

BUFF THIS 2141

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In the near future society is broken and no other place represents this decay as thoroughly as New Bilhai otherwise known as Buff City. It sprawls the land like the cancerous tumours of its citizens and its skeletal infrastructure is upheld by corrupt organisations, ruthless gangs and the failed state. Buff City derives its moniker from the narcotics which run rife and permeate every aspect of life within its limits. On the streets, your vision is blurred by the buzz of neon lights which cast flickering shadows over mounds of waste and discarded Buff tubes which block off entire sections of road. As you attempt to catch your breath, you're choked by the stench of open sewers and the husks of humanity which gather on the corners to sell their wares.

Humanity has become a byproduct of the worlds malicious regard for nature. Mutations, cybernetics and addiction have twisted what we used to know as human into something entirely other. Roaming the dark corners of Buff City "citizens" desperately reach for a taste of a meaningful existence, leaning on the crutches of this modern world. Violence, abuse and the constant threat of anarchy have become the norm, life is cheap, human dignity and compassion, eroded. Society has been left with diminutive value for trust and empathy.

Gangs and authorities rule the night with impunity and sadism, while the few remaining heroes are little more than esoteric echoes, clinging to old values in a place where survival is the only law.

Pleasure and pain blur in a haze of drug-fuelled cheap thrills and darker vices. In this world, everyone has a price, and redemption is null.

STRUGGLE

SLAUGHTER

SURVIVE

BUFF THIS 2141

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Buff This 2141 is a dynamically brutal tabletop skirmish wargame where players assume the role of one of the varied citizens of Buff City.

Players take these denizens on a journey of survival throughout the game, using their wits and access to the powerful narcotic Buff to persevere for another day.

Buff This 2141 creates a balanced entry point for players by utilising the S.C.A.R.E.D. System. This balance is then challenged throughout the game as players gain access to Buff Tokens which modify their stat lines. This interactive experience leads to dynamic and varied game play.

The game is designed for 2 players with a maximum model count of 1 model per player. However, you can ultimately play with as many people or Models as you want but you may need to adjust board size and time allowances.

Buff This 2141 is a miniature-agnostic game that allows you to utilise any model from any brand that you may already own. You can even kit bash or sculpt your minis, which is encouraged. WYSIWYG, or "What you see is what you get" (the philosophy of a physical miniature accurately representing its load out), is not necessary due to the nature of the game.

Games last, on average, between 15-30 minutes, depending on in-game changes and starting stats. The recommended board size is 12" x 24" however other board dimensions such as 22" x 30" can work. The terrain layout will work best with three dimensional objects, with sections that raise the play area. This introduces vertical elements and takes advantage of some of combat modifiers.

MUSIC

Kavinsky - Outrun - 2013
Toshiyuki Hiraoka - Death-scort Service - 2015
Crystal Castles - Crystal Castles - 2008
Burial - Burial - 2006
Lude - Various Singles - XXXX
Sub Focus - Ready to Fly - 2023
Sharkey - Sounds Assassin - 1996
Owl Vision - Comorbid - 2009
Lazerhawk - Redline - 2010

NOVELS AND GRAPHICS

2000AD (Pretty much any story but especially JD and Sinister Dexter)
Transmetropolitan (Thanks Flow!)
A Scanner Darkly - Phillip K. Dick
Moebius Books (Jean Giraud)
The sprawl trilogy - William Gibson
Johnny Mnemonic - William Gibson
Snow Crash - Neal Stephenson

MOVIES - TV

Blade Runner - 1982
Dredd - 2012
Reon Flux - 1991
Altered Carbon - 2020
The Running Man - 1987
Demolition Man - 1993
Blade Runner 2049 - 2017
Cyberpunk: Edgerunners - 2022
Love Death Robots - 2019
Cowboy BeBop - 1998
Pluto - 2023

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FOUNDATIONS

Buff This 2141 games last, on average, between 15-30 minutes, depending on in-game changes and starting stats. Multiplayer games will also impact the length of time a game lasts.

Measurements

All measurements are made in inches for consistency with other wargames, pre-measuring is welcome.

Tests or Dice Rolls

Buff This 2141 utilises D6, D10 and D12 Dice for various actions, such as rolls, tests, or tracking Condition Points.

Strike, Dodge Rolls and Agility Tests

For Strike, Dodge Rolls and Agility Tests, you will need to roll 2D10 and add the two numbers together to generate your base result (this will be modified either by combat modifiers, your stat lines, or how Readied you are).

Damage Rolls

Roll a D6 and apply the result as Damage to the Target Model.

Critical Double and Double Fuckup

If during a Strike Roll, Dodge Roll, or Test, you roll a double of any number (4 and 4, for example) and the highest modified number or pass the test this is considered a critical double. This will grant a boon.

If during a Strike Roll, Dodge Roll, or Test, you roll a double of any number (8 and 8, for example) and the lowest modified number or fail the test this is considered a double fuckup. This will have dire consequences.

Tools of the Trade

You will need the following to be able to play a game of
Buff This 2141:

At least one other person (although you can play against yourself
and then you will never lose!)

1 model per player on 25-40mm bases (Models should be on bases of
a comparable size)

12"x24" Board

Terrain (or cereal boxes, cans of beans, pork pies... whatever)

Measuring device (Usually a ruler)

Dice:

- 1 D6 per model - for tracking Model Ready Status
- 1 D12 per model - for tracking Condition Points
- 5 x D6 - for use as Timer Dice
- 2 x D10 - for tests and rolls
- 4 x D6 - for Damage Rolls

Tokens

Numbered tokens to represent Buff Tokens

Per 1 model:

- 3 tokens #2
- 2 tokens #3
- 1 token #4

GAME TIME

These rules will detail how to play a game of Buff This 2141

Set Up

Buff This 2141 is quick to set up and quick to play. Having purpose built miniature terrain creates a great experience. However, using boxes, cans, and anything lying around will produce the same mechanical effect as scratch-built or MDF buildings. The same can be said for scatter terrain.

Buff Token Pool

It is recommended that you have the below number of Buff Tokens within the Buff Pool at the start of the game for every 1 model:

- 3 tokens numbered 2
- 2 tokens numbered 3
- 1 token numbered 4

Playing Area

It is recommended to use a 12"x24" board or play area.

Dense terrain which accommodates different height levels of play area and plenty of line of sight blocking scatter terrain will also add to the experience. Walkways, ladders and ropes can be included but are not strictly necessary.

Deployment

Players deploy their models within 1" of opposing corners of the play area.

Draw 5 Buff Tokens from the Buff Pool.

Distribute the Buff Tokens across the play area as you see fit. The primary rule is that Buff Tokens may not be placed within 6" of any deployed model.

Possible distributions are:

- Distributed evenly across all levels of the play area.
- Distributed across climbable terrain only.
- Distributed in concentrated areas.
- Buff Tokens deployed Face Down - adds an element of randomness and means you can be less specific in their placement.
- Buff Tokens deployed Face Up - adds a level of strategy however, when placing them face up, it is essential to ensure that the power of the Buffs is as evenly distributed as possible.

MODEL STATS

Within Buff This 2141 Models begin the game with the same stats and follow the S.C.A.R.E.D. SYSTEM. The default calibration of these stats is as follows:

- Strike 0
- Condition 12
- Agility 0
- Range 4
- Energy 6
- Damage 0

While we recommend starting with these default calibrations, there's nothing stopping you from hacking the system to reset the baseline. This can be most easily achieved by taking a visit to the Unique Citizen Creation section starting on page 43.

Strike

Used to modify a strike roll during a combat action.

Condition

Used to track how many Condition Points a model has left. Once this is reduced to 0, the model is removed from the game.

Agility

Used to modify a dodge roll made in defence of an opposing model's strike roll.

Used to modify a move action if required.

Range

Indicates the maximum distance in inches the model can Target other models.

Energy

The distance in inches you can move during a model's move action.

Damage

Used to modify how many Damage Dice you Roll.

PLAYING THE GAME

Now that we have set up the play area and placed all the models and tokens, we can start the game.

Starting The Game

Roll for Initiative - The player who rolls the highest number goes first.

