



NEUTRON YORK

3000



NUKES WERE JUST A START!

GOLGO ISLAND PRODUCTIONS ARE HAPPY AND PROUD TO UNVEIL THEIR UPCOMING TITLE: **NEUTRON YORK 3000**.

AFTER THE NUCLEAR HOLOCAUST, A MAN RAISES TO FEDERATE THE SURVIVORS OF A SHATTERED AMERICA: THAT MAN IS THE PRESIDENT OF THE UNITED STATES, AND IT IS AFTER HIS CALL THAT THOUSANDS OF SURVIVORS HEAD TO NEW YORK, THE CITY THAT HE CHOSE TO REBUILD THE LAND OF FREEDOM.

IN THE DEVASTATED TOWN, CITIZEN MILITIAS ARE ORGANIZED TO ENFORCE SAFETY AND ORDER. BUT THE PROCESS IS A LONG AND PAINFUL ONE AS DANGER AWAITS WITHIN AND BEYOND THE BONDS OF THE CITY. THE PRESIDENT NEEDS ENLIGHTENED LEADERS TO HEAD THE CITY GANGS IN A CRUSADE AGAINST CRIME, ALL FORMS OF PHYSICAL AND MENTAL DEVIANCE, AND AMERICA'S MANY ENEMIES - WILL YOU BE ONE OF THOSE GREAT MEN PROVIDENCE SENDS?

NEUTRON YORK 3000 IS A SKIRMISH GAME TRANSPOSING ALL THE MADNESS OF GOLGO ISLAND INTO THE SPECIFIC UNIVERSE OF A POST-APOCALYPTIC FUTURE, SUCKING ITS MOST POPULAR CHARACTERS OUT OF THEIR DARK B-MOVIE STUDIOS TO LAY THEM ON THE GLOSSY STRIPS OF A CRAZY COMIC BOOK.

THIS NOT ONLY MEANS THAT YOUR GOLGO ISLAND FIGURES ARE DUE TO LIVE NEW ADVENTURES IN NEUTRON YORK 3000, BUT THAT NEW ONES WILL SOON COME TO DEVELOP AND REVISIT BOTH UNIVERSES' CAST OF CHARACTERS, WHICH IS RICH WITH MORE THAN A HUNDRED DESIGNS ALREADY.

ALTHOUGH INTENDED FOR A SKIRMISH FORMAT COMPARABLE TO GOLGO ISLAND, NEUTRON YORK 3000 USES A COMPLETELY NEW GAME ENGINE THAT FOCUSES ON RENDERING THE FURIOUS ATMOSPHERE OF FUTURISTIC GUNFIGHTS BETWEEN THE ARMED GANGS OF NEUTRON YORK BUT IT ALSO KEEPS THE ELEMENTS THAT MADE THE SUCCESS OF OUR FIRST TITLE: SIMPLICITY, CONVIVIALITY, AND OPEN-ENDEDNESS. THE GAME USES A SYSTEM OF ALTERNATE ACTIVATION WITH ACTION POINTS, WHILE TESTS AND COMBAT ARE RESOLVED WITH D6s. A POINT VALUE SYSTEM IS ALSO INTEGRATED SO THAT EVERYONE CAN THROW THEIR OWN CREATIONS INTO THIS NEW UNIVERSE WHILE ENSURING BALANCE BETWEEN THEM. RULES FOR CAMPAIGN PLAY AND EXPERIENCE AS WELL AS A FULL SCENARIO PACK ARE INCLUDED TO MAKE OF NEUTRON YORK 3000 A COMPLETE GAME THAT CAN BE PLAYED STRAIGHT AWAY, YET OFFERS ENOUGH DEPTH FOR HUNDREDS OF GAMES WITH THE FIGURES OF YOUR CHOICE.

WHILE THE GAME IS STILL IN DEVELOPMENT AND SHOULD BE AVAILABLE IN SUMMER 2011, YOU CAN ALREADY BUY SOME OF ITS LEAD CHARACTERS FROM EAST RIDING MINIATURES' GOLGO ISLAND RANGE.

CHAPTER 1: INTO THE STREETS OF NEUTRON YORK

INTRODUCTION

This section will cover the basics that you need to know to play a game of Neutron York 3000; it will be helpful to those of you who are new to tabletop gaming with miniatures and will give veteran wargamers an idea of the general designs behind the game. For their first read, the latter may want to jump straight to the next section -the core rules- detailing the game engine.

