

# ★ AMOK

The Amok, also known as Savages, Reavers, Gone or Defilers, are the survivors of the now obliterated megalopoli of Liberty City. This was the city that had reached the highest level of technology by the end of the World of Before, so the people inside its sealed walls soon attained the best possible living standard. Its inhabitants had little to do, as everything was programmed, scheduled, computerized and made possible mechanically by the governing council that kept all daily routines going. And an idle, jaded and aimless society quickly turns into a decadent, apathetic and dangerous one.

Ambrosia, a very strong psychotropic designer drug, washed over this society like a wrecking ball. Its origins are still unknown and uncertain (some say it was introduced in the megalopoli by a foreign agent intent on its destruction), but recent researchs have determined that the main component of the drug must be extracted from the hypothalamus of a person in the moment of their greatest suffering.

Its rise was meteoric. Each person was affected in a different way; some started to experiment hallucinations or visions, others could not stand the experience and took their own lives, many suffered paranoia and fell into madness and savagery, while others had their minds expanded into new areas of enlightenment that transcended the human sphere. This plague raged on throughout the city, leaving behind it a trail of murders, suicides, serial killings and mental illness, until the Liberty City council decided to set up the old island of Manhattan as a prison-asylum of sorts to keep the disturbed inside, building a wall all around its perimeter.

But in an ironic twist of fate, inside the walls of Mahattan, free from the influence of this devastating drug, its effects diminished and most of the imprisoned people could finally make it. Outside the walls the Ambrosia was still raging on in full strength and the local council wasn't able to control its effects. With the local law enforcement forces overrun, daily chores unattended and population in a permanent state of paranoia or extreme madness, the city fell. It's not known where the actual collapse took place, but those now known as the Amok gathered in wolf packs and hunted down anyone weaker or not affected by the Ambrosia. Once Liberty City was a ruined and sacked city and no new victims or challenges remained inside it, the terror of these savage wretches, its minds ravaged and perception of reality severely altered by the Ambrosia, spread into the Wasteland.

Now they wander those barren lands in search of victims that make them feel something again, Harvesters always looking for the meager drops of drug they can distill from their prey. In their current state some of the Amok have started to mutate, as if the beast within had found a way to manifest itself in the outside. For some reason some of the tortured victims, their brains completely shattered, embrace the Amok after all the suffering received, turning from prey to hunters.

**BETA VERSION**

**Ambrosia:** Amok bands fight under the influence of a drug known as Ambrosia. Every band starts with a dose of Ambrosia for each 100 points or fraction of its value. These doses will allow them to accomplish extraordinary feats, but at a risk of a really bad trip. Harversters can gather new doses of Ambrosia (see further on).

Before a miniature starts its Action Turn, you can give it ONE dose of Ambrosia and choose one of the following effects, which will be effective only for that Action Turn if the Ambrosia works properly:

- +4" to Movement during an Assault.
- +2 to Strength.
- +2 to Toughness.
- +2 to Tech.
- Get the Special rule Offroad.
- Overcome the Psycho fury (miniature can ignore that Special rule during this Action Turn)

You must roll a d10 to see if the drug works as desired and check this table:

Roll	Effect
1 or less	The trip has gone really, really bad and the miniature will have 1 less Action per Turn for the rest of the game. If Actions get to 0, the miniature is Downed. Drug has no effect.
2-3	Ambrosia will affect each type of troop in a different way. Follow the "Bad trip" rules of the unit. If they are engaged in Close Combat, they will keep doing so.
4-10	Ambrosia works perfectly.

Every miniature will have a -1 penalty to this roll for each dose of Ambrosia it has consumed before during the game.

## Reaper

Reapers love to hack and slash. Of course they not only mutilate themselves, but they also play with the bodies of other people to find some answers to their pain in their insides. They started torturing animals or cutting their own flesh, but now their bloodlust is endless and no carnage too small.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Reaper	2	5	-	4	4	4	1

**Weapons:** must be equipped with ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Small blade</i>	4 pts.	<i>Sickle</i>	5 pts.
<i>Medium blade</i>	10 pts.		

**Armor:** Can have *thick clothes* for +5 points or *human leather* for +10 pts.

### Special rules:

**Psico fury:** Reapers only think of hacking their enemies apart. They will move towards the enemy they can reach faster (no matter the Lines of vision). Usually this will mean the closest one, but there might be a foe on a higher floor or behind a pile of Really fucked up terrain, and another one more reachable further away on open ground.

