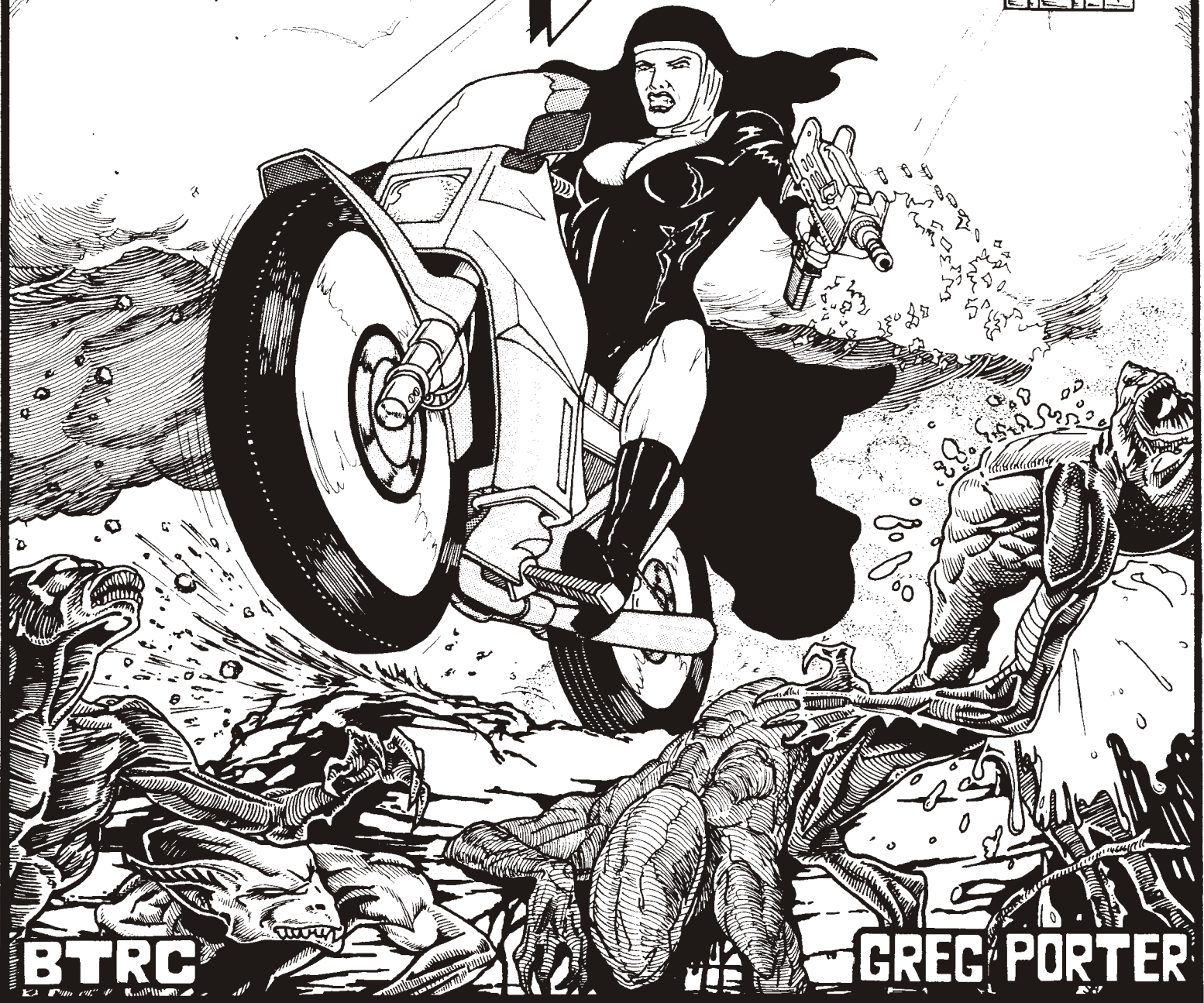


RENEGADE NUNS ON WHEELS

FOR USE
WITH
ARCHO
WOMEN
WITH
GUNS



BTRC

GREG PORTER

Introduction - Welcome to the second installment in the **Macho Women with Guns** trilogy, the game that dared to ask, "Why are you buying this, anyway?". In **RNOW** (don't you love abbreviations) you take the part of one of the sisters of Our Lady of Harley-Davidson, commanded by the Pope to "bring peace and harmony" to the ruined world of the post-Reagan era, and to "crack some infidel skulls in the process". Armed with Uzi's and the blessing of the Church, you intend to do just that.

Now, we wouldn't force you to buy **MWWG** just so you could play this, so it is a complete game in and of itself. But, you'd probably enjoy it more if you combined the two. Double the tackiness, double the fun.

Directions - Take out the map, counter sheet, character and vehicle records, and make lots of copies.

Character Generation - In **RNOW**, all players will take the part of...you guessed it.

Character Points - All characters start with 70 character points. These are used to buy attributes and skills, and may be split between the two in any way desired. This total may be increased by taking on character disadvantages, or reduced by taking advantages. Also, you will probably want to use some of your points for a vehicle of some sort. Without a vehicle of some type, you're just another macho broad pounding the pavement (keep going, you'll find the sections eventually).

Attributes - All characters will have 5 Attributes, Strength, Dexterity, Looks, Macho and Health. These are on a 3d6 scale, and their cost is as follows.

Attribute Level	Cost	HTH damage	Level
8	-5	0	Altar boy
9	-2	0	
10	+0	1	About average
11	+2	1	
12	+5	1	Holy roller
13	+10	2	
14	+15	2	Mother superior
15	+20	2	
16	+30	3	Saint on steroids
17	+40	3	
18	+50	3	God-like
19+	+10 per	4	*

*Nuns aren't allowed to be better than God at anything, just as a matter of principle. Sorry.

Strength - A measure of the brute physical force you can deal out. Your maximum load is your Strength times 10 pounds. Equipment will be rated in Encumbrance points, or Enc, and 1 Enc is 10 pounds. The maximum speed you can run is affected by how much you carry. Up to 1/4 your Strength (round down) in Enc is no penalty. Each point of Enc after that is a -1 to your running speed. Your HTH damage is how much bruising you can deal out with your fists. Kicks do HTH damage using a Strength of two points higher. Using some sort of weapon may increase this damage, or make it lethal instead of bruising.

Dexterity - How naturally coordinated you are. Most skills are based on Dexterity rolls. To be a good driver, you gotta have the Dex. Intrigue and technical skills aren't really needed in **RNOW**, so there are no IQ-based skills, or IQ-based anything for that matter. If you insist on playing this seriously, get someone to talk you out of it. Just say no.

A character's maximum running speed is based on Dexterity. Movement is based on 1 yard hexes, and the maximum number of hexes you can move in a one-second turn is equal to your Dexterity.

Macho - This is how commanding a presence you have, and how likely you are to cringe when the unemployed members of the former administration start crawling out of the woodwork. Effective Macho can be increased by a high Looks when used against certain lower life forms (i.e. men).

Looks - This is your charm and beauty. As a member of a holy order, you would never abuse your huge...hmm...gifts by using them as combat distractions, would you?

Health - This may also be referred to as Martyr Potential. Your level in this stat determines how much damage and abuse you can take before being recalled to your maker for factory servicing. Damage taken is subtracted from Health. If a character's Health goes to zero because of lethal attacks, they are dead. If it goes to zero because of non-lethal attacks, they are unconscious. If the total of lethal and non-lethal damage drops the character to zero, they are unconscious, but not dead until the lethal damage alone would kill the character. Non-lethal damage is recovered at 1 point in a number of hours equal to the remaining damage on the character. Lethal damage is recovered in a similar number of days.

Example - Three points of non-lethal damage would recover one point in three hours, leaving two points. A point of this would be recovered in two hours, and last point would be recovered in another hour, for a total of six hours.



Skills - All characters need skills in order to survive. A skill is a bonus to a roll on a given Attribute, and is listed as a modifier to the skill, like +1, +2, etc. This amount is added to the skill, and compared to a roll of 3d6, referred to as a skill roll (clever, isn't it?). If the roll is less than or equal to the total, the use of the skill is successful, and more often than not results in a sudden decrease in the local population. If the roll is failed, the use of the skill is down the tubes, and the person failing the roll should have their religious heritage insulted by everyone else. Skills cost the following amounts.

Skill level	Cost	Level
+0	3	So-so
+1	5	OK
+2	10	Not bad
+3	15	Pretty good
+4	20	Expert
+5	30	Fantastic
+6 and up	+10 per	

Trying to use a skill that you have not bought at least a +0 level in means that you just roll on the appropriate attribute, but take a -3 to all use of the skill. The basic skill list is as for **Macho Women with Guns**, as below.

Macho Women skills:

- Shoot big guns
- Shoot little guns
- Hit things
- Hit things with other things
- Throw things
- Do technical stuff



Skills especially for **Renegade Nuns** are:

Pray like hell(Macho-based) - This skill is the ability to not take holy names in vain when you are getting the snot stomped out of you. No other action may be taken while using this skill (but vehicles may move in a straight line). A successful roll will give you some peace of mind, and let you add half the amount made by to one skill on the next turn. Modifiers are below.

