

Sprawl Gangers Playtest Report 3-1

Focused Feedback

Pay close attention to the following elements:

Main Rules

- **Game Speed:** Please track the length of time your games are taking. Ideally your game should take roughly 60-90 minutes.
 - Games still average around 120 mins. We kept gangs around the 7-9 model size. Game took about 70-90 mins, Post-Mission around 30-40 models.
- **Other Notes:**
 - Many of the changes and updates had a very positive impact on the game, and they definitely seemed to run smoother. Then again, we didn't have as many times to really break things as we would have liked!
 - Interrupts were a bit odd, mostly in the 2-3 range. Played fine though.
 - We enjoyed the nuyen skills; once developed, almost every gang had 1-2 'face' characters that focused skills on working territories, generating nuyen, going for rare items, etc. Typically the decker, given the programs, etc. So far, seemed balanced to us.
 - Districts are also a nice addition!

General Fix 'Thank You's

Core Rules: p03

- Fixing Critical Successes on Hits
- Adjusting Hard and Very Hard Thresholds
- Dropping Leadership as an independent stat (some remarks below though)
- 'Second in Command' is awesome!
- Dropping carrying restrictions; often an 'oh, whoops' catch way after the fact
- Fixing the falling model rules
- Adding a Strength of Will 'shake off the stun' check
- Going Prone adjustments

CORE RULES NOTES

Issue: Minor

Core Rules: p03

- Overwatch: "holds models from Activating" terminology

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- We are glad to see it back, and we think we played this mechanic correctly in the Sprawl Gangers context. We're very used to Space Hulk Overwatch, which takes effect the minute an enemy model hits the model's LOS rather than when the model finishes its activation.
 - In melee instances, Overwatch was nice because it allowed the model to charge/attack the model that just activated and ran past it.
 - In ranged instances, including magic, the effectiveness was lost. Models in 'sniper'-type roles watched a figure run from alley to alley out of LOS even if they were on Overwatch, left without a shot.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Totally preference, but we liked the idea of hunkering down and waiting for the enemy to twitch before firing a shot. Recommend this instead being the model's Activation (instead of 'holding' to activate as an interrupt) which is triggered by another model entering that model's LOS (Ranged/Melee), within the Matrix (Decking), or through the Astral Plane (Magic). The model may *ONLY* take one of these actions (not Move):
 - Make a Ranged Attack against a model entering LOS
 - Make a Melee Attack first against a model moving into base-contact (Reach can either apply or not)
 - If Decker: Counter an action in the Matrix with an opposed test against any target within range
 - If Mage: Counter a Spell cast by another Mage in the area with an opposed test. LOS can apply to either/or/all of:
 - The target of the opponent Mage
 - The casting Mage
 - Anywhere on the board

Issue: Minor

Core Rules: p03

- Leadership: Amalgam of STR+LOG+WPR/3 (rounded down)

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Rather than waste time mid-mission, we calculated the 'backup' Leadership stat at the reduced value. That, coupled with the adjustments to the Command Radius, etc., based on either not starting the Mission as the Gang Leader or not, etc., we were doing math on the fly in the rare circumstances the gang didn't fail its gut-check.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Recommend:
 - Main Fix: Drop the 3" Command Radius if the starting Gang Leader is taken to Critical
 - 3" is only a bonus for the starting Gang Leader due to pre-mission planning
 - Mid-mission new GLs (including Second in Commands) never get it
 - Could revert to 5"-6" if this is the route you go
- Conversely
 - Leave the Leadership amalgam stat the same (only losing 1 pt here most of the time)
 - Let Leadership Skill grant non-GL only a rank-based Command Radius bonus even if becoming the mid-mission GL
 - Non-GLs spent skills on this rather than other cool skills
 - Still lose the 3" (or 5"-6"?) starting GL bonus
- Overall base math adjustment is a flat -3", as well as difference in Leadership Stat and Skill Ranks between starting GL and mid-mission GL (seems cleaner and less math)

Issue: Minor (PTC2 repeat)

Core Rules: p08

- Edge: Spending an Edge requires ALL dice to be rerolled for the Test, even Successes

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Since this differed from the RPG where you reroll all non-Hits, a few of our frequent Shadowrun RPG players thought it was odd for the Edge mechanic (and due to the limited number of Edges). Although, given that you can also force an opponent to reroll a Test, we can understand the 'ALL dice' requirement. It's not really a 'broken' mechanic as much as the inconsistency could be confusing.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Based on the Developer Diaries and the desire to keep the miniature game as close to the RPG as possible, we'd recommend keeping it as close as the plans for 5th Edition for consistency.
 - If you can only spend Edge on your own rolls, then reroll all non-Hits
 - If you can also spend Edge to force your opponent to reroll a Test, then the opponent rerolls ALL dice
 - This could mean the opponent then uses an Edge to reroll non-Hits on their own reroll
 - Still limited by only 1 Edge per Test per player

Issue: Minor

Core Rules: p10

- Interrupts Example: Interrupts limited by GL's Logic but 2 base
- **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?
 - Example shows base 2 instead of base 1 adjustment
- **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue
 - FYI to adjust.