WHAT YOU NEED TO PLAY

This is a tabletop game, so the first thing you'll need is a table top or a similar flat gaming area that you will set up with terrain elements representing the area where the action is taking place. Experienced modellers will already have a collection of handmade terrain, but with some imagination, you can of course use anything to represent it. For Neutron York 3000 games, we recommend 3'x3' (or 90cm x 90cm) as the norm for your gaming area's dimensions.

Then you'll need figures to represent the characters you will be leading to victory. East Riding Miniatures manufacture the "official" characters of Neutron York 3000 under the Golgo Island range – we highly recommend them, of course, but you can use any you have in your collection.

A tape measure. Measurements in this book are expressed in inches (which you can conveniently convert to 2.5cm), so using a tape measure using that unit would be a plus. Dice. Neutron York 3000 uses those common six-sided dice (or D6) you probably have at home.

A sheet of paper with your gang members' profiles, especially if you're playing a campaign or a custom force.

GAME RULES

And then of course, you'll need a copy of this book at hand.

Wargame rules aim at representing fights between opposing forces; in this game, as with most rule sets of its kind, players make decisions and the success or failure of their actions are randomly determined, with varying probabilities depending on the situation. So part of the outcome will be up to each player's ability to take advantage of any

favourable situation, and part of it will be luck, good or bad.

When it comes to designing tabletop gaming rules, approaches can vary widely. Part of the aim is to simulate a confrontation, part of it is to turn it into a game – and an enjoyable one.

SCALE

Time and space therefore have to be distorted. It is pretty obvious for space, as models are representations of characters, vehicles, and the environment they are evolving in – all of them, in a more or less accurate scale. This rule set is meant for use with individually based 28mm figures, and similarly sized elements. Sometimes, those elements will not be exactly in scale. It isn't unusual to see undersized buildings and oversized vehicles for example – proportions can vary a lot between human miniatures themselves. All that is fine as long as you're fine with; it does not affect the rules themselves.



Time has to be rescaled as well. In a real combat situation, everybody would be taking decisions and making actions at the same time – in a wargame, events have to be broken down into sequences.

While there are many approaches to this, Neutron York 3000's is the following:

BEFORE/AFTER THE GAME

What happens before and after the action is shrunk. All the preliminaries (factions approaching each other) are skipped to start the game when conflict can actually start – that's what the deployment/set up phase represents. The aftermath (the moment when all combat has been resolved and one or several forces fall back to lick their wounds) matters for linked/campaign games only and is resolved in a short sequence that determines who dies/survives/gains precious experience.

TURN>ACTIVATION>ACTION

The core game itself focuses on the actual conflict in sequences (Turns) segmented into sub-sequences (activations and actions). A Turn is a short and abstract period of time (say, a handful of minutes of real time).

Within that Turn, players will alternatively Activate each of their figures once. During their Activation, which represents what each character is doing during the Turn, figures will be able to make 3 successive actions. Once the figure is done with its Actions and its Activation is over, play passes to the other player. Once all figures have Activated, the Turn ends, and play proceeds with another Turn – the following handful of real time minutes.

PLAY !

With a little experience of the system, you'll find a game to be fast, especially when playing with under a dozen figures a side. Then a game itself can be considered a sequence in a series of linked games – without necessarily being a full-fledged campaign. You've completed a game and feel like taking the story a little further? Just redeploy the survivors

depending on what happened, rearrange forces a bit, set a new scenario and keep playing!

THE SPIRIT OF THE GAME

Neutron York 3000 offers point values to balance forces and scenarios where opportunities are fair to each player, so that balanced games can be played. Those of you who like competitive play or tournaments can therefore use them that way.

It that can do more can do less, though, and those can also help you give calculated handicaps to one side – as war isn't always fair, is it? Feel free to make the odds as uneven as you please, as part of the fun is to tell stories and those may imply one side having an advantage over the other.

Because of the endless variety of situations likely to occur in a game, it is not unlikely that some will not be specifically treated in these rules. When such situation arises, use logic – the logic of the rules, or the logic of "what feels right". And always bear in mind that it's a game, and it's meant to be fun.

So have fun !



CHAPTER 2: KILL OR GET KILLED!

CORE RULES

INITIATIVE AND TURN SEQUENCE

A game lasts a number of Turns determined by the scenario played – generally 5, unless a particular even happens in the meantime, like one of the gangs routing.