- Character has taken no damage -3
- Character has taken less than half Health +0
- Character has taken half Health or more +3

Combat genuflection(Dex-based) - This skill will increase your effective Dexterity for purposes of dodging attacks, but half (round up) of your effective Dexterity is also a reduction to *your* chance to hit on any turn you dodge, so be careful. Okay, so it's the same as "Cavort about" skill from **Macho Women**. We liked the name, ok?

Proselytize(Looks-based) - *To recruit members, esp. by the offer of special inducements* (Webster's). Wink, wink, nudge, nudge. Success using this skill allows a favor from a susceptible creature, how big depending on the roll.

Roll made by	Favor
zero	Very small
1-2	Small
3-4	Medium
5-6	Big
7-8	Really big
9+	Incredible

Modifiers to chance of success are as follows.

Modifier	Amount
Not enough time	-3
Adequate time	+0
More than enough time	+3
No face-to-face contact (in any sense)	-3
Bad soliloquy	+1

This skill may be used in combat against any creature that is affected by Looks, with a -3 modifier for inadequate time. Critters on foot move a number of hexes further away equal to the amount the roll is made by (or move closer, if that is the desired effect), and critters on wheels will make one turn away from the character, and then move in that direction a number of hexes equal to the amount the roll was made by before resuming normal movement. Failed rolls have opposite effects.

Drive Things(Dex-based) - This is the one that lets you drive your death machines with appalling efficiency over all manner of godless heathen (and their pets). This skill determines how often and how well you can maneuver, and how likely you are to crash in a collision or accident.

Character advantages - Character may spend points to buy certain advantages that may give them an edge in play, let them abuse the system, or just for giggles.

Cellular phone - This lets you talk to God, sometimes, and may only be used once. Roll 1d6. On a 1, you get the Almighty himself. Any single hex on the map may be scorched to a cinder, sending all the inhabitants thereof to their eternal reward, or any damage you (and your vehicle) have taken is repaired or healed. On a 2, you get His secretary, who will do 1d6 Health to an enemy, or heal 1d6 of your Health damage. On a 3 or 4, God is in the shower, and you get His answering machine. No effect. On a 5 or 6, your call is routed to the militant religious leader of your choice, who will airdrop you one item of equipment (your choice), which is usable at the start of the next turn. The cellular phone weighs 1 Enc, and costs 5 points.

Pure of heart - This means that your soul is squeaky clean, and your fists and feet are counted as holy weapons vs. anything affected only by holy objects. This costs 5 points.

Sainthood - You are possessed of an eldritch ability not possible for mere mortals. You may save movement points from turn to turn, or transfer them from unit to unit. Each aspect of this ability costs 5 points, and must be bought separately for personal and vehicle use (20 points gets you everything). Extra MP weigh 1 Enc each, or 1 weight point on vehicles. Does not work in Baltimore.

Winged Wimple - The accessory for nuns that have no fear of flying. Instead of normal running movement, a character with one of these may jump and glide 1d6 hexes, over any obstacle 5 or less hexes in height. This may also be used while on a monocycle or motorcycle to jump obstacles during normal movement, but the excess strain will cause the wearer's head to pop off on any roll of "6" (blech!). This costs 5 points.

Disadvantages - To get extra character points, a character may opt to take on certain disadvantages.

Vow of silence - Your character can't say anything, or do anything requiring talking, like using a phone. This can be a real pain at times, but it is worth 10 points.

Vow of violence - You get double victory points for everything you kill, but you lose 1 point for each turn that you don't at least injure something. This is worth 10 points.

Backslider - You've neglected to perform enough good works between massacres, and so have fallen out of official favor. When getting outfitted from the Vatican armory, your equipment may be defective. Whenever you use a carried, worn or vehicle-mounted item for the first time, roll 1d6. If you get a 6, the item is useless, breaks into tiny pieces and disintegrates, to the delight of your enemies and amusement of your friends. This is worth 10 points.

Combat - Yes, what you've all been waiting for! Time to kick ass and take down names for the Final Judgment! Of course there's combat!

Basics - Combat is basically the same as in **Macho Women with Guns**. Movement and combat is split into one-second turns. Within each turn, characters act in order of Dexterity, highest to lowest. Characters can, however, hold their action until any point in the turn, like if you want an opponent to act first. If everyone waits until the very end of the turn, trying to make someone else go first, actions are resolved in order of Dexterity, *lowest to highest*. If two people would act simultaneously, resolve as follows.

Who's on first?

- Person using little gun acts
- Person using big gun acts
- Person using HTH attack acts
- Person moving acts

If you do any movement in a turn, you are counted as moving for purposes of simultaneous action. If you haven't gotten to act yet, you are counted as doing what you were doing the previous turn. People in vehicles act on their own Dex, and the vehicle moves on the driver's Dexterity.

Line of sight - If it looks like you can hit it, you can. Take a vote if necessary. GM (or anyone with those initials) can overrule any vote, further ties settled by mortal combat.

Movement - Characters on vehicles or on foot can attack anywhere in their front 120° arc. Moving a hex counts as moving a hex, and for people on foot, changing facing by 60° also counts as moving a hex. Movement cannot be saved from turn to turn or transferred from unit to unit, unless you have mystical abilities.

Vehicles move in order of driver Dexterity, at the same time as people. Acceleration or deceleration is done before any movement, just to make life interesting. A vehicle can make a 60 degree pivot in any hex at no MP cost, around any corner of the vehicle, if the driver makes a "Drive things" skill roll. This takes a -1 per previous turn that turn, and a -3 if they did a turn in the same hex earlier in the turn (regardless of when), with an extra -1 for turns made while off-road. A failed roll means the vehicle moves forward one hex (if it has MP to do so).

Example - Sister Portia has a "Drive things" of 16. She tries to turn twice in one hex. The first roll is a 16 or less on 3d6, and is successful. The second turn is at -3, since she did a turn in that hex earlier, so she would need an 13 or less. Whether or not she succeeds, her next attempt to turn would need a 10 or less (-1 for first, plus -3 for second).

The lowest roll allowed is a "3" on 3d6, and you have to move straight the rest of the turn if you ever put yourself in this bad a position.

Hint - Save your really fancy maneuvers for the end of your movement, so if you blow the rolls, you don't actually go anywhere.

Attacking - Attacks are resolved whenever a person acts in a phase. In order to hit, the character must roll less than the appropriate skill on 3d6. Various skills have modifiers that apply.

Little guns **Modifier**
Every two hexes of range -1

Big guns
Every four hexes of range -1

Vehicle guns
Use double the range step for weapon type

Vehicles
Each 2 wheels a vehicle target currently has(d) +1

Any guns
Taking a turn to aim +2
Each hex moved on foot -1
Each 2 hexes (round up) opponent moved -1
Each 5 hexes (round up) a vehicle moved -1
Firing from hip (adds 2 to Macho attacks)* -2
Each 5 shots(d) in a burst (applies to all fire) -1

Throwing things
Every hex of range -1

All attacks*
Target is dodging (may only move half as far) -(Dex/4)(u)
You are dodging (may only move half as far) -(Dex/2)(u)

- * No, you can't hipfire vehicle weapons, but you can hipfire hand weapons not mounted on a vehicle.
- * No, you can't dodge vehicles, or while in one.

Combat - Whew! For a minute, I thought things were getting serious. Combat is real simple. Any weapon mounted on a vehicle has double the range steps for any penalties to its chance to hit, and one person can only fire one weapon per turn. On vehicles without any armor, hand weapons may be fired by anyone to any facing. On vehicles with armor, you cannot fire a non-vehicle mounted weapon out of a facing protected by armor. Vehicle weapons have a minus to hit equal to -1 per 5 points (round up) of movement planned for that turn (or used the previous turn), and vehicles are +1 to be hit per 2 wheels of size (round down).

Damage - This is even more fun. Whenever damage is taken that exceeds the armor on a facing, the excess goes into the vehicle. You then roll dice on the simple table on the next page to determine the outcome. When you hit a diamond, answer the questions or roll a die to see which direction you go. Read any pithy comments. When you hit a box, take the damage and subtract the damage (at least a point) from the effect on the vehicle. If the damage goes to zero, the hit is expended. If it goes "Ping!", it ricochets out the vehicle and any further effect is lost.

Simple Damage - Ok, you don't *have* to use the table. Roll 2d6 for the vehicle. If the roll is equal or less than the damage from that hit, the vehicle stops dead in its tracks. Roll 2d6 for each occupant if the vehicle is killed. If the roll is equal or less than the damage from that hit, that occupant is wasted as well. Any natural roll of snake eyes for a vehicle kill results in a catastrophic explosion (damage of 6), with an emotionally satisfying fireball, and all occupants are killed, their assorted viscera squirting out of the vehicle like macabre party streamers. Everyone on the field of play is so awed that they forget what they are doing, and move only in straight lines on their next movement.

