no concern. Cops, and later SWAT, soldiers, and so forth, will come to be more of a nuisance. It is fine for the PC clones to engage the humans -- this will test how pitifully ineffective they are against the awesome power of the unstoppable alien war-machine.

**Final Note:** The aliens may end up enjoying this so much that they just decide to use the Earth as their battle arena for centuries to come, and never actually invade at all. Just spawn battle of spawn battle, through city after devastated city. Forever and Ever. Battle Arena Earth...

## **Deathmatch Scenario Three**

**"Strike Force Team is Go! Go! Go!"**

**Game Type:** Team Fortress Raid

**The Theme:** A typical SWAT or Special Force verse a terrorist origination. One team is the Strike Forces (they can decide what they are, SWAT, Special ops, whatever), the other team is the Terrorist Origination (who must chose a name for their radical, militant, separatist group). The Terrorist have holed up in a building and have a number of hostages (and can place them anywhere). The Strike Force must storm the Terrorist's fortress and take as many hostages as they can back to one of their spawn points for pick up. The Terrorist must repel the Strike Force successfully.

**The Setup:** Obviously, a large building for the terrorists is required. This could be in the middle of a field with forest and field terrain, but could also be in a city or small town with other buildings scattered around. By-Standers will be minimal, but there may be other supporting NPCs for each team as well. The Terrorists will have their respawn points in their building. The Strike Force's spawn points will be clustered together (at, for instance, a APC or landed helicopter) on the other side of the map. There should not be any Weapon Broker type characters in this game.

**The Terrorists' Fortress:** The Terrorists' Fortress should be a multi-story building with a few guarded (or booby-trapped) entrances. The Terrorists do have an advantage over the Strike Force. Not only are they holed up, but they also get free supplies (given by the GM). This can include several kilograms of high explosives, plastique, or other explosives, mines (claymore mines), tripwires, and walkie-talkies. He may also designate a supply room holding crates of weapons and/or armor.

**The Hostages:** The Terrorists have taken a number of hostages. There is one hostage for every PC (Terrorist or Strike Force), so if eight people are playing the game, there are eight hostages. The Terrorists may place the hostages anywhere, and may put them in one room together or in many rooms. The Terrorists can also control the hostages indirectly, by forcing them to move at gunpoint. Hostages will automatically follow Strike Force players if they see them, unless told to "wait" or "hide" (hostages will follow all orders of Strike Force players, but will not jeopardize their survival to do so).

- If a Terrorist murders a hostage outright, he loses 1 OP.
- If a Strike Force player kills a hostage, he loses 3 OP.
- If a Strike Force player leads a hostage out of the terrorist building he gains 2 OP.
- If a Strike Force player gets a hostage back to the Strike Force spawn point he gets 5 OP, and everyone in his team gets 2 OP.
- A Terrorist can kill a hostage once he has left the building at no penalty.
- A Terrorist can use a hostage as a human shield.
- A Strike Force player *cannot* use a hostage as a human shield.

**The Terrorists' Supply Room:** Somewhere in the Terrorists' building is their weapon's cache. This room is filled with crates of weapons and armor, but it is only big enough for one Terrorist to be inside at a time. Furthermore, a Terrorist can only open one crate and take one item at a time (he must then wait two rounds before returning). The GM should make up a table listing the weapons, armor, and equipment in the supply room, and roll randomly when a crate is open to determine what the player has found. If any gunfire goes off in the supply room it will blow up the entire building, doing 16D6 damage to everyone inside, and having blast radius of 16 meters from the building's outer walls.

**The Strike Force:** The Strike Force also has its advantages. To even the odds with the Terrorist, Strike Force players gain an extra +10 OP (total of 15 OP + starting OP), as government funding supports them. At respawn, they get 5 OP + starting OP + earned OP (in other words, 5 extra OP).

**Goal:** If all hostages are rescued, the Strike Force wins. If all the hostages are killed the game is stalemated, and should end in an all out slugfest. The Terrorists win automatically if the game ends unresolved, with the terrorist still holding at least one hostage.

## ***Deathmatch Scenario Four*** **"Super-Science Shoot-Out"**

**Game Type:** Team Fortress (any number of teams allowed, but two is best)

**The Theme:** Two (or more) advanced military technology corporations are vying for critical government contracts and whoever has the highest tech wins the big billions. Strangely, these companies are located only a few city blocks from each other and actively engage in corporate espionage. But now that it is down to the last few weeks of development, both companies want the other's super-tech devices. There is only one way to get it. You can guess the rest.