Round Order

- Tick Timer Dice down by 1.
- Replace any expired Timer Dice with new Buff tokens.
- Following the Initiative, players activate their models and complete their allotted actions. Once both players have activated their models, the round ends.

Actions

Several actions can be performed during your model's activation. The standard number of actions for each model is 2.

There is no specific order in which actions must be completed and no limit on how many times you can perform a type of action, however performing an action multiple times may result in a negative modifier.

- Movement
- Combat
- Slam
- Ready

Movement

Multiple movement type options are specified within this section.

If during a turn you perform two movement actions, the total distance can be combined and broken up into specific movement actions.

Standard Movement

Models can move up to the distance dictated by their Energy Stat.

Terrain 1" and under, can be freely moved over.

Climbing

Models can attempt to climb up and down any distance of terrain if they have enough allotted move distance.

If the terrain has ladders or ropes, and these are agreed-upon features; there is no distance penalty for climbing up or down them.

Climbing UP

Climbing UP a piece of terrain uses 2x your allotted move distance.

For example, climbing UP a 3" high terrain piece requires 6" of movement.

Climbing DOWN

Climbing DOWN a piece of terrain uses 0.5x your allotted move distance.

For example, climbing DOWN a 3" high terrain piece requires 1.5" of movement.

Jumping

Models can attempt to jump across terrain; however, they must make a Dice Roll (DR) Agility test. They can jump straight across, up, and down. The jump range is limited to 6" for horizontal and vertical measurements.

Jumping Straight - DR9

Jumping with minimal vertical change (straight across) uses your allotted move distance. To be successful, you must pass a DR9 Agility Test after applying any modifiers.

For example, a model attempting to jump across a 4" gap requires 4" movement.

Jumping UP - DR11

Jumping UP uses 2x your allotted move distance for the vertical measurement and a standard move distance for the horizontal measurement. To be successful, you must pass a DR11 Agility Test after applying any modifiers.

For example, a model attempting to jump across a 4" gap and up a 4" wall requires 12" of movement.

Jumping DOWN - DR7

Jumping DOWN uses 0.5x your allotted move distance for the vertical measurement and a standard move distance for the horizontal measurement. To be successful, you must pass a DR7 Agility test after applying any modifiers.

For example, a model attempting to jump across a 4" gap and down a 4" wall requires 6" of movement.

Jumping ON - DR10

If your model is on a higher piece of terrain than an opposing model you may attempt to Jump ON the opposing model and deal damage equal to the vertical distance your model travelled. Jumping ON ignores the limit to vertical measurements but the horizontal limit is decreased to 3". To be successful, you must pass a DR9 Agility test after applying any modifiers.

For example, a model successfully Jumps ON an opposing model which is 5" below it. This results in 5 damage being dealt.

Failure / Falling

If you fail the test for an attempted jump, the model Falls and subtracts 1 Damage point per 1" distance they fell rounded up from their Condition Points.

Critical Double and Double Fuckup

If you roll a Critical Double, you immediately receive an additional action that can be used for any action.

If you roll a Double Fuckup, then you must take a DR11 Agility test. If you fail this test, then your model's Condition is reduced to 1.

Ready

Using an action to put a model into a Ready State allows them to apply a +1 modifier to a Roll or Test.

Ready States can be stacked up to 6 times and are tracked by using a D6 within the Ready Zone on the Model Card to indicate how many times you have Readied.

A player can choose to allocate as much or as little of the Ready States as they like simply tracking the level via the D6.

Ready state usage must be declared before the associated Roll or Test it will impact is performed.

Once the player has depleted all a models Ready States the D6 is removed from the Ready Zone.

Combat

To start a combat action, you must be able to confirm the below is true:

- You have a line of sight of at least part of the target model.
- The target model is within the distance indicated by the attacking model's Range Stat.

Combat Modifiers

Modifiers may need to be applied to the Strike or Dodge rolls in certain situations.

- If the target model is within 2" of the attacking models, a +2 modifier is applied to the Strike Roll.
- If the target model is not fully visible, it is in partial cover, and a +2 modifier is applied to the Dodge Roll.
- If the target model is on a lower level than the attacking model, a +2 modifier is applied to the Strike Roll.
- If the target model is on a higher level than the attacking model, then a +2 modifier is applied to the Dodge Roll.
- If the attacking model is making its second combat action this turn, then a +2 modifier is applied to the Dodge Roll.

Strike Roll

The attacking model rolls 2D10 and applies their Strike Stat (including the Buff Modifier), their Readied Modifier if applicable, and any situational modifiers such as being within 2".

Dodge Roll

Simultaneously, the target model rolls 2D10 and applies their Agility Stat (including the Buff Modifier), their Readied modifier if Readied and any situational modifiers such as partial cover.

Results

Attacking Model

If the player of the attacking model rolls the highest number after applying modifiers, then they proceed to perform a Damage Roll.

If they roll a Critical Double and the highest modified number, they may make a free additional combat action after the Damage Roll.

If they roll a Double Fuckup and the lowest modified number, they will apply the amount of Damage Points as indicated by the Damage Roll to their model.

Dodging Model

If the player of the target model rolls the highest modified number, they can immediately make either one free Move or Ready action.

If they rolled a Critical Double and the highest modified number, then as well as immediately making one free move or Ready action, they can also, choose to make any other action.

If they rolled a Double Fuckup and the lowest modified number, then the attacking model may make an additional free combat action.

Draw

In the unlikely event of a draw, the players will make the Strike and Dodge Rolls again.

Damage

The player of the attacking model makes a Damage Roll with a D6, the Roll determines the number of Damage Points subtracted from the target model's Condition Points. The player of the Target model will then indicate this subtraction by ticking down their Condition Dice.

For example, if the attacking player performs a Damage Roll and gets a 3. The player of the Target model currently has 6 Condition Points indicated by their Condition Dice. The Target player subtracts the Damage points from their Conditions Points, leaving them with 3, which they then Tick down their Condition Dice to reflect.

Slam

To start a Slam action, you must be able to confirm the below statement is true:

- The attacking model is within 2" of the target model.

Being Slammed into either terrain, a model or the edge of the play area results in a D3 Damage Roll using the Attackers Damage Modifier.

If a model is Slammed off a piece of elevated terrain, then they are subject to Fall damage as if they failed a Jump Test, being that they subtract 1 Damage point per 1" distance they fell from their Condition Points.

Strike Roll

The attacking model is moved into base-to-base contact with the target model and rolls 2D10 and applies its Strike Stat, including the Buff Modifier and, if Readied, their Readied Modifier.

Dodge Roll

Simultaneously, the target model rolls 2D10 and applies its Agility Stat, including the Buff Modifier and, if Readied, its Readied Modifier.

Result

Attacking Model

- If the player of the attacking model rolls the highest modified number, then they push the target model 3" directly away from them.
- If they rolled a Critical Double and the highest number, they also get to make a damage roll against the target.
- If they rolled a Double Fuckup and the lowest modified number, then they also make a damage roll but apply the result to themselves.

Dodging Model

- If the player of the target model rolls the highest modified number, then they push the attacking model 3" past them (measured from the opposite side where base-to-base contact is being made).
- If they rolled a Critical Double and the highest number, they also get to make a damage roll against the Attacker.
- If they rolled a Double Fuckup and the lowest modified number, then they also make a damage roll but apply the result to themselves.

TOKENS

Buff Tokens

Buff Tokens are deployed on the board and allow for the permanent modification of a model's stat by placing it in the Buff Zone of the Model Card once activated. A Buff Token is activated by ending an action within 1" of the Buff Token.

For example, a model ends a movement action within 1" of the Buff Token. They remove the Buff Token from the board determining that the number indicated by the Buff Token is 2. They then choose which stat to apply the Buff to. If the model chooses to buff their Strike stat and their current Strike stat is 0, then the Strike stat is increased to 2, as the Buff Token indicates. If their Strike stat were 1 then they would increase it to 3.

Buff Token Impact on Stats

Strike Stat Increase

When increasing the Strike Stat, you will add the number to the model's Strike Rolls.

Condition Stat Increase

At any time, you may expend (place back in the Buff Pool) the Buff Token and regain Condition Points equal to the value of the Buff Token.

For example, a model currently has 3 condition points as indicated by the D12 being face up at 3. The player expends a Buff Token numbered 2 from the Condition Buff Zone and regains 2 Condition Points.