Crash, Roll and Burn Table

- >7 Good news! They manage to separate you from your organ donor card. Go directly to your eternal reward.
- 7 Vehicle flips and burns in place, occupants make a "Drive things" roll with -5, and take any amount failed by directly from Health. Character *may* appear standing beside vehicle at start of next turn.
- 6 Vehicle flips (out of play) or catches fire for 1 turn (still in play, but see #7), vote on outcome (NPC vote is random, they don't care if you flip or fry).
- 5 Skid 1d6 hexes in a random direction.
- 4 Pivot to random facing.
- 3 Pivot one facing.
- 2 Vehicle finds dimensional portal, drop counter from a foot up until it lands on the map.
- 1 Ambiguous situation, add 2 to dice total on your next roll, whatever it is.
- 0 You handle the situation admirably, and with the proper degree of piety. Gain an experience point.
- <0 Make any other vehicle opponent roll on this table (no modifiers).

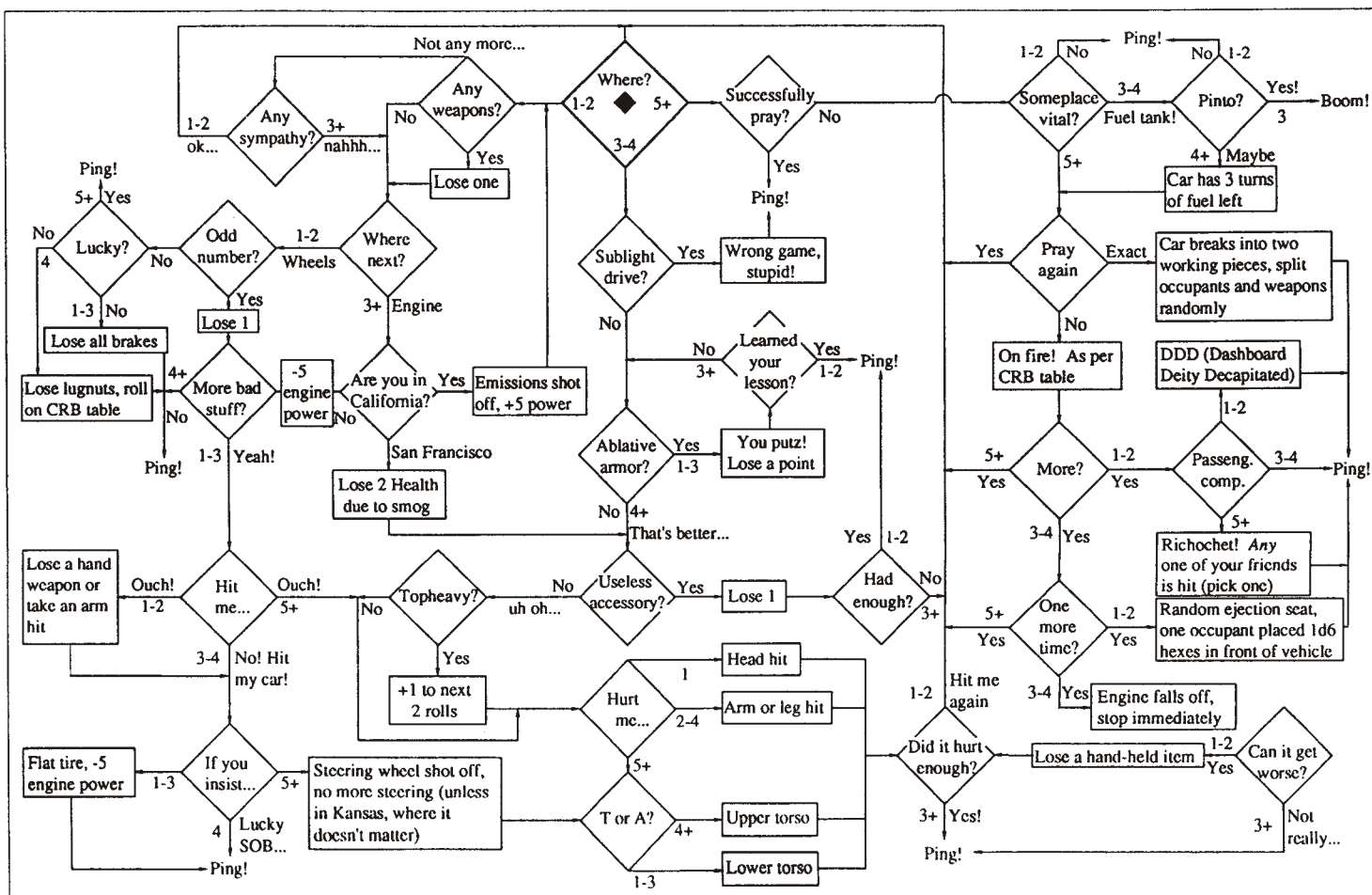


Collisions - If a vehicle ever enters or partially enters a hex with another vehicle or critter, there is a collision. Everyone involved stops instantly unless it's a hit and run vs. peds, in which case you just wave as you go by. Vehicles do lethal damage equal to half their speed (round down). Roll for hit location on peds. Treat jumping from a vehicle as collision damage. Collisions do the same damage to the rammer as the rammees. Relative speed makes no difference, nor does positioning. Everyone else gets away with stupid ramming rules, why not us? All vehicles involved must roll 1d6 on the Crash, Roll and Burn table, with additions or subtractions based on votes of non-involved players, +1 or -1 per vote. Don't annoy your friends. NPC's always vote against you (did you really expect otherwise?).

Other Stuff - Yes, you can mount melee weapons on vehicles, either on the front or sides. In this case, they only work on collisions, although "big things" can sideswipe to an adjacent hex. Sideswipes are based on a "Drive things" roll, with a -3 for the adjacent hex. This *does not* count as a collision, and damage is added to damage for the vehicle.

Melee combat - You can hit things in your hex or adjacent hexes. If you have a big thing to hit with, you can hit anyone within two hexes, but such long range attacks get a -3 to your chance. If a hand-to-hand attack is successful, the target may block the attack if they roll less than their skill, using the same skill they were attacked with. Blocking "Hit things with other things" attacks without a "thing" to block with means the attack will be blocked by the character's arm, which takes damage normally. Multiple attacks may be blocked, but with a -3 to the chance for each consecutive attack. Characters in or on a vehicle cannot perform blocks, and may be personally attacked only through facings without armor.

Multiple targets - Hand-to-hand weapons may attack more than once per turn, but take a -3 per attack, which also applies to any blocks the character has to try during that turn. Guns may attack a number of times equal to their rate of fire, usually in separate bursts. The number of hits is equal to 1, plus the amount the roll is made by, up to the number of shots fired at the target.



Stacking - No more than two entities may be in a hex, except small critters, which have unlimited stacking with anything except really big critters, which never share a hex with anything except flying critters, which may pass through such a hex with no hindrance, but may not end their movement there. Is that clear?

Fancy Stuff - If a collision is inevitable, right before impact a driver can make a "Drive things" roll, with any minuses that have applied so far. The driver chooses an extra minus on the roll (which is cumulative). If the adjusted roll is made, this minus can be applied to the CRB Table, if a description of the maneuver meets with group approval.

Called shots - Any attack may be a called shot to a specific location. This is a -3 to hit. If successful, the location specified is hit, doing an extra point of damage vs critters or vehicles, or having the special effect of location for characters. Otherwise, the attack misses. Cumulative -3 mods may be taken, allowing cumulative damage bonuses.

Example - Sister Dirty Harriet is being attacked by a giant BattleWarMechBot. Armed with only her trusty Smith and Wesson .44, its damage of 3 will not penetrate the 'bots armor of 5. So, she tries a called shot with a -9, which if successful would give her 3 extra points of damage. Does she make it? Of course! Trust me.

Macho Called Shots - See MWWG.

Bombs and stuff - As for MWWG, but grenades may have different ratings. They generally act the same, though, doing full damage in hex of detonation, and losing a point of damage or possible fragment per hex of distance.

Optional - If you successfully "pray like hell" you can make a bomb go off a turn earlier or later than normal.

Flamethrowers, Shotguns, Reloading and anything else you haven't found yet - See MWWG.

Macho Attacks - As per MWWG, but characters also get a +1 to attacks if using a Gideon Bible as part of the attack. Ayatollahs, Commies from Mars, Psychotic Psantas and Hell's Angels are affected by Looks.

Optional effect - Enemies counted as moving during the macho attack and are macho'd out continue moving at the same rate in a straight line until they recover or run into something (damage of 2 for peds, collision for vehicles).

Character Damage - When an attack strikes a character, any armor the character has subtracts directly from the attack. The remainder hits the innards of the character. The amount of internal damage the character takes is based on the location hit.

Location	Health lost per point
Head	1d6
Torso	1d4
Legs, arms	1d3

Example - A damage 2 weapon hitting an unarmored head does 2d6 of damage. A torso hit does 2d4, and hitting an arm or leg does 2d3. Against an armor of 1, these attacks would have done 1d6, 1d4 or 1d3, respectively.