Issue: Minor (PTC2 repeat)

Core Rules: p10

- Initiative: Winner of test is Active Player
- **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?
 - (If Initiative Tests remain between each Turn) One of our players would have liked the option to 'defer' initiative so that the player that lost initiative was the Active player and he could be the Reactive player.
- **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue
 - We could see this being a viable option strategy-wise, important in the starting Turns of a battle to see where your opponent is moving. Thought we should mention it!

Issue: Cosmetic (PTC2 Repeat)

Core Rules: p15

- Ranged bonus dice (Core 2525), Melee damage reduction (Core 2222)
- **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?
 - Still a game preference for some of our less experienced miniature gamers towards a consistent effect of Armor for both Ranged and Melee attacks; either Damage Reduction (-Hits) or +D6 to avoid/soak attacker Hits. Coupled with weapons, skills, etc., the pool modifiers weren't always caught during fights.
- **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue
 - If any changes, either a Damage Reduction (-Hits), or else +D6 to avoid/soak attacker Hits for both tests based on the Armor Rating. Then AP can just add Hits. They said they'd be fine but just need to get familiar with the rules the more they played.

*Typo Note: Final point of Ranged and Melee damage; 'Appy Affect'. Should this be Apply Effect?

Issue: Minor (PTC2 repeat)

Core Rules: p18

- Weapons: Strength Required – not meeting the min STR value subtracts d6s

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- We preferred the PTC2 option of either being able to use the weapon or not, rather than another pool modifier. It enabled high Agility characters to use bigger weapons without the need to increase Strength. The damage modifiers for Strength were harder to increase than additional hits in combat with a high Agility.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- We'd recommend keeping this as a met/not met value. It reduces combat by one modifier and it provides a reason to increase Strength instead of just Agility for both offense and defense.
- Another option is to eliminate it altogether, especially since the number of carried items is gone as well. For the most part, if creating a gang, the minimum strength for new gangers at each rank is above the minimum for the category, so this only seems to impact unfortunate random rolls on (A) advancements for ganger increases from the starting stages and (B) turf, nuyen, and Rare item searches.

High Strength stats already add to melee damage as well as restrict the number of carried items, so there already seems to be an 'effective' modifier already present for melee weapons. Honestly, we figured one less modifier would be nice!

- Another one could be modifying Weapon to the restriction to Firearms or Close Combat Skill minimums.

Issue: Major (PTC2 repeat)

Core Rules: p19

- Reach: Reach equals inches model can be away from target.

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Still hit issues with Reach, charging, and being counter-charged by the target model next phase, as the Reach wasn't base-contact.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Would still recommend either adding +1 D6 (or Hit) for each point of Reach to the attacker's pool but still requiring B2B contact to stick with base-contact rules in place.
 - We can see tactics around tag-teaming a model with Reach and a scrub in melee (just preference).

Issue: Cosmetic (PTC2 repeat)

Core Rules: p24

- Long Range: Minus 2D6 for long range

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- This mechanic was fine for us, but with a large amount of modifiers already in Ranged Combat for adding/subtracting, we're hoping something could give somewhere.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- For speed and simplification of gameplay, we could see this removed. If other factors like Prone, Overwhelmed, Strength Restrictions, etc. are altered/removed, then this could stay (easily cancelled by Aiming, Smartlinks,

Laser Sights, etc.).

If Long Range is removed, we'd recommend a drop in max range of Shotguns and adjusting the split Burst Modifiers accordingly.

Issue: Cosmetic (PTC2 repeat)

Core Rules: p35

- Stimpatch: Stimpatch vs Slap Patch

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Non-Attack Action Chart refers to 'Stimpatches' with effect; model ignores Staggered Markers for 1 Turn; whereas Slap Patches remove 2 Staggered Markers

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Just noting for corrections however you would like to take them; also assuming Tranq Patches will not be used (unless they add Staggered Markers)?

Issue: Major

Core Rules: p36

- Removing Staggered Markers: Option 1: GL's Leadership

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- This is a bit of a reversal of our Option 2 (2 max with GL Leadership) in PTC2, but with the changes to Staggered Marker application to hits only and the Strength of Will check, Option 1 seemed more balanced. More than that, and we could have just removed them all every round unless the GL was taken to critical.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Recommend Option 1 (or just flat 1 per model for simplicity?). Additionally, if the Non-Attack Action Chart is correct and Stimpatches (or Healing, First Aid, etc.) will remove x Staggered Markers, then we're still good with Option 1 (or flat 1 per model) to emphasize the importance of equipment/magic/skills, etc.
- And because it's on the Reference Sheet, we started with this rule. After that, reverting seemed weird.

Issue: Major (PTC2 repeat)

Core Rules: p43

- Magic: Spell Area Effect radius is Force/2 (Manaball & Powerball)

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Still very dangerous spells for a small radius given the drain risk.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Recommend 1" per Force instead of the division by 2. It seems to balance the risk vs. reward for these spells. A slight increase in Drain could also offset this AoE increase.