NOTE!!!

If you want to make Buff This 2141 slightly less deadly, an alternative way to play is for Buff Tokens expended this way allows the player to regain Condition Points equal to 2x the value of the Buff Token.

Agility Stat Increase

When increasing the Agility Stat add the number to the model's Dodge Rolls or Agility Tests.

Range Stat Increase

When increasing the Range Stat, you will multiply the model's Range distance by the Buff Token Value

Energy Stat Increase

When increasing the Energy Stat, you will add the Buff Token Value to the model's allotted Movement distance.

Damage Stat Increase

Increasing the Damage Stat allows you to roll several D6 and choose the highest result.

For example, a player has a Buff Token number with a value of 4 in their Damage Buff Zone. This means they will roll 4D6 and use the highest result to assign Damage.

Buff Token Placement

Once activated, a Buff Token is removed from the board and placed on the Model Card to indicate the increase in the Stat. It can only be placed under a Stat that does not already have a Buff Token. Once placed, Buff Tokens cannot be moved.

The removed Buff Token is then replaced with a Timer Dice.

**Once your Model Card Buff Zone
is full you cannot activate
any more Buff Tokens.**

TIMER DICE

A D6 Dice indicates how many round ends must pass before a new Buff Token can be returned to the board.

As an example, a Buff Token has been activated and removed from the board. The player then rolls a D6 Timer Dice and puts it in place of the Buff Token, with the number rolled facing up. The number rolled on the D6 is 3. This indicates that three round ends must pass before the Timer Dice is replaced with a new Buff Token.

At the beginning of each game round the Timer Dice on the board will tick down. This means you will rotate the dice so that the number now facing up is one lower.

For example, at the beginning of game round two, a Timer Dice showing a 3 will now be rotated to a 2.

Once a Timer Dice on a 1 reaches the beginning of a game round, it is replaced with a new Buff Token from the Buff Pool.

Once the Buff Pool has been depleted of Buff Tokens, no more Buff Tokens can be added to the board. Equally, if there are any remaining Timer Dice, these should be removed.

Flow of Buff Token Activation

- A model ends an action within 1" of a Buff Token.
- Buff Token is activated and removed from the board.
- The player selects which Stat they want to Buff and places the Buff Token in the corresponding Buff Zone.
- The player rolls a D6 Timer Dice and puts it in place of the Buff Token, with the number rolled facing up.
- At the beginning of each game round, any Timer Dice on the board tick down.
- Once a Timer Dice on a 1 reaches the beginning of a game round, it is expired and replaced with a new Buff Token from the Buff Pool.

ENDING THE GAME

The game only ends once only one players model remain on the board. The player of the surviving model may feast on the rotting corpses of their opponents and imbibe BUFF!!!

EYE ON BILHAI

In New Bilhai a constant battle of contrast exists on a micro and macro level for every inhabitant, Metal vs Flesh, Chaos vs Control and Sanity vs Depravity. The Citizens of Buff City don't thrive; they adapt and in its tangled depths there is an ongoing dialogue between city and dweller where life is the ultimate negotiation.

Citizens occupy the fractured edges of infrastructures no longer supported, drawn in by the sanctity that is anonymity in a silence of time long lost. In between the MegABloks which scrape the sky and within the alleys choked with toxic fumes survival is the currency of opportunity and every heartbeat is hard earned.

The day-to-day grind blurs into a routine danger citizens become blind to over time. Improvised grids crackle with the noise of power surges as hacked corpo drones fly low in and out of MegABloks, both accompanied by the constant pulse of noise coming from the busy streets.

Surviving Buff City is a relentless task, scraping together enough credits to feed your addiction or pay off a loan, never ending. Residents can be seen stripping circuitry from abandoned bots and drones while others remain hidden away in their cramped habs splicing code for unknown patrons. The unskilled or disadvantaged have an even tougher time, searching for scrap salvage they scavenge through the toxic waste and the runoff from society, trying to scrape enough value to make their existence matter.

As with all things, even chaos, a rhythm of symbiosis is established.

Citizens form networks, not friendships. Alliances shift like weather, pragmatic, temporary, essential. Trust is rare, but respect can be earned, sometimes bartered. Even in darkness, there is a kind of code: don't steal what you can't carry, don't lie unless you can vanish, and never, ever look too long at the tower lights. No one knows what watches from up there.

New Bilhai offers no promises. No future. Only the moment, and the tools to survive it.

And yet, against all odds, the people remain, not because they love the city, but because they've become part of its circuitry. Interchangeable. Resilient. Necessary.

THE CITY ENDURES AND SO, DO THEY

CITIZENSHIP

While getting a model on the board for a game of Buff This 2141 is as simple as picking one up, putting it down, grabbing a Model Card, Buff Tokens and some dice you may want to take a more bespoke approach.

This module has been created to help you with inspiration for your Citizens backstory and to provide guidance when kit bashing. Equally you will find tools for creating a Unique Citizen who is differentiated by loading them out with Upgrades.

If you're looking for a little bit of inspiration you will also find an array of Unique Citizens who come with their backstory already written and upgrades already applied.

Usage Options

Unique Citizens

These are characters which have been pre-generated, they come with their own art, backstory, S.C.A.R.E.D. stat lines, upgrades and even bespoke sculpted models available for purchase from Daz!

Unique Citizen Creation

This tool allows you to build a Unique Citizen. This in essence allows you to create a model which has all of the improvements that become available throughout a campaign without playing through the campaign itself.

Citizen Roll Tables

Citizen Roll Tables have no mechanical substance within Buff This 2141. Their presence is to help aid you in the creative endeavour, which is miniature modelling, inclusive of narrative. They can be used either with a standard S.C.A.R.E.D. stat line or with Unique Citizen Creation.

It is important to note that to achieve a somewhat balanced game all players should take either a Standard Citizen or a Unique Citizen whether created or pre-generated.

UNIQUE CITIZENS

Oz "Ozzy" Buchanan

Oz Buchanan was once a believer in decency and morals; this was back when the lines between right and wrong were clear (at least to him) and the constant grind of his life hadn't left him hollow. It was before New Bilhai tainted him, before the politicians' cut deals with machines and before the city had chewed him up and spat him out leaving only a broken and scarred man behind.

Back then Ozzy was a rising star in the defence command. He was instrumental in the Border Conflicts and known for his discipline and deadly efficiency. This all came to an end the day he refused an order to incinerate a refugee MegABloK which had been flagged as "potentially compromised". The psych evaluations branded him as unstable and recommended termination however the corp controlled agencies wouldn't waste a weapon like Oz. They reassigned him to street enforcement, the dirty job of keeping order in the districts the corporations don't want to be seen touching.

Today Oz patrols the ruins of civility with a jagged mohawk, a battered regulation pattern peacekeeper, and a badge that's more threat than authority. He kicks down doors first and maybe... asks questions if you're still breathing. There's no back-up, no salary worth mentioning, and no illusions left.

Oz doesn't protect the city. He punishes it. He's broke. He's bitter. He's barely holding together, and that makes him dangerous.

**BECAUSE WHEN YOU'VE GOT NOTHING LEFT TO
LOSE, SOMEONE ELSE IS ABOUT TO PAY THE PRICE.**

S.C.A.R.E.D. Stats

S 0 / C 8 / A 0 / R 4 / E 6 / D 2

Core Threat I am the Law

Deep Cache I am the Law

S.C.A.R.E.D. SYSTEM UPGRADES

Strike Upgrade 1

Strike Upgrade 2

OverBuffered Effects

Range 2

Range 3

Salvex-Haul_19 "Sal"

Salvex-Haul_19 was designed to act as a salvage mech for post battle clean-up operations during the border conflicts. Operating in punishing conditions it would tear through destroyed buildings and haul armoured vehicles back to base for refurbishment.

Once the border conflicts ended the fallout began, corporations merged and died, assets traded hands and many of these were left abandoned or sold off cheap through criminal networks and black markets.

One such sale found Salvex in the ownership of the Chromed Junkers. The junkers are a notorious gang known for manufacturing and their ability to turn industrial tech into tools of urban warfare. With its shoulder mounted pressure cutter and hydraulic claws refitted into breaching rigs, onboard diagnostics replaced with encrypted comms, and its dull chassis tagged with gang colours and neon war paint, Salvex-Haul_19 was reborn.