Damage Location - When a character is hit, roll 3d6 on the following table to determine the location.

Roll	Location
3-7	Head
8-9	Upper torso(T)
10-11	Lower torso(A)
12	Arms
13-18	Legs

Vehicle Design - Oh, yeah, vehicles. Almost forgot about that. Characters can devote some of their initial points towards buying a vehicle. Vehicles provide mobility, firepower, they're a lot of fun, and they don't have to be dry-cleaned when you get blood all over them. You may spend up to 1/4 of your initial points (round to nearest prime number) on a vehicle. You may spend less if desired, and you may carry other players as passengers, but only one person can spend their points on the vehicle. Then, you have to outfit this vehicle by taking the points and buying assorted components of dubious value.

Necessaries:

Wheels - These are usually a good idea. Each wheel costs 1 point, and gives 2 "spaces" to put equipment in. Any number of wheels may be bought, but each 2 wheels (round down) will make your vehicle a +1 to be hit.

Engine - Another handy item. Each point spent gives 20 "power points", and takes up 1 space in the vehicle. Your top speed is any leftover power you have after all weight is taken into account.

Seats - Yeah, you need these too. Each seat costs 1 point, takes up 1 space, holds 1 person, and subtracts 1 from vehicle power. There is a maximum of one seat per wheel, and only one seat has driver controls.

Options:

Armor - Vehicles have 6 facings, each representing a diagonal arc through the counter, plus the top and bottom. Each point will buy 1 facing an armor of 1, which weighs 1 point. You can't get soliloquies or Looks bonus on a Macho attack made through an armored facing (mumble, mumble).

Useless accessory - A very important item, like vanity mirrors, fuzzy dice or tract dispensers. Each costs 1 point, but takes up no space or weight. Each *must* be named on the record sheet to count. Remember, this *is* important.

Dashboard Deity - A small religious sculpture, blessed by the Almighty. Actually, players may represent and ridicule any religion, allowing for a wide variety of possible blasphemies. Only one DD is allowed per vehicle, however. A DD gives a 1 point favorable shift to *any* one roll per turn, *if* the *player* praises the deity first and asks for a boon ("O Lord, forgive us this dreadful toadying..."). But, any repetition of praise or damage to the DD will cause the deity to be pissed off, causing the character to lose all benefits, *and* take a 1 point penalty to *all* rolls for the rest of the game. DD's cost 2 points, and have no weight or space.

Safety Bumpers - A vehicle striking the edge of the map normally takes collision damage. A vehicle with safety bumpers bounces off the edge like a rubber ball and continues movement, counting the bounce as a turn. Safety bumpers cost 2 points, and have 2 weight points.

Weapons - Vehicle weapons fire into any one 120° arc, and get vehicle range modifiers. Any weapon may be vehicle mounted (welded on or pintle mount), but all vehicle mounted weapons take 1 space and weigh 1 point. Vehicle weapons are only acquired during the pre-game airdrop. Vehicle weapons may not be dismounted during play.

Finishing up - Take all the numbers you have collected and put them in the right boxes on the vehicle sheet. Any spare engine power is your top speed. 1/5th of this (round up) is your deceleration, and 1/10th this (round up) is your acceleration. Simple enough, eh?

Random Scenario Generation - To really understand the true nature of the world of the future, read the following history before designing your random scenarios.

History of the American Collapse

1988 - Good news! Ronald Reagan leaves office.
1988 - Bad news! George Bush takes over.
1989 - Revelations by former White House aides result in the IranContraFleeceGate scandal. Dozens of high-ranking officials are snared in an FBI sting operation involving Islamic fundamentalists, power tools, and sheep.
1990 - Pres. Bush, implicated in the controversy, says "Read my lips", and threatens to resign, which would make Dan Quayle acting US president. Despite this, Congress brings pressure to bear. Bush steps down, after raising taxes and giving full pardon to all government officials convicted during the Reagan administration. Washington, D.C., already crime capital of the country, becomes a war zone.
1991 - All South American countries repudiate their foreign (i.e. US) debts. World economy collapses. The Pope declares all Catholic churches moral sanctuaries, and embassies of Vatican City.
1992 - Presidential elections canceled due to lack of interest. Pardoned officials band together to form the Friends of Reagan Our God, or FROGs. They take over local governments and institute combined school prayer/pledge of allegiance laws. The Church declares this blasphemous. FROGs respond by taking over the IRS and removing the Church's tax-exempt status.
1993 - Vatican City declares war on the US. Things go as well as could be expected. FROGs find little support for the war, and are losing public confidence, since Ronald Reagan has made no personal appearances since early 1992.
1994 - Nancy Reagan melts during a Texas fund-raiser. She is later found to be a cleverly constructed wax dummy. Suspicions about Ronald Reagan are beginning to grow.
1995 - Elvis is still dead. Jesuit spies reveal a sheet which they proclaim as the Shroud of Reagan. Radioclauirol dating of dye stains show that Ronald Reagan has been technically dead since 1987. FROGs, disgraced, are the subject of lynch mobs nationwide. The remainder flee into the hills.
1996 - Without competent leadership, the nation continues on pretty much as it always has. The economy is in shambles. Bands of vicious FROGs roam the countryside, preying on unwary travelers, while traveling evangelists pray on anyone who looks like they still have money. Never a group to quibble about the separation of religion and politics, the Church decides to set the country back on its knees. Ingram-toting Jehovah's Witness shock troops patrol the streets, and when they knock, you better let them in.

Today - The suburbs are pacified, the cities under control. But the highways are still not safe, and so the last reserves are put to the test. Ready to meet the challenge, the sisters of Our Lady of Harley-Davidson roar off into the sunset to fight the final battle for control of the American wallet.

If the GM really wants to go through the effort of designing an adventure, by all means...but for those of you who wish to retain your sanity, use the following rules, which will let you get the game going a lot quicker.

Righteous Wrath - Renegade Nuns are equipped by airdropped packages from the VSA (Vatican Strategic Airlift) fleet of C-130's. How much the Vatican Armory is willing to supply you with depends on how nicely you talk to them. Each character makes a roll on their "Proselytize" skill. This is the number of Enc of ecclesiastical equipment they will get for that scenario. Characters with vehicles get a separate roll for the vehicle, but leftover weapons must be discarded. Characters failing the roll may get 1d6 of 0 Enc items, and other characters may trade 1 Enc for 1d6 0 Enc items as well. Non-ecclesiastical equipment may be acquired for double Enc "cost", as may equipment from **Macho Women with Guns**.

Optional - If no one can afford a heavy vehicle weapon, two or more players may combine points and make deals with each other to get one.

Devil Dogs - Lay out the map. Use the ones included or make up your own. Even use ones that come with "real" autoduelling games. Or maybe try it on a WWII strategic map and make up weird effects for driving over the Alps or getting stuck in the Med. Get brownie points with the BTRC by publishing articles on how you successfully combined **Renegade Nuns** with some other "serious" game.

Then, roll 1d6 for each player on the tables below to generate a random type of infidel swine, of which 1d6 will appear to cause you trouble.

Door #1 (1-3)	Door #2 (4-6)
Roll Type	Roll Type
1 BattleWarMechBots	1 Mad Bombers
2 N*zi H*ll Sm**fs	2 AntiChrists
3 Commies from Mars	3 Porno Publishers
4 Three Adj. and Animal	4 Oddzilla
5 Ayatollah Klonanie	5 Hell's Angels
6 Psychotic Psantas	6 Helltanks

Get a die (or counter if you have them) for each infidel in play, preferably the same for each type. Grab them and toss them onto the map. Take any misses and keep trying. Now, separate them so that no more than one is in each hex. Most infidels never worry about facing, and can move or fire in any direction. Place the characters on the map at the predetermined entry point (forgot to mention that, sorry). Clear all enemy swine away from the characters, so all of the nasties are at least two hexes from the nearest character.

Renegade Nuns on Wheels

Scenario Type - Roll 1d6 on the table below to determine the random scenario, or pair off into teams of opposing religions and have your own little holy war.

Roll	Scenario type
1-3	Crusade. Convert the godless heathen. Kill everything on the map except other players (optional). Killed critters are flipped over. The first character to move adjacent and successfully proselytize (give last rites) gets the victory points for the critter.
4-5	Rescue. A 5 Enc, 1 space item (sacrament concentrate, God's false teeth, etc.) is placed in an inaccessible spot a long way from the characters. They must get it, and return to the area they started from.
6	Holy War! Like a crusade, but players split into two teams, starting on opposite map sides. The game ends when one team is wiped out. All killed enemies get to take their equipment with them (no scavenging).

Then, start the carnage. Carnage continues until all heathen are dead/converted (or both), victory conditions are met, or all players have gone to their eternal reward. To avoid nasty bookkeeping, each time a heathen is hit, roll 1d6. If the roll is equal or less than the damage which penetrated any armor, the critter dies. Use quick damage vs. NPC vehicles. To speed movement, heathen on foot move 1d6 (or 4) hexes towards the nearest character, starting with the closest. Vehicles accelerate and try to ram the nearest enemy. Base ties on Looks if applicable, or a die roll. Critters move and attack after characters, but don't count their movement as a combat modifier in random scenarios.