**The Setup:** A map of four to six hex sheets should suffice, these can be placed long ways (rather than as a block) to allow for a much longer run between the competing corporations. The GM may want to draw the Corporate HQs (the Team Forts) himself, and they should have two or three stories, rather than use pre-fab maps. Alternatively, the corporate office map (one of the ***Atomik Fuzion*** DM maps) could work in a pinch. Between the two HQs is the city sprawl -- simply a collection of streets, bars, banks, and so forth. There should not be a straight shot between the two HQs; try to jumble it up a bit.

**The Corporate HQs:** These are the fortresses. Each should be several stories tall and be somewhat office like. In one area (top floor, probably) is the R&D division, where the advanced weapons and special tech is stored. NPCs will guard these areas, but PCs can as well (though that is less fun). By-Standers (Corporate Execs and Scientist) will be prominent throughout the HQs, as will NPC guards under the GM's control. NPCs will only be under the control of players if they bought them as Sidekicks, and they can pick an existing, already armed and armored NPC to fall under their control when they buy them. All NPCs and By-Standers in the HQ are considered teammates off the PCs on that team, and those of the other team are adversaries. All respawn points are in various places in each team's fortress. Each HQ may also have a Quartermaster who acts as the Weapon Broker.

**The Tech:** ***Atomik War*** has several experimental devices, including advanced assault rifles, lasers, railguns, automatic rocket launchers, and so forth. Also in ***Atomik War*** are super-tech scopes, such the Digital Imaging Scope and the Ultrascope. The G11K2 can also be considered experimental, though it is currently available. Each HQ can have several different experimental devices, and probably will, as lasers weapons also require the advanced power systems. It is up to the GM what devices and how many he wishes to put in each HQ, but they should be placed in guardable locations on the upper floors. PCs may take and use the weapons of their team, but doing such places full responsibility of the weapon's safety in their hands. Should they lose the weapon to the enemy, they lose 5OP for their failure. If a weapon is stolen from a lab there is no penalty given to the PCs guarding it, as long as they were not holding or using the weapon. PCs who steal an enemies weapon can use it (assuming it has ammo or power), and gain points if they get it back to their HQ (at which point it is considered *their* weapon), and they can then bring it to their labs or keep holding on to it.

**Initial OP:** The GM may wish to give out more starting OP, 15 to 20 OP plus the character's start OP is good. The GM may also give +5 OP as a respawn bonus so out-of-luck players do not fall behind. This is because they are formally supported by a corporation and thus have access to much better equipment. Even at that, it is still 15OP to get a G11K2, so they GM could give these weapons (and other like them) to the NPC guards.

**Goals:** The goal is to grab as much of the enemy's experimental super-tech as possible and get it back to your HQ, without losing your super-tech (or super-tech you have stolen). Getting your hands on an enemy's super-tech device automatically earns you 2 OP. Getting to your base with the device(s) earns you 5 more OP (per device), plus everyone on your teams gains 2 OP (per device). The stolen device then becomes your team's, and the other team can then try to steal it back. If you are *carrying* one of your team's devices and lose it to the enemy, you lose 5 OP for your failure. Guarding a device does not count as carrying.

**The Winner Is:** Whenever the game is declared to be over, the winning team is the one with the most super-tech devices in their position (stolen devices still in transit do not count for either team). If it is a tie, tally the OP, Frags, and Kills of all team members -- the team with the highest overall score wins.



## Frontliner

**Character Type:** Strike Soldier  
**Character Class:** PC  
**Starting OP:** 4 OP

**Descpt:** The Frontliner is a rounded soldier, good at everything, but not a pro.  
**Cliché Quotes:** "Eat this!", "Bring it on!", "Who want's some!", "You like that?"  
**Last Words:** "Fraggit!", "Game Over, man!", "Ghughuh", <thump>