Now it punches holes through armoured transport walls and rips vault doors from their hinges leaving chaos in its wake.

Created Salvex-Haul_19, Reconfigured Sal.

S.C.A.R.E.D. Stats

S 2 / C 12 / A -2 / R 4 / E 6 / D 0

Core Threat Synaptic Destruction

Deep Cache Synaptic Destruction

S.C.A.R.E.D. SYSTEM UPGRADES

Range Upgrade 1

Range Upgrade 2

OverBuffered Effects

Damage 2

Damage 3

Cassius "Augur" Prek

There is little known of his origins, only that he was officially declared dead during a bloody overspill of the border conflicts and at which point it is presumed he vanished into the cracks of the city. The next rumours of his story are when he reappeared years later with a new name and perfected silver tongue used to offer the disillusioned scions of the elite something more seductive than power, he offered them transcendence.

From within the shadows, Prek forged the Vox Ordo, a sleek and insidious cult which promises clarity in a world drowning in noise. However, behind the polished rituals and secretive ceremonies something far colder lies. Prek has developed a meticulously woven web of influence, engineered loyalty, buried secrets and Buff addiction used to quietly tighten his grip around anything he deems worthy.

To Cassius, the Vox Ordo was never a religion but a weapon. A congregation of the broken and bored, every member is just a playing piece in a game only he knows the rules to.

Prek's only guiding star is leverage, belief is for the weak.

Blackmail, engineered overdoses, synthetic possession—none of it makes him blink if it serves the endgame: to tear down the hierarchy that once threw him away like garbage, and rebuild it with himself enthroned at its summit.

S.C.A.R.E.D. Stats

S -2 / C 12 / A 2 / R 4 / E 6 / D 0

Core Threat Time Construct

Deep Cache Time Construct

S.C.A.R.E.D. SYSTEM UPGRADES

Energy Upgrade 1

Energy Upgrade 2

OverBuffered Effects

Strike 2

Strike 3

Wyatt Locke

What seems like an age ago, Locke served as cannon fodder in the 57th battalion during the border conflicts.

When the battles started to wane, Locke crushed by the atrocities he had committed, volunteered to participate in an experimental project in exchange for an early discharge. Unfortunately for Locke the results of this left his body twisted into something monstrous, his sinew was reinforced with synthetic bone, his flesh was meshed with irradiated wires and his face, mutated beyond recognition.

As with so many people, when the war ended, Locke was discarded, deemed too unstable for civilian transition. He disappeared into the sub city, The Spines, a maze of tunnels, flooded ruins, and refuse. But in these depths, where even hungry scavengers fear to tread, whispers of this broken soul spread. Stories of a creature that saves street orphans from syndicate slavers, that brings medicine to the dying, that buries the dead with old world rites.

The shadow of Wyatt Locke is twisted like the city he inhabits, cast against broken steel and forgotten technology. The putrid gutters of Buff City are his home, illuminated by the erratic flashes of sparking electricity; the air is doused in the thick sent of failure and sorrow.

Locke remembers things others forgot. Wholesome music, laughter, the touch of a loved one. He hoards relics of the past in his lair, an old vinyl record player, children's toys, faded photos of people he never knew. In moments of stillness, something like grief overtakes him. Then he wanders again, seeking a spark of decency in a world that no longer recognises the concept.

To the surface world, Wyatt Locke is a horror story. To the forgotten souls of New Bilhai's depths, he is something rarer: mercy incarnate.

S.C.A.R.E.D. Stats

S 0 / C 8 / A 0 / R 4 / E 6 / D 2

Core Threat Fixed Exchange

Deep Cache Fixed Exchange

S.C.A.R.E.D. SYSTEM UPGRADES

Strike Upgrade 1

Range Upgrade 1

OverBuffered Effects

Range 2

Damage 2

Raging Annie

Burnt into Annie's memory is the day she stopped being a kid. When she was 8 years old a group of raiders burned out her MegABloK level while settling a debt over a Buff deal gone wrong.

Crawling out from under the burnt shell of her fridge with nothing but the coat her mother had wrapped around her for protection the taste of burnt flesh assaulted her senses. Her parents? She found them still smouldering, huddled together at the back of the Hab in a desperate attempt to avoid the fire.

She cut a strip of fabric from her mother's coat and by nightfall, she'd stitched it into a crude dice bag, the kind you could sling from a belt.

The time for games was over and so instead of dice, she kept knuckles in the bag, collected from the sorry souls who wronged her.

Rattling the knuckles in her hand before every fight is her way of asking the odds if she's going to live through the next five minutes.

Her machete was scavenged from a corpse; her small form AR was picked up from a trade with a drunk militia deserter who thought the gun was busted and that she was harmless. She's not

Annie moves through the streets of Buff City with a defiant swagger, her red hair matted with dust and chems, eyes darting for threats she can meet head on.

Sometimes when she thinks she's alone she talks to her bag, sometimes like it can hear her, and sometimes she swears it answers back. Despite the wild grin and hair like a warning flare, Annie's not just chaos.

In a city where most adults see kids as prey or currency, her rage is armour. She's learned that if you scream louder, hit harder, and run faster than anyone expects, you stop being a target and start being a problem.

And in Buff City, being a problem is the solution to survival.

S.C.A.R.E.D. Stats

S 0 / C 10 / A 0 / R 6 / E 6 / D 0

Core Threat Copy c.A.T.

Deep Cache Copy c.A.T.

S.C.A.R.E.D. SYSTEM UPGRADES

Agility 1

Agility 2

OverBuffered Effects

Strike 2

Damage 2

UNIQUE CITIZEN CREATION

While you can quite happily play pickup games of Buff This 2141 with the S.C.A.R.E.D. SYSTEM you always have the option to utilise some of the upgrades which normally become available throughout the campaign.

Between you and your opponent choose a number of BRnZ which each of you will have access to and then spend these on any of the PrimeThreadIIIUpgrades or Blacklight Enhancements. I would recommend taking between 50 and 100 BrnZ.

PrimeThreadIIIUpgrades

PrimeThreadIIIUpgrades consist of two modules: Core Threat Upgrades and Deep Cache Upgrades. These dramatically influence your survival script in Buff City 2141 and will act as your root on which to base your Blacklight Enhancements.

You can only ever have one Core Threat Upgrade and one Deep Cache Upgrade however you can perform a Neural Burn and swap PrimeThredIIIUpgrade's at an additional cost.

Blacklight Enhancements

Blacklight Enhancements have been developed to boost your PrimeThreadIIIUpgrades through S.C.A.R.E.D. SYSTEM UPGRADES and urban knowledge on Overbuffing.

Core Threat Upgrade

Core Threat Upgrades are so powerful that multiple uses in a short time frame will result guaranteed death. To this end they come hard coded as a single use per game utility.

Name	Description	Cost (BRnZ)	Neural Burn Cost (BRnZ)
Synaptic Destruction	Once per game after a successful strike roll as well as rolling for damage you may also remove one of the target's buff tokens and place it back in the buff pool.	15	30
I am the Law	Once per game when an opponent claims a Buff Token you may deny it and place it back in the Buff Pool.	15	30
Ready... or Not	Once per game at any point, you can force an opponent to deplete their Ready State Level. The opponent will remove their Ready Dice from the Ready Zone.	15	30
Copy c.A.T.	Once per game during your activation, you can copy the value of an opponent's Buff Token. The copy lasts until your activation is over.	15	30
Time Construct	Once per game you may replace any number of timer dice on the board with Buff Tokens.	15	30
Fixed Exchange	Once per game you may swap an amount of your Buff Tokens equal to your Ready State level with an opponent's Buff Tokens.	15	30
Script Change	Once per game you may swap the position of any number of your Buff Tokens.	15	30
Core Threat Denial	Once per game you may negate the effects of an opponent's Core Threat.	15	30

Deep Cache Upgrade

Deep Cache Upgrades are hacks developed to circumnavigate the limitations of the Core Threat Upgrades. To mitigate guaranteed death certain restrictions have been implemented.