Experience - Characters get 1 point for each heathen swine killed, and 2 points for killing the most (no ties). Worst soliloquy gets 1 point, and dead characters get 100 points, but can't use them until the afterlife. Experience points may be used to improve any character skills or attributes, or applied to ads or disads.

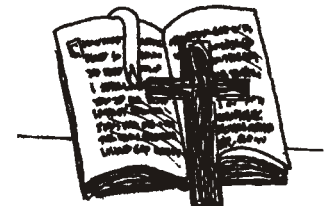
Weapon List - Ecclesiastical	Damage	Rate of fire	Weight	Shots per clip	Type of weapon
Holy water sprinkler	+2 dam	-	1 Enc	-	big thing
Holy hand grenade ¹	5	-	1 Enc	-	thrown
Spiked crucifix	+1 dam	-	0 Enc	-	thing
Rosary beads ²	-	-	0 Enc	-	thrown
Gideon Bible ³	+1 dam	-	0 Enc	-	thrown
Uzi, w/6 extra clips (the Swiss guards use them)	2	10	2 Enc	30	little gun

Weapon List - Profane	Damage	Rate of fire	Weight	Shots per clip	Type of weapon
Throwing axe	+1 dam	1	0 Enc	-	thrown
Knife	+1 dam	1	0 Enc	-	thing
Sword	+2 dam	-	1 Enc	-	big thing
Big sword(must use both hands)	+3 dam	-	1 Enc	-	big thing
Uzi (but they don't have a monopoly)	2	10	2 Enc	30	little gun
Casull .454, with 5 reloads	3	2	1 Enc	6	little gun
Colt CAW, with 4 extra clips	3	10	2 Enc	20	big gun
RPG-7, with 2 extra rockets ⁴	10/3	1	3 Enc	1	big gun
Grenade, TNT lump	-	-	0 Enc	-	thrown

Weapon List - Vehicular weapons	Damage	Rate of fire	Weight	Shots per clip	Type of weapon
Browning .50 "Heathen Hoser"	10	10	8 Enc	100	big gun
Holy Napalm Sprinkler (flamethrower)	5	1	5 Enc	10	big gun
20mm Oerlikon	16	1	12 Enc	10	big gun
30mm Auto Grenade Launcher ⁴	3/3	2	8 Enc	30	big gun

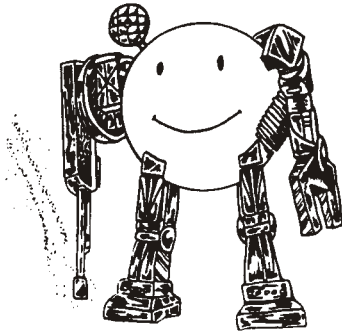
Armor - Ecclesiastical	Armor rating	Covers	Weight	Notes
Armor of the Righteous	0	all	0 Enc	1. Only 1 per person per scenario.
Religious mementos	1	full torso	1 Enc	2. Successful hit makes peds slip on beads, must remain stationary on next turn.
Bulletproof habit	2	all	2 Enc	3. Non-lethal damage, available at any motel.
Bulletproof phylactery	1	head	1 Enc	4. Damage is impact/fragmentation.

Armor - Profane	Armor rating	Covers	Weight
Tight leather armor	1	full torso	1 Enc
BP vest	2	full torso	1 Enc
Heavy BP vest	4	full torso	2 Enc
Real heavy BP vest	6	full torso	3 Enc
BP helmet	4	head	1 Enc
Arm & leg guards	1	arms, legs	1 Enc



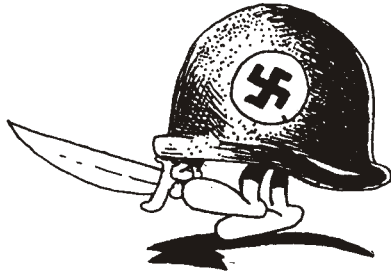
BattleWarMechBots - These giant robots were once the pinnacle of military high-tech, and they ruled the battlefields of Earth until someone realized what a stupid idea they were. After this, people tried to forget they ever used the things, and most were scrapped, the remainder finding employment as walking billboards. However, some few have been rearmed, and terrorize god-fearing citizens everywhere. Bots are huge, and are +3 to be hit. They have a hand-to-hand attack like a big thing, are armed with a 20mm cannon (both at +3 skill), and have an armor of 5. Treat as a vehicle for quick kills (mobility does not affect firepower).

Strength - 19
Dexterity - 11
Macho - 23



N*zi H*ll Smfs** - Disgusting, horrible little fascist brutes from another dimension. They cannot be described because we probably can't get away with *that* much satire. They are small, and are -3 to be hit. Since they are unspeakable evil from beyond, they are only affected by holy weapons. They are armed with knives, and have a +5 skill with them, the little bastards! Their only saving grace is that they are worth double points for victory conditions.

Strength - 9
Dexterity - 12
Macho - 13



Commies from Mars - Card-carrying aliens from the Red Planet, trying to subvert our government, devalue the dollar and eliminate school prayer. They've got to be stopped! They use Casulls with a +2 skill, fire once a turn, and have an inherent armor of 1. Anyone killed by a Martian Commie will rise up the next turn under alien control, and will act as an enemy until killed again.

Strength - 11
Dexterity - 12
Macho - 10



Three Adjectives and an Animal - Vicious, mutated animals that have taken up arms to demand their rights. Players must decide on the animal in question, and roll 1d6 for capability each of the following categories: a 1-shot per turn ranged attack, a lethal HTH attack, and inherent armor, based on the type of animal. All skills are at +0. Animals with all four words starting with the same letter are worth double, like Revolting, Roving, Ronin Rodents, or Groping, Geriatric, Gangrenous Gerbils.

Strength - 3d6
Dexterity - 3d6
Macho - 3d6



Ayatollah Klonanie - A vicious old fundamentalist hyped on PCP, armed with a big saber, which he wields with +4 skill. If ever killed, he rises the next turn as a pair of pint-sized fanatics, each with a knife and half the attributes of the full ayatollah. Granted, this isn't much, so they usually try to perform blocking actions, restricting a character's movement so other meanies can get close.

Strength - 16
Dexterity - 16
Macho - 16



Psychotic Psantas - He knows when you are sleeping.... Out of work Clauses that don't hockey masks and chain saws to terrorize young and old alike during the off-season (you didn't think he just hangs around the North Pole for 364 days out of the year?). They are armed with chain saws and shotguns, attack once per turn with a damage of 3 and +3 skill, and have an inherent armor of 2 (they also get +5 at "sneaking down chimneys" for campaign purposes).

Strength - 14
Dexterity - 11
Macho - 16



Mad Bombers - IRA terrorists who are a few fragments short of a full grenade. They lurch drunkenly about the map with an unlimited supply of small grenades, which blow up on impact with a damage of 3. They throw one each turn, with a +2 skill, and they have no armor. However, if killed, roll again. If the second result is a "kill", they blow up with a damage of 5.

Strength - 14
Dexterity - 8
Macho - 14



The AntiChrist - Yes, given the number of mathematical permutations of the number 666, almost anyone can be the AntiChrist, even the person sitting next to you while you read this. No! Don't look! They might suspect... Anyway, the particular scapegoats this time are FROGs, armed with Uzi's (+0 skill) and having an armor of 1d6 (roll randomly each time one is hit). On a 6, the attack is reflected back and automatically hits the firer.

Strength - 12
Dexterity - 16
Macho - 15



Porno Publishers - Sleazy (but wealthy) slime out to make money off the cheapest form of exploitation...sensational photos. Armed with X-ray specs and zoom lenses, they cruise the combat zone, trying to get revealing photos of your holy warriors. They have a "Drive things" skill of +2, a "Take sleazy photos" skill of +1 (treat as a little gun), and ride the equivalent of combat unicycles (armor in front). A successful hit means the target *loses* a scenario victory point from the scandal. Count as vehicles for quick kills.

Strength - 8
Dexterity - 12
Macho - 10



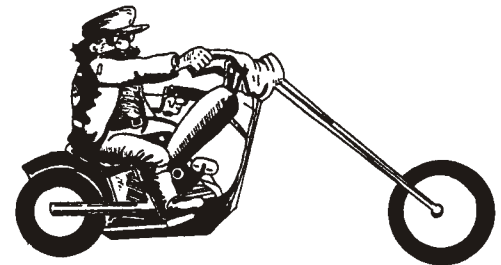
Oddzilla - Having run out of Oriental munchies, this demented monster has waded the Pacific in search of new taste treats. He is really big (+3 to hit), has an armor of 4, and flamethrower breath, with +3 skill. He can stomp and flame at the same time, but has only +0 skill at stomping, which does normal damage for his strength.