PRIMARY		DERIVED		SKILLS		OP +Char		TALENTS		OP		ARMOR	
												LOC.	KD
3	MEN	30	HITS	Ranged Evade	2	8	Combat Sense +2	6	Head	/			
6	PHY		taken	Melee Evade	2	8	High Pain Threshold	3	Chest	/			
6	COM	3	SD	Hand to Hand	3	9	Basic Strike (KungFu)	2	Stmch	/			
5	MOVE	3	SPD	Perception	4	7			R.Shldr	/			
		9	RES	Melee Weapons	2	8			L.Shldr	/			
	OP	10	Run	Firearms (Pistol)	3	9			R.Arm	/			
	FRAGs	15	Sprnt	Firearms (SMG)	3	9			L.Arm	/			
	Deaths	5	Leap	Firearms (Rifle/SG)	4	10			R.Hand	/			
				Firearms (Heavy)	2	8			L.Hand	/			
									Thighs	/			
									R.Leg	/			
									L.Leg	/			
									R. Foot	/			
									L. Foot	/			

  

EQUIPMENT							
Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

  

COMPLICATIONS	
Habit (Just Rude)	-4

## Linebacker

**Character Type:** Battle Soldier  
**Character Class:** PC  
**Starting OP:** 7 OP

**Descpt:** The Linebacker is heavier than the Frontliner, and is particularly suited for positions where both speed and strength may be needed.  
**Cliché Quotes:** "You're go'n down!", "Lock 'n load", "This is my boom-stick!"  
**Last Words:** "I'm take'n you with me!", "So, this is death...", "Ahhgggh...."

PRIMARY		DERIVED		SKILLS		OP +Char		TALENTS		OP		ARMOR	
												LOC.	KD
4	MEN	25	HITS	Ranged Evade	3	9	Combat Sense +1	3	Head	/			
5	PHY		taken	Melee Evade	2	8	Basic Strike (KungFu)	2	Chest	/			
6	COM	3	SD	Hand to Hand	3	9	No Recoil (Gun Fu)	2	Stmch	/			
5	MOVE	3	SPD	Perception	4	8			R.Shldr	/			
		12	RES	Melee Weapons	2	8			L.Shldr	/			
	OP	10	Run	Firearms (Pistol)	2	8			R.Arm	/			
	FRAGs	15	Sprnt	Firearms (SMG)	3	9			L.Arm	/			
	Deaths	5	Leap	Firearms (Rifle/SG)	4	10			R.Hand	/			
				Firearms (Heavy)	3	9			L.Hand	/			
				Demolitions	1	5			Thighs	/			
									R.Leg	/			
									L.Leg	/			
									R. Foot	/			
									L. Foot	/			

  

EQUIPMENT							
Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

  

COMPLICATIONS	
Overconfidence	-4



## Trooper Elite

**Character Type:** Special Op.  
**Character Class:** PC  
**Starting OP:** 4 OP

**Descpt:** The Trooper Elite is highly trained soldier, an ex-Green Berretta, SEAL, Black Ops soldier. He's tough, mean, and keeps his cool.  
**Cliché Quotes:** "Right between the eyes...", "Say hello to my little friend!"  
**Last Words:** "Impossible!", "You mother f...!", "Phuulth-coughhhh..." <thump>

PRIMARY		DERIVED		SKILLS		OP +Char		TALENTS		OP		ARMOR	
4	<b>MEN</b>	25	<b>HITS</b>	Ranged Evade	2	8		Combat Sense +2	6	<b>LOC.</b>	<b>KD</b>	Head	/
5	<b>PHY</b>		<b>taken</b>	Melee Evade	2	8		Basic Strike (KungFu)	2	Chest	/		/
6	<b>COM</b>	3	<b>SD</b>	Hand to Hand	2	8		Master Shot (Gun Fu)	2	Stmch	/		/
5	<b>MOVE</b>	3	<b>SPD</b>	Perception	4	8		Jump Shoot (Gun Fu)	2	R.Shldr	/		/
		12	<b>RES</b>	Melee Weapons	2	8		No Recoil (Gun Fu)	2	L.Shldr	/		/
	OP	10	<b>Run</b>	Firearms (Pistol)	3	9				R.Arm	/		/
	FRAGs	15	<b>Sprnt</b>	Firearms (SMG)	3	9				L.Arm	/		/
	Deaths	5	<b>Leap</b>	Firearms (Rifle/SG)	3	9				R.Hand	/		/
				Firearms (Heavy)	2	8				L.Hand	/		/
				Demolitions	2	5				Thighs	/		/
				Stealth	1	5				R.Leg	/		/
										L.Leg	/		/
										R. Foot	/		/
										L. Foot	/		/

  

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

  

COMPLICATIONS	
Overconfidence	-4
Duty (to Allies)	-4

  

EQUIPMENT	

## Wild Fuze

**Character Type:** Demolition Man  
**Character Class:** PC  
**Starting OP:** 4 OP

**Descpt:** Wild Fuze is the demolitions expert. He can make, set, arm, and disarm nearly every type of bomb known to man, and then some.  
**Cliché Quotes:** "Hehehehe!", "BOOM!", "Ooh... Wow!", "Pretty fire!", "Burn!"  
**Last Words:** "Let's try the red wire...", "Is this charge live?", "I hope this works."