At the beginning of each turn, every player rolls a dice to determine initiative – in other words, who goes first. In a game with more than two players, the highest roller gets to decide who goes first and whether initiative then proceeds clockwise or anticlockwise. In the case of a tie, simply roll again to resolve the tie.

This activation order is kept for the entire Turn, until it ends and a new Turn starts.

Following that order, players take turn to activate their figures, one at a time; once they have activated a figure, play passes to the next player, and so on until all figures have been activated once. Turn then ends, and a new one can start.

ACTIVATION SEQUENCE

- Declare activation
- Clear marker
- Carry out actions
- End activation

DECLARE ACTIVATION

The active player declares he is activating a figure in his gang that has not been activated yet this turn. Once he has declared he activated that figure, he can't go back and must carry on the sequence until he ends his figure's activation.

CLEAR MARKERS

The active player clears the marker(s) that affected the miniature, which means that all the effects concerning the figure since the previous activation stop. So any unused reserved action (see later) is lost once a new activation starts.

CARRY OUT ACTIONS.

Each figure can get 3 Action Points (AP) at the beginning of each activation. Those points can be spent as explained later. The active player picks a figure and successively declares each of its actions among the following.

MOVE (1AP)

The figure moves by 6". That distance is halved when the figure is crossing difficult ground. Crossing an obstacle (jump through a window, open a door, leap over a barricade...) costs 1" of movement. A figure can jump over up to 3" of void (consider that void as difficult ground; actually, the figure will spend movement to move back, figure the distance, speed up, etc).

BOOST MOVEMENT (1AP)

Prior to making a move action, a figure may decide to boost their movement, allowing them to run 3" more – for a total of 9" in one go during their upcoming Move action. Consider the figure is putting away/strapping anything that might hinder their run, watching left and right for danger, and getting ready for a sprint.

ATTACK (1AP)

The figure makes a close combat or a ranged attack. Beware that a figure may only perform one of each type of attack per turn on the same target.

BOOST ATTACK (1AP)

Prior to declaring an attack, a player may declare one or several boost attack actions. For each attack boost, the figure gets an extra dice on the attack roll to follow.

Alternatively, a boost may be used to increase an attack's range by +50%, - a second boost can increase it to +100%. A maximum of 2 range boosts can be made.

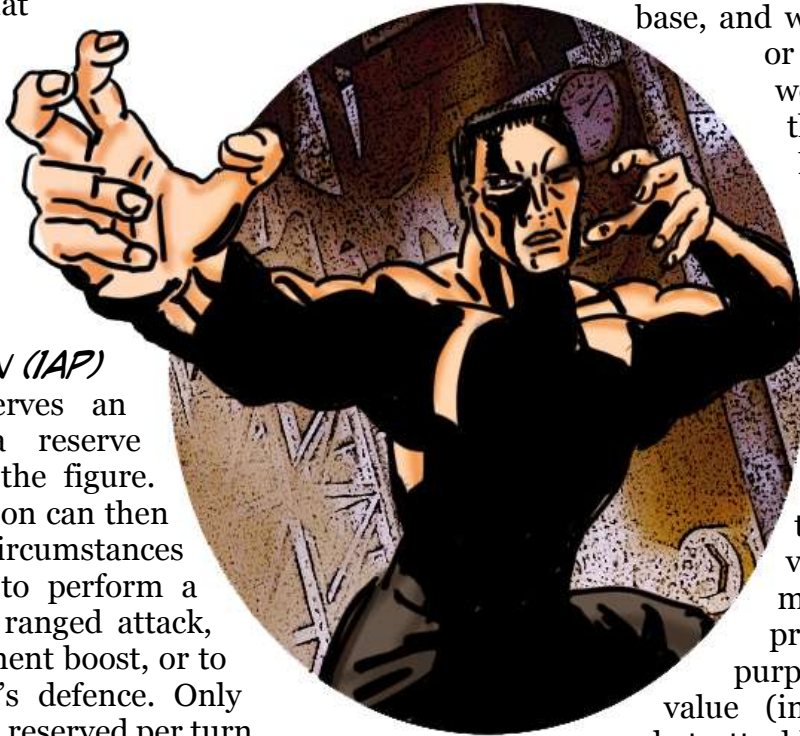
We insist that the boost attack action takes place before the actual attack in the activation sequence – a character taking extra time to aim may well get shot by an enemy reserved attack

BOOST DEFENCE (IAP)

The active player can boost their figure's defence if they have one or more APs left and they are targeted by a reserved attack, or if they had reserved an action themselves and are attacked by an enemy figure.