Name	Description	Cost (BRnZ)	Neural Burn Cost (BRnZ)	In Game Cost
Synaptic Destruction	After a successful strike roll, you may choose to expend 1 Ready State and not perform a damage roll, instead remove one of the target's buff tokens and place it back in the buff pool.	10	20	Reduction in Ready State
I am the Law	Whenever an opponent activates a Buff Token, you may expend 1 Ready State and deny it placing it back in the Buff Pool.	10	20	Reduction in Ready State
Ready... or Not	At any point in the game, you may alter an opponent's Ready State Level either up or down up to the same value of your Ready State Level.	10	20	N/A
Copy c.A.T.	During your activation you may copy an opponent's Buff Token. The copy lasts until your activation is over You can only copy a Buff Token up to a value which matches your Ready State Level.	10	20	N/A
Time Construct	During your activation you may tickdown a Timer Dice to 1 if it is within 6".	10	20	N/A
Fixed Exchange	During your activation you may expend Ready States and swap one Buff Token with an opponent's Buff Token whose value is equal to the number of Ready States expended.	10	20	Reduction in Ready State
Script Change	At any point in the game, you may swap the position of two Buff Tokens however one of them must be discarded and placed into the Buff Pool.	10	20	Discard a Buff Token
Deep Cache Denial	You may expend 1 Ready State and negate the effects of an opponent's Deep Cache.	10	20	Reduction in Ready State

S.C.A.R.E.D. SYSTEM UPGRADES

S.C.A.R.E.D. SYSTEM UPGRADES are permanent changes to the model card stat line which are in effect throughout the campaign unless indicated otherwise (see B-ERR: Failure Table section on page 95). You can represent this change during the game by placing a dice over the stat line number indicating the new number.

You can use BRnZ gained during campaign Grid>_State Combats to upgrade your S.C.A.R.E.D. SYSTEM stats, each upgrade can only be purchased once (they don't stack). Each stat has a maximum upgrade value of 3 and each upgrade must be acquired sequentially.

For example, you can only upgrade your Strike Stat from a default of 0 to 3 or Range from 4 to 7 and this must be done by first accessing Strike Upgrade 1, then Strike Upgrade 2 etc...

Name	Description	Cost (BRnZ)
Strike Upgrade 1	Increase Strike Stat by 1	12
Strike Upgrade 2	Increase Strike Stat by 1	16
Strike Upgrade 3	Increase Strike Stat by 1	20
Agility Upgrade 1	Increase Agility Stat by 1	12
Agility Upgrade 2	Increase Agility Stat by 1	16
Agility Upgrade 3	Increase Agility Stat by 1	20
Range Upgrade 1	Increase Range Stat by 1	12
Range Upgrade 2	Increase Range Stat by 1	16
Range Upgrade 3	Increase Range Stat by 1	20
Energy Upgrade 1	Increase Energy Stat by 1	12
Energy Upgrade 2	Increase Energy Stat by 1	16
Energy Upgrade 3	Increase Energy Stat by 1	20

OverBuffered Effects

At any time during its activation, a model may choose to expend (remove) one Buff Token it possesses to trigger an OverBuffered Effect based on the type and level of Buff. Expended Buff Tokens are placed back in the Buff Pool. This removes the permanent stat increase along with any effects it would cause, but grants a potent one time benefit.

To gain access to the OverBuffered effects you will need to have gained some BRnZ, equally you will need to acquire each Stat specific OverBuffered level sequentially.

For example you must acquire the Strike 2 OverBuff before Strike 4.

Name	Description	Cost (BRnZ)
Strike 2	During this activation modify your next strike roll by 4	6
Strike 3	During this activation modify your next strike roll by 6	8
Strike 4	During this activation modify your next strike roll by 8	10
Condition 2	Immediately increase your condition by 4	6
Condition 3	Immediately increase your condition by 6	8
Condition 4	Immediately increase your condition by 8	10
Agility 2	During this activation modify your next Agility roll by 4	6
Agility 3	During this activation modify your next Agility roll by 6	8
Agility 4	During this activation modify your next Agility roll by 8	10

Range 2	During this activation this model's range increases by 4	6
Range 3	During this activation this model's range increases by 6	8
Range 4	During this activation this model's range increases by 8	10
Energy 2	During this activation this model's move distance increases by 4	6
Energy 3	During this activation this model's move distance increases by 6	8
Energy 4	During this activation this model's move distance increases by 8	10
Damage 2	During this activation roll 4D6 on your Damage Rolls	6
Damage 3	During this activation roll 5D6 on your Damage Rolls	8
Damage 4	During this activation roll 6D6 on your Damage Rolls	10

WELCOME TO BUFF CITY

When you first step off the mag line, one of the few running services, you're knocked by the heat and taste of acrid smoke. As you look around you see MegABloKs towering above you like monolithic symbols of long dead gods, their surfaces pocked with flickering holo ads. As you walk nobody looks up when you pass them, no one notices you at all, you're just another body in a place that sees millions every single day and remembers none. You have no credits, no name and only the seedling of a plan. All you have is the numb desperation that drives people like you to Buff City, hoping for redemption but finding only corruption.

Quickly you establish the flow of the city, sleep and rest are only for victims. There are too many eyes in the dark secluded places, too many hands willing to tear the life from a stranger to access the processors in their spine. Hunger and ambition drive you to the dimmest hollows of Buff City where the city whispers its truths; loyalty is a lie, betrayal is king and everything is for sale.

Striving to survive you begin to run courier gigs. Dirty, desperate runs through gang territory and Corpo dead zones. Carry this drive, hack that node, don't ask questions. You've been shot once, cut twice and left for dead more times than you care to count. Each time without fail, you got back up with a little more metal under your skin and a little less light in your eyes.

Over time your recognition within the city grows, stepping into facilities your presence is whispered over comms units and backroom terminals. You've seen too much and survived too long, corporations can't buy you, gangs can't own you, you've become untouchable. Buff City tried to break you down like a failed corp or the biological waste it is inundated with. Instead, it has taught you how to bend the rules, moving through the wire and filth like a natural born predator.

WHERE BUFF CITY DESTROYS SO MANY, YOU EMERGE FORGED, A FORCE TO RECKON WITH.

Welcome to Buff City details the PvP campaign game mechanics for use in Buff This 2141. Players assume the role of "wetwires", citizens of New Bilhai who are yet to leave their mark on the already scarred underbelly of the city.

In each game throughout the campaign players will gain BRnZ which are used to gain access to additional rules and abilities or if you're unlucky to offset the negative consequences of not managing to survive a Grid>_State.

Equally it includes Grid>_States (Scenarios) which can be used in one off games or within the campaign. Grid>_States come with their own additional rules, including deployments, win conditions and ways to gain BRnZ when utilised within a campaign setting.

What you need

To play Welcome to Buff City you need all of the usual components which are detailed in the first section of this book: Models, Dice, Buff Tokens, Measuring Device, Boards and Terrain.

In addition to the above you will also need a campaign tracker sheet, one per model and possibly various other tokens or models depending on whether you are using one of the

Grid>_States, if additional components are needed, they will be detailed within the Grid>_State.

How to play

Welcome to Buff City should last around 7 games but this can be reduced or extended to suit your purposes. The winner of a campaign is determined by the total number of BRnZ accumulated by a player throughout the campaign.

Campaign Flow

Grid>_State Combat Phase

Select a Grid>_State - Roll a D6 or choose a Grid>_State to play with your opponent.

Engage Grid>_State - Play the Grid>_State to its conclusion where a survivor is identified.

Pathway Resync Phase

Loser of the Game Rolls on the B-ERR: Failure Table

BRnZ = Gainz Phase

Players use BRnZ to gain additional abilities and stat changes, or to negate the effect of the B-ERR: Failure.

Got BRnZ?

Below is a list of the actions which will gain you BRnZ in every Grid>_State within the Welcome to Buff City Campaign.

You may also find that Grid>_State's introduce other ways to gain BRnZ specific to their objectives.

- Claim a Buff Token = BRnZ to the value of the Buff Token
- Make a successful strike roll = 2 BRnZ
- Make a successful dodge roll = 2 BRnZ
- Roll a critical double 5 BRnZ
- Roll a double fuck up 5 BRnZ
- Survive the Grid>_State 10 BRnZ

Grid>_States

Grid>_States provide different scenarios for your citizens to battle it out in. They introduce different objectives, ways to gain BRnZ and specific mechanics, which all add further variation.