PRIMARY		DERIVED		SKILLS		OP +Char		TALENTS		OP		ARMOR	
4	<b>MEN</b>	30	<b>HITS</b>	Ranged Evade	3	9		Combat Sense +1	3	<b>LOC.</b>	<b>KD</b>	Head	/
6	<b>PHY</b>		<b>taken</b>	Melee Evade	2	8		Intuition	3	Chest	/		/
6	<b>COM</b>	3	<b>SD</b>	Hand to Hand	2	8		Timing Sense	3	Stmch	/		/
4	<b>MOVE</b>	3	<b>SPD</b>	Perception	4	8				R.Shldr	/		/
		12	<b>RES</b>	Melee Weapons	2	8				L.Shldr	/		/
	OP	8	<b>Run</b>	Firearms (Pistol)	2	8				R.Arm	/		/
	FRAGs	12	<b>Sprnt</b>	Firearms (SMG)	3	9				L.Arm	/		/
	Deaths	4	<b>Leap</b>	Firearms (Rifle/SG)	3	9				R.Hand	/		/
				Firearms (Heavy)	2	8				L.Hand	/		/
				Demolitions	6	10				Thighs	/		/
				Electronics	2	6				R.Leg	/		/
										L.Leg	/		/
										R. Foot	/		/
										L. Foot	/		/

  

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

  

COMPLICATIONS	
Pyromaniac	-4
Habit (Giggles)	-4

  

EQUIPMENT	











## Advanced Police - Important NPC

**Character Type:** Advanced Cop  
**Character Class:** NPC

**Descpt:** Advanced Police are SWAT, DEA or ATF agents, or even "supercops" like in the movies. They are fearless and always shoot to kill.

**Cliché Quotes:** "Down on the floor!", "Get down, get down!", "Drop him! "

**Last Words:** "I'm hit!", "He's armed! He's armed!", "Cover me! I'll draw fire!"

### PRIMARY

3	<b>MEN</b>
5	<b>PHY</b>
6	<b>COM</b>
4	<b>MOVE</b>

### DERIVED

25	<b>HITS</b>
	<b>taken</b>
3	<b>SD</b>
3	<b>SPD</b>
9	<b>RES</b>
8	<b>Run</b>
12	<b>Sprnt</b>
4	<b>Leap</b>

### SKILLS

### OP +Char

Ranged Evade	4	<b>10</b>
Melee Evade	2	<b>8</b>
Hand to Hand	2	<b>8</b>
Perception	5	<b>8</b>
Melee Weapons	2	<b>8</b>
Firearms (Pistol)	4	<b>10</b>
Firearms (SMG)	4	<b>10</b>
Firearms (Rifle/SG)	3	<b>9</b>

### TALENTS

### OP

Combat Sense +2	6
High Pain Threshold	3
Action Shoot (Gun Fu)	2
Quick-Draw (Gun Fu)	2

### ARMOR

<b>LOC.</b>	<b>KD</b>
Head	/
Chest	/
Stmch	/
R.Shldr	/
L.Shldr	/
R.Arm	/
L.Arm	/
R.Hand	/
L.Hand	/
Thighs	/
R.Leg	/
L.Leg	/
R. Foot	/
L. Foot	/

Don't be fooled, Advanced Police are trained soldiers. They are usually heavily armed and will most likely have body armor.

### COMPLICATIONS

Sense of Duty	-4
Overconfidence	-4

### EQUIPMENT

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

<i>GM Assigns</i>

## Grunt Soldier - Important NPC

**Character Type:** Soldier  
**Character Class:** NPC

**Descpt:** The Soldier may be a National Guardsman or a soldier from the army itself. They are called in on situations the police can't handle (like Deathmatch).