**Bad trip:** if there is a miniature at Assault distance, the Reaper will have to do so no matter it is friend or foe.

**Cost:** 40 pts.



## Harvester

Ambrosia stock was not unlimited, and after the collapse of Liberty City it was getting harder to obtain. Some of the wickest ones among the Amok have been able to distill a similar product, although with shorter effects, from the hypothalamus of their victims. The most terrified they are, the strongest the effect.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Harvester	3	3	3	5	3	3	6

**Weapons:** must be equipped with ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Light mace</i>	3 pts.	<i>Small blade</i>	4 pts.
<i>Mace</i>	5 pts.	<i>Sickle</i>	5 pts.

**Armor:** has *thick clothes*. Can have *human leather* for +5 pts.

### Special rules:

**Specialists:** Harvesters are not very common. You can only have one Harvester for every 200 points or fraction of the band value.

**Bad trip:** the Harvester loses its grip and cannot Harvest during the current Turn.

**Harvest:** a Harvester can spend 1 Action to Harvest one Downed enemy (no Downed enemy can be harvested more than once), extracting liquid from its hypothalamus. The ammount of harvested Ambrosia will depend on the victim's terror. Roll a dice on the following table to check how many Ambrosia doses it gets for the band, usable right away in the usual way:

Roll	Doses
1	None
2-5	1
6-9	2
10	3

**Cost:** 40 pts.

## Glutton

Some of those affected by the Ambrosia ended up in a world of endless, insatiable hunger. Regular food didn't fill them for long, and soon they discovered that only human flesh had the right taste for they new appetite. They are bulky creatures, less prone to the fact of killing for the sake of it, than to the reward in the form of raw meat that comes afterwards.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Glutton	2	2	3	4	4	5	3

**Weapons:** must be equipped with ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Heavy mace</i>	6 pts.	<i>Heavy blade</i>	8 pts.
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**Armor:** has *thick clothes*. Can have *human leather* for +5 pts.

### Special rules:

**Eaters of the dead:** Gluttons can devour body parts of those unfortunate enough to be Downed near them, getting stronger in the process. A Glutton can spend an Action to devour a Downed miniature (friend or foe) in base to base contact to get a +1 bonus to Combat, Strength and Toughness. They can only devour a miniature once, after that it will be considered gone for good (can't be looted, harvested, healed by a Medic, etc...).

**Bad trip:** the Glutton is driven by its ever-hungry instincts and will move towards the closest Downed miniature not yet devoured (if any), spending an Action to eat it if possible. If the Glutton already was in contact with a devoured miniature, it will stay there, tasting the last bit of it.

**Cost:** 45 pts.

## Aberration

Once outside the city, feeding on the creatures of the Wasteland and drinking the new Ambrosia from the Harvesters, some Amok have started physically reacting in strange ways to this new existence. Not only its mind is changing, but also its body, turning into little more than feral beasts hideous to look upon.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Aberration	2	4	-	5	4	3	-

**Weapons:** Claws and teeth.

**Armor:** none.

**Special rules:** Mong, Swift.

**Madness:** looking an Aberration in the eye is staring at the abyss beyond humanity, and none can endure that test unharmed. Miniatures Assaulting an Aberration will get no bonus for doing so.

**Overdose:** Aberrations have little tolerance left for Ambrosia, so they have a starting -2 penalty to all their rolls to check the drug effects.

**Bad trip:** the Aberration will move randomly following the direction marked by the pointy end of a d10. It will stop if it gets in contact with any obstacle.

**Cost:** 35 pts.

## Wretch

During their forays the Amok kill, torture, rape and maim, in that very order if you are lucky enough. Usually they leave nothing but a trail of corpses on their wake, but sometimes they leave a victim alive with their mind completely shattered by the experience. The ones that can't simply come back from the darkness join the Amok mimicking their wicked ways.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Wretch	2	4	3	3	3	3	3

**Weapons:** must be equipped with ONE of the following weapons and up to two (can't take two weapons with

<i>Light mace</i>	3 pts.	<i>Small blade</i>	4 pts.
<i>Mace</i>	5 pts.	<i>Sickle</i>	5 pts.

the *Two-handed* special rule).