Strength - 25
Dexterity - 12
Macho - 25



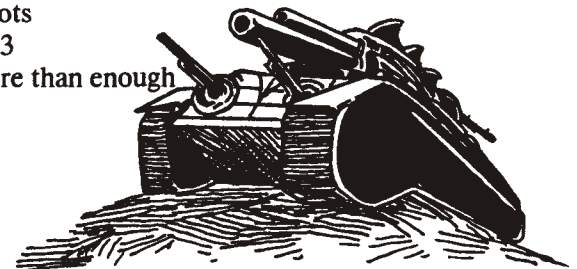
Hell's Angels - Biker buddies armed with Casull .454's, riding Killer Cycles with all armor in front. The motorcycles are moved like normal vehicles, and are kept track of by the person currently farthest away from them. If the cyclist is killed, the player controlling it loses a victory point, but if the cyclist kills a character, the controlling player gets 2 victory points. The baddies have a "Drive Things" skill of +3, and shoot with +3 skill as well.

Strength - 12
Dexterity - 13
Macho - 14



Helltanks - Big cybertanks that were popular before the BWMBot craze hit. Incredibly powerful, but with the brains of an arcade game, their computers were just a wee bit too close to the atomic pile. Now they mindlessly tear up the countryside, crushing all in their path. While armed with a really huge cannon (call it a damage of 12), they only have +2 skill, and only chase/fire at vehicles. But, they are radio-active, and do 1 Health to anyone they are adjacent to at *any* time in a turn. They are big (+3 to hit), have armor of 5+1d6 (roll for each hit), and count as vehicles for quick kills.

Strength - Lots
Dexterity - 13
Macho - More than enough



Renegade Nuns on Wheels™

You see what happens when good nuns get into bad habits

Name: _____

Order: Our Lady of _____

Status: ___ Virgin ___ Other

	Level	Cost
--	-------	------

Strength _____

Dexterity _____

Looks _____

Macho _____

Health _____

Base move: _____ Total

Loaded: _____

HTH damage: _____

Skills

	Level	Cost
--	-------	------

Pray like hell _____

Shoot big guns _____

Shoot little guns _____

Throw things _____

Hit things _____

Hit things with other things _____

Combat genuflection _____

Proselytize _____

Fly things _____

Drive things _____

Do technical stuff _____

Total _____

Character points +70

Cellular phone -5

Pure of heart -5

Sainthood (for _____) -

Winged wimple -5

Vow of silence +10

Vow of violence +10

Backslider +10

Vehicle -

Total _____

Equipment

Weapon	Damage	Shots left	Enc
--------	--------	------------	-----

_____	_____	_____	_____
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_____	_____	_____	_____
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_____	_____	_____	_____
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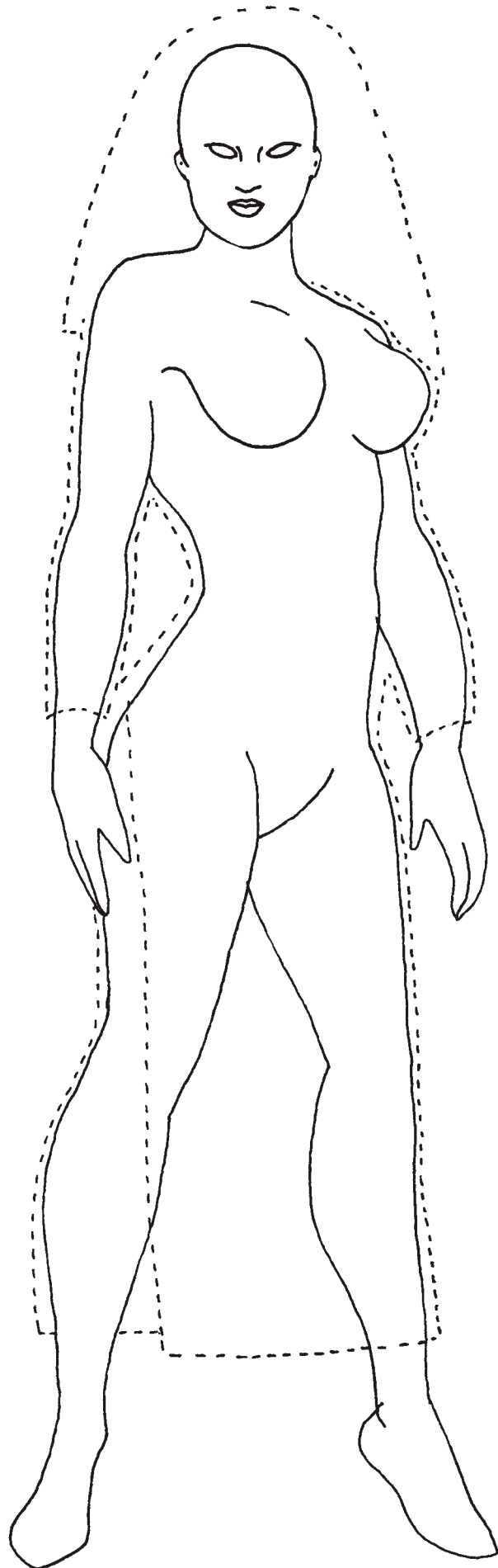
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Armor	Rating	Covers	Enc
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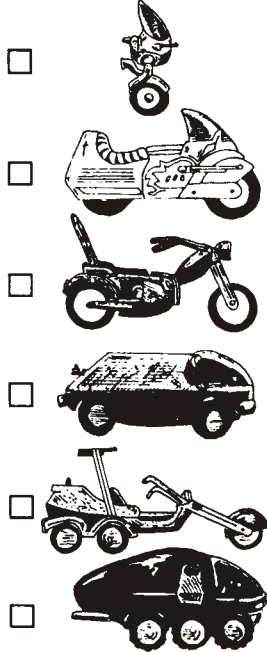
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Renegade Nuns on Wheels™

You see what happens when good nuns get into bad habits

Vehicle type



Top speed: _____
 Acc: _____
 Dcc: _____

Necessaries

- Wheels, _____ Cost Spc. Wt. _____
- Engine, _____ power _____
- Seats, _____ people _____

Options

- Armor, _____ pts _____
- Useless accessory _____
1. _____
2. _____
3. _____
- Dashboard Deity _____
- Safety bumpers _____
- Weapons _____
1. _____
2. _____
3. _____

Total _____

— Front —

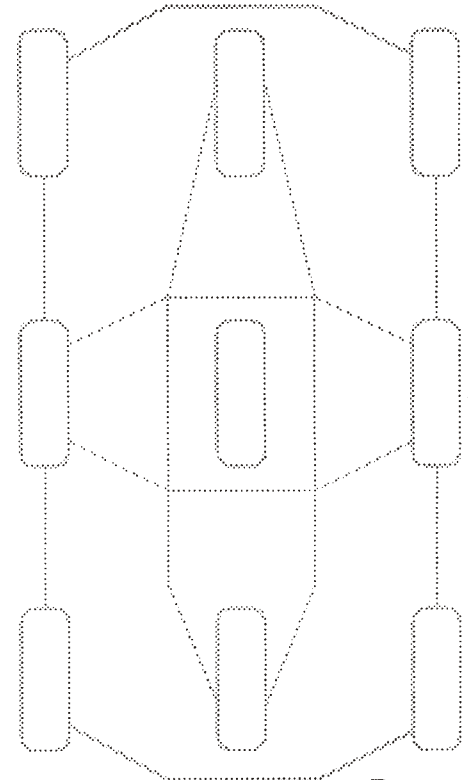
— Top —

Left

Right

— Rear —

— Bottom —



Combat Unicycle

Cost - 7pts

Item	Cost	Spc.	Wt.	Spd - 16
1 wheel	1	-2	0	Acc - 2
20 power	1	1	0	Dcc - 3
1 seat	1	1	1	
3 armor	3	0	3	
1 useless acc.	1	0	0	

Killer Cycle

Cost - 11pts

Item	Cost	Spc.	Wt.	Spd - 33
2 wheels	2	-4	0	Acc - 4
40 power	2	2	0	Dcc - 7
1 seat	1	1	1	
1 weapon	0	1	1	
4 armor	4	0	4	
2 useless acc.	2	0	0	

Dyke Trike¹

Cost - 23pts

Item	Cost	Spc.	Wt.	Spd - 48
3 wheels	3	-6	0	Acc - 5
60 power	3	3	0	Dcc - 10
2 seat	2	2	2	
1 weapon	0	1	1	
7 armor	7	0	7	
4 useless acc.	4	0	0	
1 dash deity	2	0	0	
1 bumper	2	0	2	

1. Of course it's tacky! What did you expect?

Quadpod

Cost - 23pts

Item	Cost	Spc.	Wt.	Spd - 47
4 wheels	4	-8	0	Acc - 5
60 power	3	3	0	Dcc - 9
3 seats	3	3	3	
2 weapons	0	2	2	
6 armor	6	0	6	
3 useless acc.	3	0	0	
1 dash deity	2	0	0	
1 bumper	2	0	2	