**Cliché Quotes:** "Go, go, go, go!", "Ready for action!", "Open fire!", "Kill 'em all!"

**Last Words:** "We need reinfor...", "Use the nukes!", "Ghaaaagh!"

### PRIMARY

2	<b>MEN</b>
6	<b>PHY</b>
6	<b>COM</b>
4	<b>MOVE</b>

### DERIVED

30	<b>HITS</b>
	<b>taken</b>
3	<b>SD</b>
3	<b>SPD</b>
6	<b>RES</b>
8	<b>Run</b>
12	<b>Sprnt</b>
4	<b>Leap</b>

### SKILLS

### OP +Char

Ranged Evade	4	<b>10</b>
Melee Evade	2	<b>8</b>
Hand to Hand	3	<b>9</b>
Perception	5	<b>7</b>
Melee Weapons	2	<b>8</b>
Firearms (Pistol)	3	<b>9</b>
Firearms (SMG)	4	<b>10</b>
Firearms (Rifle/SG)	4	<b>10</b>
Firearms (Heavy)	2	<b>8</b>

### TALENTS

### OP

Combat Sense +1	3
High Pain Threshold	3
Killing Strike(Kung Fu)	2
(^^ 4D6 Kill punch)	
Action Shoot (Gun Fu)	2

### ARMOR

<b>LOC.</b>	<b>KD</b>
Head	/
Chest	/
Stmch	/
R.Shldr	/
L.Shldr	/
R.Arm	/
L.Arm	/
R.Hand	/
L.Hand	/
Thighs	/
R.Leg	/
L.Leg	/
R. Foot	/
L. Foot	/

Soldiers are only called into action (usually) when the police fail or are wiped out. Soldiers are professional killers, and can match nearly any foe.

### COMPLICATIONS

Bad Temper	-4
Sense of Duty	-4

### EQUIPMENT

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

<i>GM Assigns</i>

## Vigilante - Important NPC

**Character Type:** Vigilante  
**Character Class:** NPC

**Descpt:** Sometime By-Standers aren't as standard as they appear. The vigilante is a civilian out to despende his own form of justice. He is dangerous.  
**Cliché Quotes:** "You, Scum-bag!", "Let's take it outside!", "Let justice be done!"  
**Last Words:** "You can't win!", "I'll... show... you...", "Oh God...<cough>" <thud>

### PRIMARY

3	<b>MEN</b>
5	<b>PHY</b>
6	<b>COM</b>
4	<b>MOVE</b>

### DERIVED

25	<b>HITS</b>
	<b>taken</b>
3	<b>SD</b>
3	<b>SPD</b>
9	<b>RES</b>
8	<b>Run</b>
12	<b>Sprnt</b>
4	<b>Leap</b>

### SKILLS

	OP	+Char
Ranged Evade	4	10
Melee Evade	2	8
Hand to Hand	2	8
Perception	3	6
Profession (day job)	3	6
Melee Weapons	2	8
Firearms (Pistol)	4	10
Firearms (SMG)	3	9
Firearms (Rifle/SG)	3	9

### TALENTS

	OP
Combat Sense +3	9
Bullet Dodge (Gun Fu)	2
Action Shoot (Gun Fu)	2

### ARMOR

LOC.	KD
Head	/
Chest	/
Stmch	/
R.Shldr	/
L.Shldr	/
R.Arm	/
L.Arm	/
R.Hand	/
L.Hand	/
Thighs	/
R.Leg	/
L.Leg	/
R. Foot	/
L. Foot	/

Vigilante at first appears as a typical By-Stander. At any moment they may whip out their gun and start blasting away at criminals or (you) the PC.

### COMPLICATIONS

	OP
Vow (Justice!)	-4
Overconfidence	-4

### EQUIPMENT

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

GM Assigns

## Bartender - Standard Extra

**Character Type:** Bartender  
**Character Class:** NPC Extra

**Descpt:** The Bartender (or any sort of seedy shop owner) is a typical "grey-world" By-Stander. He keeps a gun (usually a shotgun) under his bar.  
**Cliché Quotes:** "What'll ya have?", "You just watch yourself.", "Don't be stupid."  
**Last Words:** "The bartender never get's shot." <crack!>

### PRIMARY

3	<b>MEN</b>
4	<b>PHY</b>
5	<b>COM</b>
3	<b>MOVE</b>

### DERIVED

20	<b>HITS</b>
	<b>taken</b>
3	<b>SD</b>
2 \ 3	<b>SPD</b>
9	<b>RES</b>
6	<b>Run</b>
9	<b>Sprnt</b>
3	<b>Leap</b>