Each boost increases their RES by 1, and therefore they get an extra dice on their defence roll. That

bonus is valid against a single attack only, and -unlike a move or attack boost- its effects are immediate.

**RESERVE ACTION (IAP)**

The figure reserves an action; place a reserve marker next to the figure. The reserved action can then be used, under circumstances explained later, to perform a close combat or ranged attack, to make a movement boost, or to boost the figure's defence. Only one action can be reserved per turn.

GIVE AN ORDER (IAP)

The figure may order the immediate activation of another figure in Line Of Sight or within 12" by spending an action point and passing a CMD statistic test.

An order action is necessarily the last action a figure can undertake, and it is submitted to a stat test. In case it is passed (on 4 or more on a d6 roll), the active player immediately starts the activation of another figure instead of passing to the next player in the initiative order.

BOOST ORDER (IAP)

Prior to declaring an attack, a player may declare one or several boost order actions. For each order boost, the figure gets an extra dice on the CMD roll to follow.

END ACTIVATION

The active player declares that they end the figures activation. Once done, they can't change their mind and play passes to the next player in the initiative order.

DECLARING AN ATTACK.

To declare a close combat attack, a figure must be in base to base contact with their opponent.

To declare a ranged attack, the target's base must be in Line of Sight from the Shooter's base, and within a distance inferior or equal to the range of the weapon used to perform the attack.

Note: enemy figures block line of sight, friendly figures don't. Vehicles, whatever their side, do.

PERFORMING AN ATTACK

The attacker totals the DMG (damage) value of the weapon used and the various attack boosts made – be they due to prior actions spent to that purpose, or to their CBT value (in the case of a close combat attack) or their BAL value (in the case of a ranged attack).

That total is the number of dice rolled to resolve the attack.

The attacker keeps the best result – it must be 4 or more to be successful; if the best result is 1,2, or 3 the attack is a failure and the target doesn't even have to defend against it.

Please note that some attacks have a DMG value of 0. It means that to perform that attack, a figure must necessarily boost it by spending APs or CBT/BAL points, depending on the type of attack.

DEFENDING AGAINST AN ATTACK

When the target is hit by a successful attack, the defending player totals the RES (resistance) value of their figure and the various bonuses they may benefit from (like defence boosts or cover) to determine the number of dice they roll.

Once the dice are rolled, the defender keeps the best result. If it is equal or superior to the attacker's best result, the target figure is safe.

If that target figure has no defence dice to oppose a successful attack (a RES 0 figure that is in the open and cannot or will not do a defence boost) or their best defence roll is inferior to the best attack roll, the figure is out and cannot take part in the game anymore. Consider their fate as undetermined yet; if you're playing a campaign game, you may want to leave the wounded figure on the table or replace it by a marker – if you aren't, you can remove the figure from play and simply call it dead.

BENEFITTING FROM COVER

When a target is behind cover, it gains an additional point of RES. When behind heavy cover, it gains 2 points of RES.

COMBAT SITUATION SUMMARY

Situation	Bonus/malus
Normal circumstances	No bonus, use weapon DMG value.
Attack or defence boost	+1d6 DMG, can be cumulated
Light cover	+1d6 RES
Heavy cover	+2d6 RES.

REACTING TO AN ENEMY'S ACTION

At the end of a figure's action, an enemy figure can react by performing an action that they had previously reserved during one of their figures' last activation. It can be a Move, an Attack, or a Boost Defence action.

The 6" movement may be made in any direction, without restriction, but:

- An attack must be made against the active figure. Attack boosts due to CBT/BAL statistics can be used if available. Do remember though that the reserved action is part of the figure's last activation sequence! So if you have already used up all your stat points to boost an attack this turn, they aren't available. Likewise, if you have performed an attack using a slow weapon (see "Weaponry") this turn, you can't use your reserve action to attack with it again.

- A defence boost can only be done against one attack that the active figure is doing. Once the reserved action has been made, remove the reserve marker.

Any unused reserved action is lost when the figure next activates (see the clear reserve

markers step); they will start their activation normally, with 3 APs.

Chain reactions are allowed – in other words, a figure may react to another figure's reaction.