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Issue: Major

Core Rules: p43

- Manaball: Must at least have Obscured Line of Sight to the target point

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Since this spell only targets living creatures, we weren't sure if the target point of the Area included Sneaking targets, which cannot be target of Ranged Attacks.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- We'd recommend as stated earlier that the mage must have Obscured Line of sight or better to all targets within the AoE to target them. This also offsets the request to increase the AoE from F/2 to F in inches.
- Or however 5th Edition RPG will handle it for consistency? We're fine with either, but do not feel this change would break down the game too much. If a flat "you're in the AoE" is cleaner, we're good with that too!

Issue: Cosmetic

Core Rules: p44

- Powerbolt & Powerball: Resisted as a normal Ranged Attack?

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- We played it this way, but after not seeing a resistance test like under Manabolt/ball (WPR resist), we hope this is correct.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- May not hurt to clarify 'as per a Ranged Attack'.

Issue: Cosmetic (PTC2 repeat)

Core Rules: p61

- Weapons and Knockdown: Do Shotguns, Heavy Weapons, do Knockdown?

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- The * in PTC1 is missing in the new Compiled Weapon Table for Ranged Weapons, so we were curious. We liked the Option 1 for applying Staggered Markers, so this may be a non-issue. Wanted to mention it again just in case.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Recommend Knockdown trait for Shotguns and Heavy Weapons (sheer impact power) even if just for Short Range? Otherwise, could have even just Heavy Weapons apply the Staggered Markers even if no damage was

done like heavy stun damage. Third option could be having a Quality that allows the markers to apply regardless (could be for Melee only, like a heavy hitter?).

Issue: Cosmetic (PTC2 repeat)

Core Rules: p61

- Hand Razors: Actual cost of Hand Razors

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- 500 in weapon chart; 1000 in Campaign Guide

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Assuming 500 since they are 'Common' and equivalent to Forearm Snap Blades but worse than Cyberspurs.

CAMPAIGN RULES NOTES

Issue: Cosmetic (PTC2 repeat)

Campaign Rules: p09

- Hack-on-the-Fly: +1 Hit to Hack a Node applications

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Does this apply to both Analyze-Acquire Paydata and Exploit-Hack a Node?

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Recommend allowing it to add to both types (may need to specify programs?). It could also act like Wizworm and just add +1 Hit to Decking Rolls.

Issue: Major (PTC2 repeat)

Campaign Rules: p25

- Initial Gang Creation: 10 models max during creation, but how many used in games?

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Is there a maximum number of models that you can field for a game? We're assuming 10 since all the test gangs have 10 and a Shadowrunner. The question arose with the free WBG on Low/Middle Income Turfs and whether the gang could field more or not. Can they field 11? 12? Etc.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- Recommend 10 + 1 Shadowrunner max in a battle, though max members for post-game phases restricted by amount of Upkeep the player wants to pay. Games run longer with 11 models than 7, so going above that would bog down gameplay beyond the 60-90 minute target time.

Issue: Major

Campaign Rules: p28

- Gang Leader gains Leadership Attribute of 4

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- Should calculate off new amalgam of stats.

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- FYI to adjust.

Issue: Minor (PTC2 repeat)

Campaign Rules: p29

- Shadowrunners: Named / 'Unique' Character mechanics

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- We were wondering what the rules would be if both gangs tried fielding the same Shadowrunner. Does the Runner, on retainer by both sides, back out of the fight and gangs just duke it out on their own (and if so, do both gangs earn +1 Karma for not fielding a SR)? Will SR cards have 'backup' names so that a Gang can use the same stats for just such occasions (ex. Coy Dog has a secondary name Tundra Jack on the card so both gangs can 'effectively' use the same SR)?

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- We think it'd be interesting if the Shadowrunner just bowed out of that battle to vary up the games (or so players can retain a Shadowrunner they hate fighting just so their opponent can't use the SR either).
- On the other hand, we also think it would be cool if they weren't necessarily 'Unique' characters like other games. Instead, the SR is more of a profile with 2-4 sample names on the card (or the player can give their own character name to the profile like any other ganger). That way, the player's gameplay strategies aren't thrown off if they're built around a ganger/runner tandem.

Issue: Cosmetic (PTC2 repeat)

Test Gangs

- Halloween Orc Shadowrunner: Overpowered in comparison to the other test gangs

• **Description:** How did the issue come up? How did your group react to the issue? What effects does it have on the game?

- This model murderates opponents! (lol) There's limited weaknesses with this model; High Logic to resist Spoofing, Willpower to resist Spells, and a Katana that kills everyone but another Orc Shadowrunner in a single hit (that seemed to only take two hits to finish off depending on dice rolls).

• **Suggested Fix:** This is where your group should list any thoughts or ideas about how to resolve the issue

- We didn't get to playtest the Build-A-Gang Shadowrunners, but we're assuming there's a set amount of points assigned to these characters so they're standardized for the 10,000/1,000 Nuyen price? If not, we'd recommend this for continuity of what 20 BPs get you.

(Left this in since the test gangs seemed like the same ones, that's all.)