### SKILLS

	OP	+Char
Ranged Evade	2	7
Melee Evade	2	7
Hand to Hand	2	7
Perception	3	6
Expert - Drinks	3	6
Conversation	2	5
Melee Weapons	2	7
Firearms (Pistol)	2	7
Firearms (SMG)	1	6
Firearms (Rifle/SG)	4	9

### TALENTS

	OP
Ambidexterity	3

### ARMOR

LOC.	KD
Head	/
Chest	/
Stmch	/
R.Shldr	/
L.Shldr	/
R.Arm	/
L.Arm	/
R.Hand	/
L.Hand	/
Thighs	/
R.Leg	/
L.Leg	/
R. Foot	/
L. Foot	/

The bartender doesn't like gun's in his bar, it's bad for buisness. He won't bother you if you don't bother him. And he's mean with that double-barrel sawed-off of his.

### COMPLICATIONS

	OP

### EQUIPMENT

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

GM Assigns



## Rent-a-Cop - Standard Extra

**Character Type:** Rent-a-Cop  
**Character Class:** NPC Extra

**Descpt:** The Rent-a-Cop is a less threatening law enforcer than the standard street cop. He is typical of mall police, but still packs a firearm (often a .357)  
**Cliché Quotes:** "Take it easy, son.", "Now hold it...", "I can call for backup."  
**Last Words:** "Why on my shift?", "Oh my... Oh my...", "I need backup!"

### PRIMARY

3	<b>MEN</b>
5	<b>PHY</b>
4	<b>COM</b>
3	<b>MOVE</b>

### DERIVED

25	<b>HITS</b>
	<b>taken</b>
3	<b>SD</b>
2	<b>SPD</b>
9	<b>RES</b>
6	<b>Run</b>
9	<b>Sprnt</b>
3	<b>Leap</b>

### SKILLS

	OP	+Char
Ranged Evade	3	7
Melee Evade	3	7
Hand to Hand	3	7
Perception	5	8
Local Expert	2	5
Melee Weapons	2	6
Firearms (Pistol)	4	8
Firearms (SMG)	3	7
Firearms (Rifle/SG)	2	6

### TALENTS

	OP
Common Sense	3

### ARMOR

LOC.	KD
Head	/
Chest	/
Stmch	/
R.Shldr	/
L.Shldr	/
R.Arm	/
L.Arm	/
R.Hand	/
L.Hand	/
Thighs	/
R.Leg	/
L.Leg	/
R. Foot	/
L. Foot	/

The Rent-a-Cop is a typical security guard, night watchman, or similar individual. He is not as dangerous as police officers, but he is skilled enough to pose a threat.

### COMPLICATIONS

	OP
Honesty	-4

### EQUIPMENT

GM Assigns	

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

## Thief - Standard Extra

**Character Type:** Thief  
**Character Class:** NPC Extra

**Descpt:** You never see them coming, but they are always there. The thief is an opportunist, and is out to steal your money (OP).  
**Cliché Quotes:** "I didn't do it!", "You think I'm that dumb?", "Prove it!"  
**Last Words:** "I said I didn't do it!", "You'll never find where I hide it..."

### PRIMARY

2	<b>MEN</b>
3	<b>PHY</b>
5	<b>COM</b>
5	<b>MOVE</b>

### DERIVED

15	<b>HITS</b>
	<b>taken</b>
2	<b>SD</b>
2 \ 3	<b>SPD</b>
6	<b>RES</b>
10	<b>Run</b>
15	<b>Sprnt</b>
5	<b>Leap</b>

### SKILLS

	OP	+Char
Ranged Evade	3	8
Melee Evade	2	7
Hand to Hand	2	7
Perception	6	8
Slight of Hand	5	10
Stealth	3	8
Melee Weapons	2	7
Firearms (Pistol)	2	7
Firearms (SMG)	1	6
Firearms (Rifle/SG)	1	6

### TALENTS

	OP
Ambidexterity	3

### ARMOR

LOC.	KD
Head	/
Chest	/
Stmch	/
R.Shldr	/
L.Shldr	/
R.Arm	/
L.Arm	/
R.Hand	/
L.Hand	/
Thighs	/
R.Leg	/
L.Leg	/
R. Foot	/
L. Foot	/

The Thief appears as a typical By-Stander, but will try to pick-pocket 1D6 OP from a character and *run*. But if killed and search, the lost OP cannot be found!