FIRING INTO A MELEE

A figure can shoot in a group of figures locked in close combat. Proceed as normal to resolve the attack except that if the target shrugs off a successful attack, another figure in the melee (and chosen by the defending player, if several are eligible) must then roll against it. If that figure also successfully defends against the attack, it is lost – no other figure has to defend against it.

LEAVING MELEE COMBAT

A figure that wishes to leave close combat may do so by simply moving away – but will receive an attack (using its basic DMG value + the attackers CBT) from each of the opponents they were in base to base contact with, at no cost to them.

END OF TURN

Once the last figure has been activated, turn ends – it's the moment when you check if all figures will keep fighting or not.

Under circumstances dictated by the scenario, some figures may have to do a rout test using their CMD value – or they may want to rout voluntarily. In case of a failure, they are simply removed from play.

When doing the CMD test, always start by the gang leader if they are still in play; if their roll is successful, all figures within Line of Sight or 12" can use the leader's CMD instead of their own.



CHAPTER 3: WARRIORS OF THE NEUTRON AGE

PROFILES

PERSONAL PROFILES

A figure's abilities are reflected, in game terms, by a list of characteristics that constitute their personal profile. Those characteristics will determine their capacities and chances of success in the various situations they will be confronted to.

A profile has 5 characteristics. The value of each characteristic corresponds to a number of « free » Boost actions the figure can make each turn in those various domains, in addition to the usual 3 actions per turn. It is important to note that these boosts have immediate effects and the bonuses are added when the boosted action is made – unlike when you use Action Points prior to an action to boost it.

MOV: movement. Each turn, the figure may perform a free Boost Movement action per point of movement.

CBT: Combat. Represents the character's close combat ability. Each turn, the figure can add 1 dice to a single close combat attack roll per point of CBT – as if doing a free “boost close combat attack” action.

BAL: Ballistics. Represents the character's skill with ranged weapons. Each turn, the figure can add 1 dice to a single ranged attack roll per point of BAL – as if doing a free “boost ranged attack” action.

RES: Resistance. Represents the character's capacity to survive attacks. One point of resistance means one dice used when making a defense roll – whatever the number of defence rolls made each turn.

CMD: Command. Represents the character's will to fight and authority over the members of their gang. Each turn, the figure can add 1 dice to their Order roll per point of CMD – as if doing a free “boost Order” action.

A typical inexperienced ganger would start a campaign with 0 in all characteristics.

	MOV	CBT	BAL	RES	CMD
ROOKIE GANGER	0	0	0	0	0
EXPERIENCED GANGER	0	1	0	0	1
VETERAN GANGER	0	1	1	0	2
GANGER HERO	0	2	2	1	3
NEOSOVJET COMMANDO	0	1	2	2	2

Note: unless using certain weapon types, CBT or BAL points do *not* allow figures to make an attack without spending APs – they can only be used to Boost an attack made using an AP. Same goes with CMD and MOV points. A stat bonus means an immediate boost, not the action itself.



PASSING A STAT TEST

When a stat test is required (eg, a rout test), the testing figure rolls as many dice as the number on their profile indicates, and adds bonuses when applicable. If the best result is equal or superior to 4 (4+) the figure scores a success; otherwise it is a failure. If the figure has no dice to roll (the tested characteristic has a value of 0 - and isn't being boosted), failure is automatic.

WEAPONRY

Each weapon has a DMG (damage) characteristic indicating how many dice are rolled when an attack is made using that weapon, as well as a range expressed in inches in the case of ranged weapons. In addition to that, one or several traits can further characterize that weapon's properties.

COMMON WEAPONS

Most weapons roll as many dice as their DMG value indicates, to which can be added attack boosts or CBT/BAL bonus dices. Those weapons are common, and have no additional special properties. A lot of automatic/semi automatic guns can fall into that category.

SLOW WEAPONS

Some weapons have a slow rate of fire, a low ammo feed, or another flaw that makes it impossible for the user to use the weapon against several different targets per turn. A single attack (that can be boosted without restrictions) can therefore be made using that weapon. A bolt action rifle, a hunting shotgun, or a crossbow would fall into that category.

EXPLOSIVE WEAPONS

Explosive weapons will automatically affect any figure (enemy or friendly) within 3" from the target picked. All secondary figures must be in

Line of Sight from the primary target to be affected. They may benefit from any cover that stands between them. Grenades, Molotov cocktails, rockets - anything that goes "boom" is likely to have the explosive trait.