01 Street Reps

Every day is a struggle in Buff City. Citizens derive an existence through sheer survival. Wholesale Slaughter is commonplace and even the most innocuous resident will bleed you like a pig if they stand to gain a reasonable return.

Street Reps is a scenario which depicts life in New Bilhai.

Buff Pool

Standard number of Buff Tokens per model.

Play Area

Standard play area.

Deployment

Standard Deployment.

Surviving

The survivor is the player with the sole surviving model.

02 King of the Stack

Survival in Buff City is a requirement of daily life but some denizens survive a little better than others. Rising to the top of the slums like so many mutilated bodies in the sewers, requires sacrifice and determination.

King of the Stack rewards players who value vertical advantage.

Buff Pool

Standard number of Buff Tokens per model.

Play Area

Standard play area.

Build something high for terrain.

Deployment

Standard Deployment.

In Game

Gain 1 game point for every game round end where you control the model which is highest on the board. If drawn both models deduct one Condition Point, and no game points are awarded.

BRnZ gAIInZ

Gain 2 BRnZ for each round end where you control the model which is lowest on the board. If drawn both models deduct one Condition Point and no BRnZ are awarded.

Gain 15 BRnZ if you successfully SLAM an opponent from a piece of terrain causing Fall damage.

Surviving

The survivor is the player with the most points once their opponent has been eradicated or at the end of turn 7.

03 Citizen Down

The air is thick with smog, toxins and the acquiescence of broken dreams. The residents of Buff City don't have many expectations in life, they only want to survive to see another day, prepared to make sacrifices to realise this goal. For far too many however the dream of tomorrow ceases to materialise as stray bullets will cut you down faster than Rad poisoning from the tainted water supplies.

Citizen Down reflects the ever-present danger of inhabiting such a place as New Bilhai and the constant pointless churn of expendable life.

Buff Pool

Standard number of Buff Tokens per model.

Play Area

Standard play area.

Standard recommendations for terrain.

Deployment

Standard Deployment except add the following:

8 NPCS

Ideas for NPC Deployment

- Spread evenly around the board
- Clustered into small groups
- Definitely on the edge of raised terrain
- In inconvenient places

The Mortuary

Each player should set aside some space next to the board. This space will be their mortuary and is where the NPCs which have been removed from the board due to their model or models' actions are collected.

At the end of the game each player will count the body count in the mortuary.

In Game

Standard In game rules apply with the addition of:

- If a combat action resolves with the target model making a successful dodge, then the closest NPC is considered hit, removed from the board and placed in the Attackers mortuary.
- If a player attempts to move within 2 inches of an NPC the NPC immediately moves 3 inches away from the model. If they move off raised terrain they are considered killed from the fall. The NPC is removed from the board. The model who caused the death should place the model in their mortuary.

BRnZ gAIInZ

- Instead of gaining 2 BRnZ for a successful strike roll you gain 5 BRnZ for each strike roll beaten by your opponent (and thus citizen you murk)
- Gain 15 BRnZ if you have the highest body count and are the only surviving player model.

Surviving

The survivor is the player with the lowest NPC body count once all NPCs are removed from the board or there is only one player model left.

04 VIP > Escort

Friends are a liability in the harsh streets of Buff City. Close ties to anything, anyone or anyplace act as an anchor weighing you down and pulling you below the fetid cesspool which is New Bilhai. However given the right incentives, money, narcotics, shelter or even just a lukewarm meal, even the most solitary citizens will be motivated to take responsibility for another.

VIP > Escort is a scenario where the player assumes responsibility for two models. Will you throw your escort under the bus to ensure victory or will this odd couple band together and survive another day.

Buff Pool

Standard number of Buff Tokens per model.

Play Area

Standard play area.

Standard recommendations for terrain.

Deployment

Standard Deployment.

VIP and Escort

- Each player must control two models for this game mode.
- One model is the VIP, they act as normal but cannot make combat actions.
- One model is the Escort and acts as normal.
- VIP's and Escorts controlled by the same player may utilise each other's Ready States.
- VIP's cannot regain Condition Points.

In Game

Standard In game rules apply with the addition of:

The rules stated above regarding the VIP's limited actions.

As soon as a player's VIP is killed that player is out.

BRnZ gAIInZ

- Gain 6 BRnZ if your VIP successfully slams an opponent's VIP.
- Gain 12 BRnZ if your VIP successfully slams an opponent's Escort.
- Gain 3x the value of the Buff Token when a VIP acquires a Buff Token.

Surviving

The survivor is the owner of the last remaining VIP.

05 Buff_:\C₂₂H₂₈N₂O

Daz managed to score a big shipment of some Uber Buff and now the streets are flooded with the shit. Every crony, glaze kid and even your nan are amped up to the MAX. Buff City just got a whole lot more deadly.

Buff_:\C₂₂H₂₈N₂O doesn't just let you experience Buff City, it ties you down, fits a speculum to your eyes, an intravenous drip of the purest Buff money can buy to your arm and slaps with you wet salmon (I have no idea what a salmon is). Buff token effects are doubled are so shits about to get crazy...

Buff Pool

Standard number of Buff Tokens per model.

Play Area

Standard play area.

Standard recommendations for terrain.

Deployment

Standard Deployment.

Buff Token Effect

- Strike - Apply a modifier as indicated by x2 the number of the Buff Token to your Strike Rolls.
- Condition - Gain 2x the normal number of Condition Points as indicated by the number of your Buff Token.
- Agility - Apply a modifier as indicated by x2 the number of the Buff Token to your Agility Rolls.
- Range - Increase your range by 2x the number on the Buff Token.
- Energy - Increase your Allocated Move Distance by 2x the number on the Buff Token.
- Damage - Roll 2x additional D6 as indicated by the number on your Buff Token. For example if you have Buff Token #2 instead of rolling 1 additional D6 Roll 2 additional D6.

In Game

Standard In game rules apply with the addition of the changes detailed in the Buff Token Effect section of this scenario.

BRnZ gAIInZ

Gain 4 BRnZ when placing a Buff Token 2 in your Model Card Buff Zone.

Gain 6 BRnZ when placing a Buff Token 3 in your Model Card Buff Zone.

Gain 8 BRnZ when placing a Buff Token 4 in your Model Card Buff Zone.

Surviving

The survivor is the player with the sole surviving model.

06 Bad Batch of Buff

A rogue gang has bypassed the Prime and it's verified gang's quality checks and made cheap Buff available on the street. Unfortunately, in Buff City you get what you pay for, and when you're paying for Buff that usual means complete organ failure.

Bad Batch of Buff simulates the effects of taking poor quality Buff during combat. Buff if you wish but be prepared to suffer.

Buff Pool

Standard number of Buff Tokens per model.

Play Area

Standard play area.

Standard recommendations for terrain.

Deployment

Do not deploy any Buff Tokens during set up.

Buff Token Assignment

Rather than acquiring Buff Tokens the normal way at the start of every round a player selects a random Buff Token from the Buff Pool and places it in the Buff Zone on their model card under the start of their choosing.

Buff Token Effects

Buff Tokens have the opposite effect of their normal usage.

- Strike - Apply a negative modifier as indicated by the number of the Buff Token to your Strike Rolls.
- Condition - Whenever you place a Buff Token in any stats Buff Zone other than Condition, lose an amount of Condition Points equal to the number on the Buff Token just placed.
- Agility - Apply a negative modifier as indicated by the number of the Buff Token to your Agility Rolls.
- Range - Decrease your range by the number on the Buff Token.
- Energy - Decrease your Allocated Move Distance by the number on the Buff Token.
- Damage - Apply a negative modifier as indicated by the number of the Buff Token to your Damage Rolls.

In Game

Standard In game rules apply with the addition of:

The rules stated above regarding the change to Buff Token Effects.

BRnZ gAIInZ

Gain 4 BRnZ when placing a Buff Token 2 in your Model Card Buff Zone.

Gain 6 BRnZ when placing a Buff Token 3 in your Model Card Buff Zone.

Gain 8 BRnZ when placing a Buff Token 4 in your Model Card Buff Zone.