Pentateuch

Cost - 23pts

Item	Cost	Spc.	Wt.	Spd - 46
5 wheels	5	-10	0	Acc - 5
60 power	3	3	0	Dcc - 9
4 seats	4	4	4	
3 weapons	0	3	3	
5 armor	5	0	5	
2 useless acc.	2	0	0	
1 dash deity	2	0	0	
1 bumper	2	0	2	

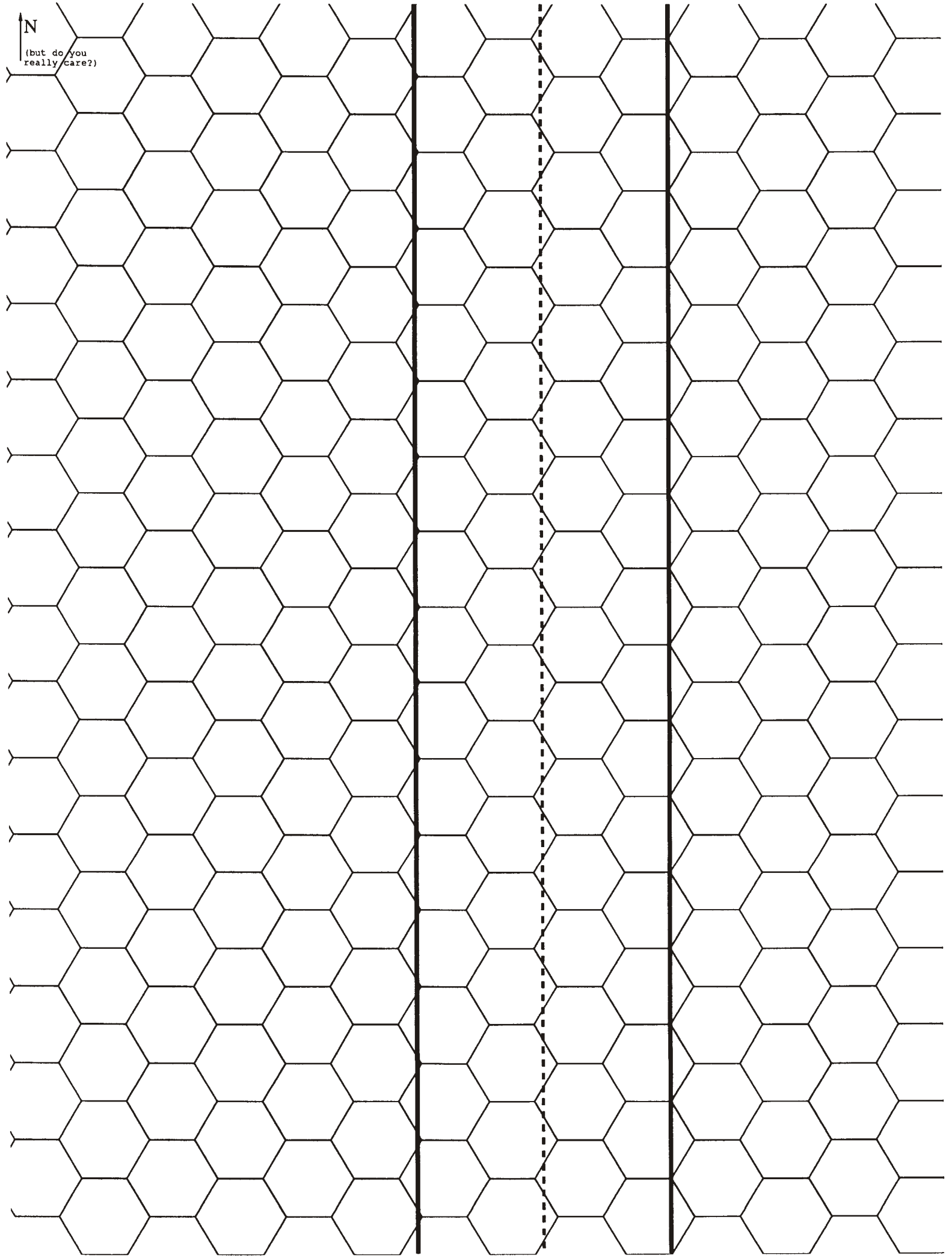
Holy Roller

Cost - 23pts

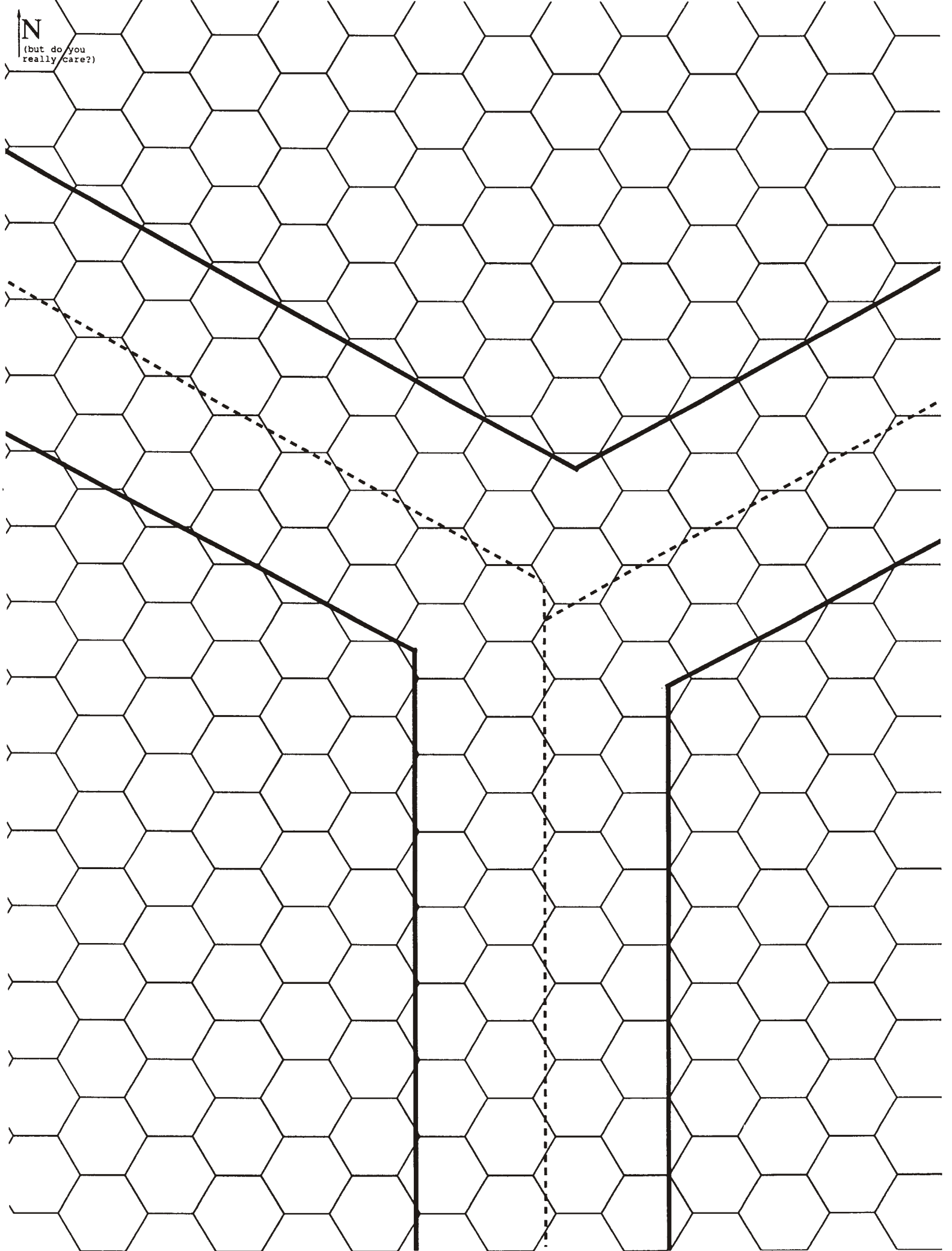
Item	Cost	Spc.	Wt.	Spd - 43
6 wheels	6	-12	0	Acc - 5
60 power	3	3	0	Dcc - 9
6 seats	6	6	6	
3 weapons	0	3	3	
6 armor	6	0	6	
1 bumper	2	0	2	