BURST WEAPONS

Figures using burst weapons can use attack boosts/BAL/DMG points to pick additional targets during the same activation - they don't have to perform separate Attack actions to do so. The first target must still be attacked using an attack action. Only one target may get more than one attack dice.

This reflects the fact that in the hands of a competent shooter, some heavy machines guns, submachine guns, or any weapon with a high rate of fire can kill several targets within the span of a single action.

PIERCING WEAPONS

Some weapons are particularly destructive and can punch through most protections and armour. An attack made by a piercing weapon obtains a success when it gets a result *equal or superior* to the defender's roll. Recoilless or antitank rifles, as well as the occasional plasma or rail gun are the kind of weapons that can cause that kind of damage

INDIRECT FIRE WEAPONS

Those weapons can negate cover, or even affect targets that are not in line of sight from the shooter. Using this property requires an attack boost to take effect - otherwise they work as normal. Hand grenades, portable mortars or various catapult devices with a lobbing effect would have that trait.

LIMITED WEAPONS

Some weapons have a limited efficiency potential, which means that extra care and application has little impact on their use. Attacks made with limited weapons can only get a single attack boost per turn.



SCOPE

Some weapons gain extra accuracy thanks to a scope (or another gadget generating the same effects). By spending one Action Point, a figure making an attack with a scoped weapon can negate the effect of cover on the target's defence. Unless handled by an incompetent shooter, sniper rifles, or quality assault rifles would be typically have that property.

RAMMING WEAPON

Close combat weapons with the "ramming" trait allow the user to hit their target just by moving into base to base contact with them. The attack cannot be boosted. Also, we insist that the attack necessarily concludes a move action bringing the user in base to base contact - the user cannot remain in contact and hit their opponent using a ramming attack; it also means that target figures that had a reserved action cannot use it to perform a reserved close combat attack before the ramming hit.

EASY WEAPONS

For the average shooter, it's a child's game to operate a weapon with this trait – it's just a matter of pulling the trigger in the enemy's direction. Any 1, 2 or 3 rolled on an easy weapon attack is rounded up to 4.

Rudimentary weapons with a pronounced scatter effect (like blunderbusses, or shotguns loaded with scatter shells) or on the contrary high-tech guns with seeking devices or ammo can have that trait.

HIGH PRECISION WEAPONS

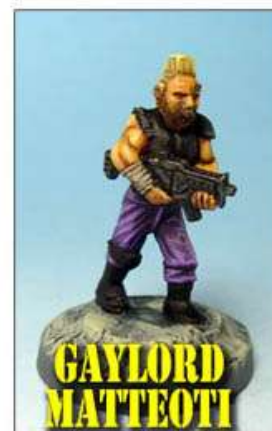
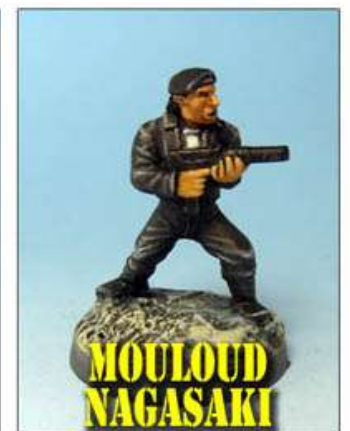
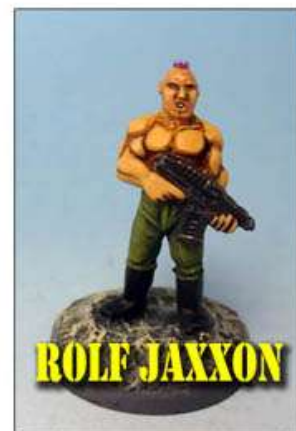
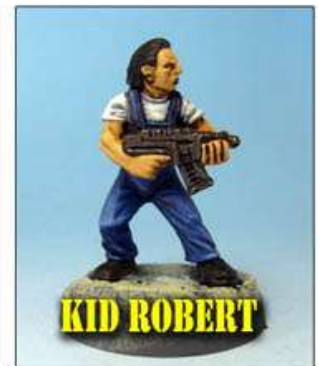
The weapon is fitted with one of the best precision lenses and devices you can expect. A shooter scoring a 6 on their attack roll automatically takes the target out of play.

THIS PREVIEW OF NEUTRON YORK 3000 IS
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