Surviving

The survivor is the player with the sole surviving model.

B-ERR: FAILURE TABLE

OK so you've just played a Grid>_State and it didn't go exactly to plan. If you have lost a Grid>_State then this table relates to you but fear not you still have options.

Identifying the Failure Effect

Roll on the table below to see what impact losing the game has on your model.

Roll (D6)	Name	Failure Effect	Desync Cost
1	B-ERR 1001: NeuroStrike Failure	You can't place Buff Tokens in your Strike Buff Zone for one Grid>_State Combat	40
2	B-ERR 1002: Condition Splice Rejection	You can't place Buff Tokens in your Condition Buff Zone for one Grid>_State Combat	40
3	B-ERR 1003: Bio_Agile Coolant Leak	You can't place Buff Tokens in your Agility Buff Zone for one Grid>_State Combat	40
4	B-ERR 1004: Retinal HUD Artifacts	You can't place Buff Tokens in your Range Buff Zone for one Grid>_State Combat	40
5	B-ERR 1005: EnergyNet Overload	You can't place Buff Tokens in your Energy Buff Zone for one Grid>_State Combat	40
6	B-ERR 1006: Impact Matrix Deviation	You can't place Buff Tokens in your Damage Buff Zone for one Grid>_State Combat	40

S.C.A.R.E.D. SYSTEM UPGRADES

If a Failure Effect is actioned, as well as the impact as indicated by the above table any S.C.A.R.E.D. SYSTEM UPGRADES purchased become Muted and should be disregarded for the next Grid>_State Combat Phase.

Failure Effect is Negated

It's not all doom and gloom you can always pay a Desync cost to negate the Failure Effect.

Failure Effect is Actioned

If you could not or would not summon the BRnZ to negate the Failure Effect it becomes actioned and remains for the next Grid>_State Combat Phase you play in the campaign.

BrnZ = Gainz

Now whether you won or lost the Grid>_State Combat you and your opponent will have cultivated lots of righteous BRnZ through performing various actions.

You can now put these BRnZ to use by slotting them into two main categories of upgrades: PrimeThread!!!Upgrades and Blacklight Enhancements.

! IMPORTANT !

Tables detailing the costs, effects and conditions of these upgrades can be found in the Unique Character Creation section of this book starting on page 43.

BLOOD OVER BILHAI

New Bilhai erupts into chaos, the MegaBloK's spewing frightened and enraged citizens. The streets become cages, clogged up with bodies both still and moving, fighting for a foot hold. Gunshots fire overhead and a skull explodes with a wet splitting sound, a warm spray misting the air. A knife flashes in the squeeze of the crowd, plunging into a stomach the chrome glint reappearing a dark red before being thrust in repeatedly until the victim folds in on themselves. A hammer drops from above, crushing fingers that clutch a pistol; the gun falls, and three hands grab for it at once.

The dimmed streets caused by power cuts are carved into brief stuttering images from muzzle flashes in the smoke. An enforcers baton swings, smashing into a man's jaw. His teeth are sent scattering into the gutter with a spray of blood. A child is driven backwards by the surge of bodies, coughing blood through a shattered throat.

Gun smoke and burning plastic corrupt the taste of the air, the scent of sweat and fear thick in the heat from the fires. From a doorway bullets are spat at arm's length. A man attempts to shield himself, using anything he can find, grabbing a plastic crate he hoists it up only for it to explode under a shotgun blast, the jagged plastic buries into his face, gouging grizzly wounds where his eyes used to be.

From the rooftops, firebombs tumble, one catches a woman's coat, and she runs screaming burning until a spray of bullets opens her chest and she drops in a smouldering pile.

You've made it through the night and as you look around in the morning haze you see that the city is transformed. Falling further into disrepair it embodies the consequences of the pulses of violence which raged through the night. Beneath the noise and the chaos, you have an epiphany and the truth slowly begins to sink in, it's never been about winning or losing.

It's about being the last one standing when the fires go out.

In Blood Over Bilhai I will outline some rough guidance for multiplayer action. The below is simply a guide and if you find something that doesn't work use your best judgement to come up with an adequate solution. Failing that an all-out fight to the death with anyone who doesn't adhere to your perspective is obviously the only natural way forward (please play nicely with each other).

Buff Pool

Standard number of Buff Tokens per model. This will obviously increase the more models participating in the Blood Over Bilhai.

Play Area

The below is rough guidance. A simple equation can be performed to balance the game in a way which delivers the desired experience.

Game Intensity \propto Number of Models / Board Area

Or in other words the more models you have in a certain sized play area the more hectic shit is going to get.

From personal experience I can provide the following guidance:

- 1-4 models / 12"x24" board
- 4-8 models / 24"x24" board
- 8-12 models / 36"x36 board

Deployment

Once the aspect of mano a mano is removed from **BUFF THIS 2141** certain deployment considerations are best adjusted to the situation (sink or swim).

Number of Deployed Buff Tokens

As rough guidance deploy between 2 and 3 additional Buff Tokens for each additional Model.

Below is an example of how Buff Tokens should be deployed based on model count:

- 3 models / 8
- 4 models / 10
- 5 models / 13
- 6 models / 15
- 7 models / 18
- 8 models / 20

Buff token Deployment

Buff Token Deployment follows the standard recommendation however on consideration would be for players to take it in turns to place Buff Tokens in the play area.

Model Deployment

Roll off and start model deployment with the player who rolled highest, working your way around the players in a clockwise fashion (don't go in depreciating order of who rolled highest I hate that shit!).

Players take turns as advised above in placing their model anywhere in the play area as long as they are not within 6" (considering increased and reduced movement costs of climbing up and down) of a Buff Token or another Model.

Surviving

The survivor is the player with the sole surviving model.

BLOOD OVER BILHAI

Grid>_States

01 Ricochet

An experimental military payload was Hijacked and has hit the streets of New Bilhai! All combatants are armed with hyper robust scum seeking ammunition.

Buff Pool

Standard number of Buff Tokens per model.

Play Area

As advised in the earlier part of this section.

Deployment

As advised in the earlier part of this section.

In Game

If a target successfully dodges a strike, then the next closest model becomes the new target and needs to make a dodge roll.

If there are multiple target options Roll off with the player who rolled the lowest result being the new target (if this is tied, roll off between the players who tied).

This continues until either a model is hit, or all models (including the attacker) have successfully dodged the bullet.

Surviving

The survivor is the player with the sole surviving model.

02 Juggerz0

One "lucky" character has discovered an enforcer grade BioMod. Obviously, this is some hot shit so everyone on the BloK wants to get their grubby little mitts on it.

The only thing standing in their way is the scummer who has already engaged with the BioMod and become an unstoppable Juggerz0!

Buff Pool

Standard number of Buff Tokens per model.

Play Area

As advised in the earlier part of this section.

Deployment

As advised in the earlier part of this section with the addition that whoever has rolled the highest is the Juggerz0 and must deploy in the centre of the board regardless of Buff Token placement.

The player whose model has been assigned the Juggerz0 starts with the below stats and cannot activate Buff Tokens.

- Strike / 4
- Condition / 12
- Agility / 4
- Range / 12
- Energy / 6
- Damage / 4

Players who control models not identified as the Juggerz0 can pull 1 random Buff Token each from the Buff Pool and assign it to their Model Cards before the start of the game.

In Game

Once the Juggerz0 has been eliminated the model is redeployed as per the guidance found earlier in this section (Any where but not within 6" of another model or Buff Token). Its stats are returned to the default calibration, and it can pull 1 random Buff Token from the Buff Pool and assign it to their Model Card.

The model which eliminated the Juggerz0 steals the BioMod becoming the Juggerz0 and assumes the same stats as stated above, redistributing their Buff Tokens into the Buff Pool.

Any models killed while they are not the Juggerz0 are out of the game.

Surviving

At the end of the 11th Round or until there is only 1 model left in the play area the survivor is determined by which model was the Juggerz0 for the most rounds ends.

03 Share the wealth

In Buff City alliance are broken as easily as they are forged. Will you accept a helping hand or cut your nose off to spite your face in an act of petty self-destruction?

Buff Pool

Standard number of Buff Tokens per model.

Play Area

As advised in the earlier part of this section.