**Armor:** Can have *thick clothes* for +5 points or *human leather* for +10 pts.

**Special rules:**

**Dregs:** Wretches can't use Ambrosia doses or Attached weapons. Besides, there cannot be more Wretches in the band than the rest of the troops combined.

**Cost:** 15 pts.





## Mother

Although at first sight Amok may seem like a crazy bunch of rampaging wackos, that's not exactly true. Their individual minds are utterly wasted, but they can, to some extent, understand what's going on around them and get organized to lay a path of destruction behind them. Not only that but they also submit to a hierarchy of sorts. On top of their food chain there is a being known only as Mother, to whom most Amok obey almost as a divine figure. Her presence in battle means nothing good for their foes, which usually prefer a nice, quiet fate such as death to the alternative: ending up being one of Mother's pets.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Mother	3	4 (2)	3	5	3	3	6
Pet	-	4	-	-	4	4	-

**Weapons:** Mother (none). Pet (Claws and teeth).

**Armor:** none.

**Special rules:** Amok Personality.

**Disturbing presence:** it's hard to explain the experience of seeing Mother. It's like gazing at a dark goddess of a remote era walking the Earth among us. Any enemy miniature (except those with the Beast or Mong Special rules) that begins an Action with a clear Line of sight on Mother must succeed on a Toughness roll or lose that Action for good.

**Insight:** any Amok that consumes Ambrosia at 8 inches or less from Mother will not roll on its effects table. It will always work with the best possible result.

**Pet:** Mother always carries one of her many pets to battle, old enemies she has personally physical and mentally tortured until they are little more than deranged and submissive creatures. The Pet does not act on his own, but always moves alongside Mother. Until the Pet is downed, it will be the one to fight and get hit by ranged attacks using his own Attributes.

**Harvester:** Mother can harvest as any Harvester can. Mother will count as any other Harvester in the band for their Specialist Special rule.

**Cost:** 100 pts.

## Uncle

Not every Amok has reacted exactly the same to months and years of taking Ambrosia. To the creature known as Uncle not only it granted him a huge improvement in strength and resilience, but also turned him into a psychotic beast capable of asking his buddies to chop off his own arms to implant a couple of badass weapons in their place. Beyond inconvenient questions about how he manages getting along with some everyday tasks, watching Uncle walking among his tribe brings nothing but utter fear in any sentient creature.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Uncle	2	5	-	4	5 (9)	6	2

**Weapons:** Whirlwind (Heavy mace)

**Armor:** Ninguno.

**Special rules:** Amok Personality, Mong.

**Whirlwind:** Uncle has two big-ass maces embedded into his shoulders, linked with thick chains (the bonus for having Attached weapons is nulled by the penalty of it being a Heavy mace). When he attacks he can do it normally or spend a full Turn of Actions (that is, his 2 Actions) making a Whirlwind attack. He can make this special attack even when engaged in close combat. When doing so, every miniature in a 2" radius (friend or foe) must succeed on an Agility roll or be automatically hit like in any regular Combat.

**Bad trip:** Uncle loses momentum and he won't be able to use Whirlwind until his next Action turn.

**Cost:** 70 pts.

## GANG EQUIPMENT

Members of the Amok own some pieces of equipment used exclusively by them and that they don't share with any other faction. No miniature of any other band can loot or use this equipment in any way.

### Attached weapon

Some among the Amok decide to make their favourite weapons a part of their physical bodies, joining both together, so they cut off their own limbs to attach them.

**Special rules:** an Amok can attach a Sickle, a Small blade or a Medium blade it has paid for. It will get a +1 bonus to Combat. Besides, the miniature will not be able to switch to another weapon, it can't be looted and it can't be disarmed.

**Cost:** 10 pts.

### Human leather

Many Amok fancy using the skins of their victims as combat protections. This treated leather not only protects them to some extent, but also instills fear in the heart of their enemies.

**Special rules:** shots made against miniatures equipped with this Armor will suffer a -1 penalty at Short range.

**Aarmor:** 3.

### Sickle

This is a metallic blade in a crescent shape with a handle to grab and use it. It is specially designed to tear through Armors.

**Stats:** Strength +1, Penetration 3

**Cost:** 5 pts.