### COMPLICATIONS

	OP
Kleptomania	-4

### EQUIPMENT

GM Assigns	

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

## Joe (Jane) Average - By-Stander

**Character Type:** Pathetic Fool  
**Character Class:** By-Stander

**Descpt:** This is the average person. He or she can be anyone from any walk of life (store clerk, shopper, waiter, begger, manager). Just the average joe.

**Cliché Quotes:** "Hi!", "Nice day!", "Howdee!", "I-is that a gun?", "Don't kill me!"

**Last Words:** "I don't wanna die!", "Oh jeez! Oh jeez!", "Why...", "Uhhggghh..."

### PRIMARY

3	MEN
3	PHY
3	COM
3	MOVE

### DERIVED

15	HITS
	taken
2	SD
1 \ 2	SPD
9	RES
6	Run
9	Sprnt
3	Leap

### SKILLS OP +Char

Ranged Evade	2	5
Melee Evade	2	5
Hand to Hand	2	5
Perception	4	7
Education	2	5
Professional (day job)	3	6
Expert (who cares)	3	6
Driving (car)	2	5
Business	1	4
Local Expert	1	4
Conversation	1	4

### TALENTS OP


### ARMOR

LOC.	KD
Head	_/
Chest	_/
Stmch	_/
R.Shldr	_/
L.Shldr	_/
R.Arm	_/
L.Arm	_/
R.Hand	_/
L.Hand	_/
Thighs	_/
R.Leg	_/
L.Leg	_/
R. Foot	_/
L. Foot	_/

### COMPLICATIONS


### EQUIPMENT

<i>GM Assigns</i>	

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

## I'm a VIP! - By-Stander

**Character Type:** Arrogant Fool  
**Character Class:** NPC

**Descpt:** The typical corporate executive. He's dressed all fancy, has a fancy car, fancy shoes, fancy pants... Nice tie, though.

**Cliché Quotes:** "And you are...?", "Do you know who I am?", "Humph!"

**Last Words:** "You wouldn't shoot me.", "Would you?", "I'll pay you anything!"

### PRIMARY

3	MEN
3	PHY
3	COM
3	MOVE

### DERIVED

15	HITS
	taken
3	SD
1 \ 2	SPD
9	RES
6	Run
9	Sprnt
3	Leap

### SKILLS OP +Char

Ranged Evade	2	5
Melee Evade	2	5
Hand to Hand	2	5
Perception	4	7
Education	2	5
Professional (office)	3	6
Expert (who cares)	2	5
Driving (car)	1	4
Business	3	6
Persuasion	2	5

### TALENTS OP


### ARMOR

LOC.	KD
Head	_/
Chest	_/
Stmch	_/
R.Shldr	_/
L.Shldr	_/
R.Arm	_/
L.Arm	_/
R.Hand	_/
L.Hand	_/
Thighs	_/
R.Leg	_/
L.Leg	_/
R. Foot	_/
L. Foot	_/

### COMPLICATIONS


### EQUIPMENT

<i>GM Assigns</i>	

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

## Pro Athlete - By-Stander

**Character Type:** Big Ugly Fool  
**Character Class:** By-Stander

**Descpt:** The Pro Athlete can be any sort of athlete - a runner, football player, weight-lifter... It does really matter. He thinks he's tough. Too bad.

**Cliché Quotes:** "Hey, check it out!", "Oo, yeah!", "Let's go!", "You wanna fight?"

**Last Words:** "2 Point Penalty...!", "No fair!", "Hey, time out!", "Hgggghhh..."

### PRIMARY

2	MEN
4	PHY
3	COM
3	MOVE

### DERIVED

20	HITS
	taken
2	SD
1 \ 2	SPD
6	RES
6	Run
9	Sprnt
3	Leap

### SKILLS OP +Char

Ranged Evade	2	5
Melee Evade	3	6
Hand to Hand	3	5
Perception	5	7
Education	1	3
Athletics (some sport)	3	6
Athletics (another)	3	6
Acrobatics	2	5
Professional (sports)	1	3

### TALENTS OP


### ARMOR

LOC.	KD
Head	_/
Chest	_/
Stmch	_/
R.Shldr	_/
L.Shldr	_/
R.Arm	_/
L.Arm	_/
R.Hand	_/
L.Hand	_/
Thighs	_/
R.Leg	_/
L.Leg	_/
R. Foot	_/
L. Foot	_/

### COMPLICATIONS


### EQUIPMENT

GM Assigns	

Only in **Atomik Deathmatch** can a Bartender kick a Pro Athlete's ass... (compare for yourself).