Deployment

As advised in the earlier part of this section.

In Game

Once per round during their turn a player may gift 1 Buff Token to another player.

If the Buff Token is accepted, then the gifting player may draw a random Buff Token from the Buff Pool.

If the Buff Token is not accepted, then it is returned the to Buff Pool.

A player cannot determine through communication whether the Buff Token will be accepted or not prior to making the offer. Once the offer has been made it cannot be revoked, and the ramifications are solidified.

Surviving

The survivor is the player with the sole surviving model.

CHEAT SHEET

Buff This 2141 example of first two rounds

Assemble all components required to play a game of Buff This 2141.

Prepare Buff Pool and Model Cards placing a D12 on the Condition Stat and a D6 next to the Ready Zone.

Deploy Models and Buff Tokens.

Roll for initiative - Player who rolls highest goes first.

Round 1 -

Player 1 activates their model and performs a Movement action and so they move 6" as indicated by their Energy Stat.

They perform a Ready action as their second action and move the D6 into the Ready Zone with the number 1 face up which indicates they have a Ready State of 1.

Player 2 activates their model and performs a Movement action for both of their actions. This gives them a combined movement allocation of 12" which they use on a standard move and climbing up.

The end of this action has put them within 1" of a Buff Token which becomes activated. They remove the Buff Token which has a value of 2 and place it in the Buff Zone of their Model Card under the Strike Stat. They then roll a Timer Dice which lands on 1. They place the Timer Dice where the Buff Token was removed from with the number 1 face up indicating that 1 round end must pass before the Timer Dice is replaced by a new Buff Token.

Both players have now activated their models and used their actions and so the Round Ends.

Round 2 -

Players check to see whether they are applicable for ticking up their Condition Point Dice - Because they are both still on 12 Condition Points (the Maximum amount of Condition Points) and neither of them has a Buff Token in the Buff Zone of their Model Cards they are not applicable.

Players then check to see if any Timer Dice should be ticked down or replaced - There is one Timer Dice on the board which had a value of 1 during the Round End. This means that the Timer Dice is now replaced by a new Buff Token. Any player removes the Timer Dice and replaces it with a random Buff Token from the Buff Pool.

As initiative is persistent throughout the game Player 1 starts by activating their model. They perform a Movement action for both of their actions. This gives them a combined movement allocation of 12" which they use on a standard move and climbing up bringing them onto the same platform as player two but just out of reach of a Buff Token.

Player 2 activates their model and performs a Movement action and so they move 6" as indicated by their Energy Stat towards Player 1. When they end their movement, they are within 1" of Buff Token and so because their action has ended, they activate the Buff Token which has a value of 4 remove it from the board and place it in the Buff Zone of their Model Card under the Range Stat giving them a new Range of 8". They then roll a Timer Dice which lands on 4. They place the Timer Dice where the Buff Token was removed from with the number 4 face up.

Due to Player 2's Buffered Range Stat they can now perform a combat action as Player 1 is within Target Range. No Combat Modifiers are applicable, so Player 2 performs a Strike Roll and rolls 2D10 resulting in a 6 and 8 which gives a result of 14, they then modify this result with their Strike Stat which has been Buffered to 2 giving them a total result of 16.

Player 1 now performs a Dodge Roll by rolling 2D10 resulting in a 7 and 8 which gives a result of 15. This means that Player 2 has won the Combat. Player 2 proceeds to perform a Damage roll with a D6 resulting in a 5. Player 1 then ticks their Condition Dice down from 12 to 7 to represent the damage they took and that they now only have 7 Condition Points.

Both players have now activated their models and used their actions and so the Round ends.

As you can see, action in Buff This 2141 hots up quickly!

Models

- 2 models on 25-40mm bases
- 1 model per player

Buff Pool - Per 1 model

- 3 tokens numbered 2
- 2 tokens numbered 3
- 1 token numbered 4

Dice

- 1 D6 per model - for tracking Model Ready Status
- 1 D12 per model - for tracking Condition Points
- 5 x D6 - for use as Timer Dice
- 2 x D10 - for tests and rolls
- 4 x D6 - for rolls

Board Size

- 12"x24"

Round Order

- Tick down Timer Dice.
- Replace expired Timer Dice with new Buff Tokens.
- Following the initiative, players will take turns activating their models and completing their allotted actions.
- Once all players have activated all their models, the game round ends.

Actions

- Movement - Can be chosen multiple times.
- Ready - Can be chosen multiple times.
- Combat - Can be taken multiple times (combat modifier applies)
- Slam - Can be chosen multiple times.

Movement

- Standard Movement
- 1" or less terrain can be moved over freely
- Climbing UP / 2x your move stat
- Climbing Down / 0.5x your move stat
- Jumping Straight / Agility DR9
- Jumping UP / Agility DR11 - 2x your move stat
- Jumping Down / Agility DR7 - 0.5x your move stat
- Jump ON / Agility DR9
- Critical Double / Additional Action
- Double Fuckup / DR11 - Failure = Condition reduced to 1

Ready

- Grants a +1 modifier to a Roll or Test.
- Intended use must be declared before Roll or Test is made.
- Ready States stack up to 6 times.
- Track them with a D6 die placed in the Ready Zone.
- Players can use as many Ready States as they like at once, reducing the D6 accordingly.
- When all Ready States are used, remove the D6 from the Ready Zone.

Combat

- Attacking Model makes Strike Roll + Strike Stat
- Target Model makes Dodge Roll + Agility Stat
- Attacker wins / Proceed to Damage Roll
- Target wins / Make a free Move or Ready action
- Draw / Roll again
- Damage / Roll a D6 - If rolling multiple use the highest result.

Combat Doubles

- Attacker Critical Double / Make an additional Free Combat Action.
- Attacker Double FuckUp / Apply Damage Roll result to the attacker.
- Target Critical Double / Make an action of your choosing in addition to the free move action.
- Target Double FuckUp / Attacker makes an additional Free Combat Action.

Combat Modifiers

- Within 2" / +2 to Strike Roll.
- Partial Cover / +2 to Dodge Roll.
- Target Model Lower than Attacker / +2 to Strike Roll.
- Target Model Higher than Attacker / +2 to Dodge Roll.
- Attacking model makes second combat action / +2 to Dodge Roll.

Slam

- Be within 2" of Target Model
- Attacking Model makes Strike Roll + Strike Stat.
- Target Model makes Dodge Roll + Agility Stat.
- Attacker wins / Push target model 3" directly away from them.
- Target wins / Push attacking model 3" directly past them (measuring from the opposite side of the base-to-base contact).
- Being Slammed into either terrain, a model or the edge of the play area results in a D3 Damage Roll using your Model Card Modifier.

Slam Doubles

- Attacker Critical Double / Make a Damage Roll.
- Attacker Double FuckUp / Make Damage a Roll and apply the result to the attacker.
- Target Critical Double / Make a Damage Roll.
- Target Double FuckUp / Make a Damage Roll and apply the result to the Target.

Buff Tokens

- Buff Tokens are drawn from the Buff Pool.
- Buff Tokens are Placed Face DOWN or Face UP during deployment.
- End action within 1" of a Buff Token to claim it.
- Place Buff Token in desired Buff Zone.
- Buff Tokens can only be placed in Buff Zones that do not already have a Buff Token.

Buff Token Impact

- Strike - Add Buff Token Value to Strike Rolls.
- Condition - Increase Condition Point by expended Buff Token Value:
- Agility - Add Buff Token Value to Dodge Rolls and Agility Tests.
- Range - Multiply Range by Buff Token Value.
- Energy - Increase models allotted move distance by Buff Token value.
- Damage - Roll a number of D6 during a damage roll as indicted by the Buff Token Value.

Timer Dice

- When a Buff Token is claimed, replace it with a Timer Dice.
- Determine the Timer Dice length by rolling a D6 and placing its result up in place of the Buff Token.
- At the beginning of the round, tick down the Timer Dice.
- Once a Timer Dice ticks past 1, remove it and replace it with a new Buff Token.

Winning

- Be the player with the sole surviving Model.

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THE ENTIRE 28 COMMUNITY

JOLITA FOR PUTTING UP WITH MY SHIT

MY KIDS FOR PUTTING UP WITH MY SHIT

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