N

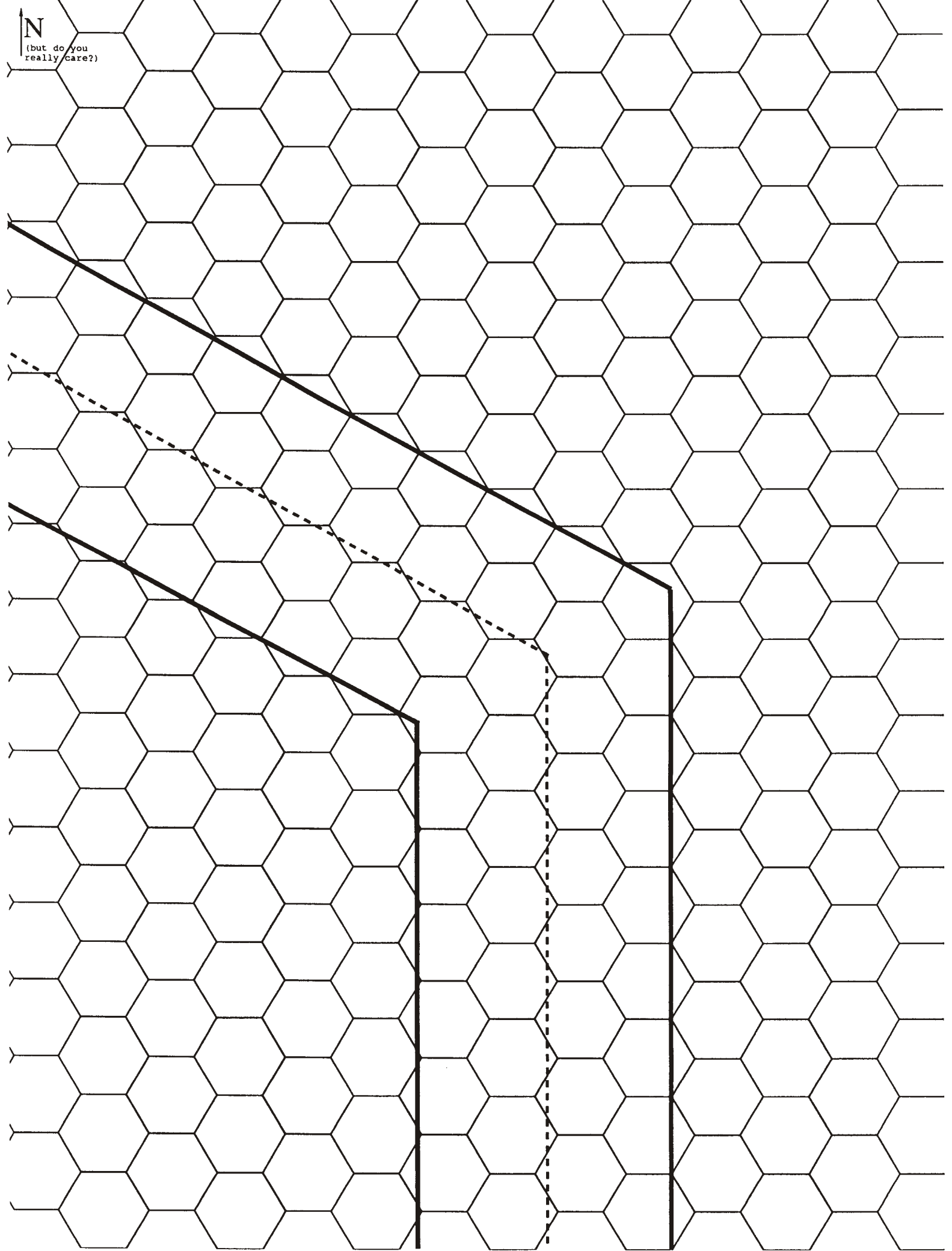
(but do you really care?)



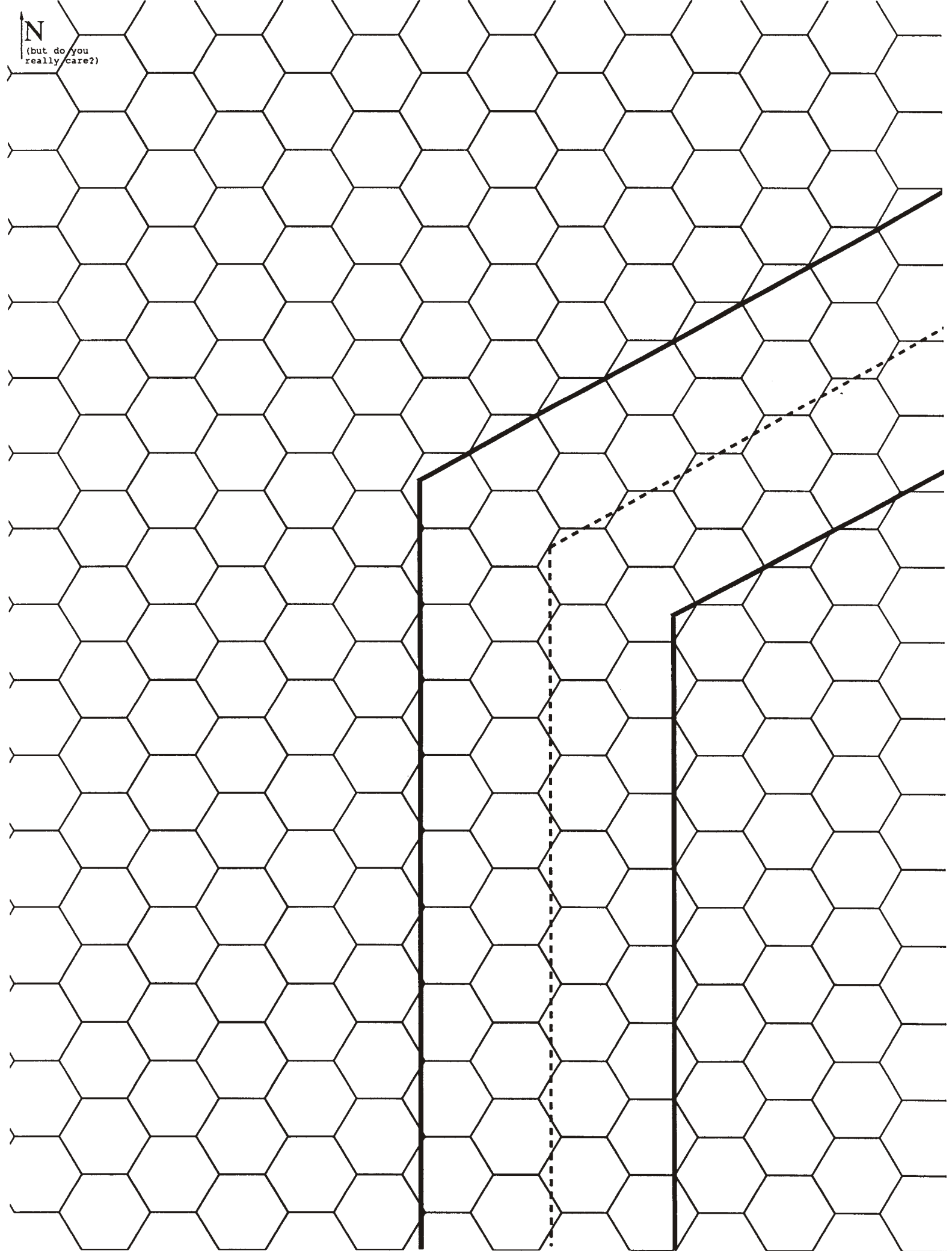
N
(but do you
really care?)



N
(but do you
really care?)



N
(but do you
really care?)



How to use your Cardboard Bimbos™

Take this game to your local copy shop. Beg, borrow or steal a sheet of heavy paper or cardstock, and photocopy this page onto it. Photocopy the maps and character sheet as long as you're there. Then, cut out all the counters and fold them into tacky little 3D figures to use instead of the usual drab, flat counters.



They're back!

In the chaos and rubble that followed what was known as the "Reagan Administration", the country was in shambles. Armed gangs roamed the streets and highways of this once great nation, killing, burning, pillaging and raping, in that order. Not even the people were spared. A time of gloom and despair fell upon mankind. People were afraid to leave their homes, and huddled behind makeshift barricades. Those who did try to leave quickly fell victim to the predatory road gangs.

It seemed that all was lost. But then, a new force arose in the East (or West, depending on which way you went). An ancient leader arose from his meditations, turned to the chosen of his faith and armed them for battle. Given the power and the tools, they made themselves ready and gathered before the ancient one. He looked down upon them and said, "In God's name, get those &%#\$\$#! bastards off the streets!"

Armed with Uzi's and the blessing of the Church, the sisters of Our Lady of Harley-Davidson roared off into the sunset. A new force was loose on the streets, and it would take more than a few Hail Marys to make them go away. They're black, they're bad, and they're out to save your soul (even if it kills you). They're **Renegade Nuns on Wheels!**

Renegade Nuns on Wheels, the game that treads the fine line between heresy and blasphemy. It plays alone, or can be combined with **Macho Women** to deliver a punishing salvo of abuse to just about everything you can think of.



Yes, just when you thought it couldn't get worse, it did! **Macho Women with Guns** wasn't tacky enough for you. You wanted more! So, in the better interest of mankind and the BTRC coffers, the long ~~breathed~~ awaited vehicle rules are here. **Renegade Nuns on Wheels** features lots of new rules, some rehashed old ones, is completely compatible with **MWWG**, and is just as tasteless and cheap! It's the tackiest game since they rolled dice for Christ's clothes! Sure to be proscribed! Don't hesitate! Get your copy before the Inquisition does!

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