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

## Elderly Person - By-Stander

**Character Type:** Old Fool  
**Character Class:** By-Standar

**Descpt:** With life-expectancy so agonizingly long (80 years) there are more old people around. Only a sadistic GM would put them on a Deathmatch map...

**Cliché Quotes:** "Oh, hello there!", "Ehhh?", "Things sure have changed..."

**Last Words:** "Learn some respect!", "My heart...!", "Oohhhhh...."

### PRIMARY

4	MEN
2	PHY
3	COM
3	MOVE

### DERIVED

10	HITS
	taken
3	SD
1 \ 2	SPD
12	RES
6	Run
9	Sprnt
3	Leap

### SKILLS OP +Char

Ranged Evade	2	5
Melee Evade	2	5
Hand to Hand	2	5
Perception	3	7
Education	3	7
Local Expert	2	6
Expert (History)	3	7
Professional (old job)	1	5

### TALENTS OP


### ARMOR

LOC.	KD
Head	_/
Chest	_/
Stmch	_/
R.Shldr	_/
L.Shldr	_/
R.Arm	_/
L.Arm	_/
R.Hand	_/
L.Hand	_/
Thighs	_/
R.Leg	_/
L.Leg	_/
R. Foot	_/
L. Foot	_/

### COMPLICATIONS


### EQUIPMENT

GM Assigns	

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

## Paramedic - By-Stander

**Character Type:** Helpful Fool  
**Character Class:** By-Standar

**Descpt:** Soon after a Deathmatch begins these guys will be everywhere, braving the bullets to tend to the wounded By-Standers. Too bad.

**Cliché Quotes:** "Where does it hurt?", "Does this hurt?", "Well, how about this?"

**Last Words:** "He's dead, Jim.", "Put that gun down!", "Are you people crazy?"

### PRIMARY

3	MEN
3	PHY
3	COM
3	MOVE

### DERIVED

15	HITS
	taken
2	SD
2	SPD
9	RES
6	Run
9	Sprnt
3	Leap

### SKILLS OP +Char

Ranged Evade	2	5
Melee Evade	2	5
Hand to Hand	2	5
Perception	3	6
Education	3	6
Paramedic	5	8
Expert (Medical)	3	6
Professional (Doctor)	1	4

### TALENTS OP


### ARMOR

LOC.	KD
Head	_/
Chest	_/
Stmch	_/
R.Shldr	_/
L.Shldr	_/
R.Arm	_/
L.Arm	_/
R.Hand	_/
L.Hand	_/
Thighs	_/
R.Leg	_/
L.Leg	_/
R. Foot	_/
L. Foot	_/

### COMPLICATIONS


### EQUIPMENT

<i>GM Assigns</i>	

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP

## Scientest - By-Stander

**Character Type:** Brilliant Fool  
**Character Class:** NPC

**Descpt:** Scientest won't be found on all Deathmatch boards, but might be on some specialized ones (such as in labs). They could be hostages.

**Cliché Quotes:** "E=MC squared.", "Let's see... Hmmm.", "Yakyakyak-blaah-blaah"

**Last Words:** "My God!", "You're insane!", "I think we can talk this over!"

### PRIMARY

5	MEN
2	PHY
2	COM
2	MOVE

### DERIVED

10	HITS
	taken
1	SD
1	SPD
15	RES
4	Run
6	Sprnt
2	Leap

### SKILLS OP +Char

Ranged Evade	2	4
Melee Evade	2	4
Hand to Hand	2	4
Perception	3	8
Education	4	9
Science	4	9
Expert (their field)	3	8
Research	1	6
Electronics	1	6
Computers	1	6

### TALENTS OP


### ARMOR

LOC.	KD
Head	_/
Chest	_/
Stmch	_/
R.Shldr	_/
L.Shldr	_/
R.Arm	_/
L.Arm	_/
R.Hand	_/
L.Hand	_/
Thighs	_/
R.Leg	_/
L.Leg	_/
R. Foot	_/
L. Foot	_/

### COMPLICATIONS


### EQUIPMENT

<i>GM Assigns</i>	

Weapon	WA	DC	RoF	Ammo	Range	Wt.	OP