

HAVEN: CONCRETE JUNGLE MINIATURE RULES

Even though Haven: City of Violence is a game of imagination, visual aids and props can be used to accent the “film noir” of a situation. The Haven: Concrete Jungle Miniature Rules are urban warfare game that simulates the outrageous urban combat that happens so often in the city of Haven. If you like your first dose of Haven: Concrete Jungle, then feel free to use it as either a stand alone game of urban warfare or as an aid for Haven: City of Violence Role Playing Game system.

THE URBAN SPRAWL

To begin the rumble, each player needs a few things, including the usual paper, pencil and dice you'd expect for a role-playing game, in addition to this your going to need some cool looking miniatures, they don't have to exactly reflect what you've got in your organization, nor do they have to be painted but believe us the whole scene looks much cooler if they are.

Haven: Concrete Jungle has been laid out in three basic sections to make the relevant information easy to find in hurry. The first section is called “Gangland” and describes how to go about forming your organization and equipping them with everything their going to need to kick some ass. The second section titled “Fire Fight” describes the rules for actually playing a game of Haven: Concrete Jungle, everything from close combat brutality through to using a sharp shooter to crush your rival organizations. Finally the third section, “Mop Up” covers all the rules your going to need to improve your organization with experience, deal with long term injuries and re-equip the survivors or recruit more members.

The game begins when all players agree to spend a specific amount of “cash” that can be used to recruit the Individuals, Groups and Vehicles will represented on the table by their respective models. Once you have paid for the members of the organization of your choice, whatever cash is leftover can be used to kit them out with any additional gear and ordinance.

ABILITIES FOR HAVEN: CONCRETE JUNGLE

The following seven Abilities decide how well the character can perform particular acts in Haven: Concrete Jungle. These are: STRENGTH (**STR**), STAMINA (**STA**), PERCEPTION (**PER**), INFLUENCE (**INFL**), MOVEMENT VALUE (**MV**), ACCURACY (**ACC**) and FIGHTING VALUE (**FV**). The majority of Abilities never improve, though some may be increased over time to represent the hard earned lessons of survival on the street.

STRENGTH (STR)

- The measure of physical power. The greater the intensity of this attribute the stronger the character and the more weight they can lift.

STAMINA (STA)

- The measure of the personal endurance and physical resistance.

PERCEPTION (PER)

- The ability to comprehend and distinguish the difference in various items and actions, also a representation of hand and eye coordination.

INFLUENCE (INFL)

- The measure of the character's status and presence to rally group and resist fears.

MOVEMENT VALUE (MV)

- The grace of motion a character has as well as the total inches he can move within a turn.

ACCURACY (ACC)

- The ability to aim and shoot firearms properly and to accurately throw objects.

FIGHTING VALUE (FV)

- The measurement of the character's hand-to-hand ability and total fighting skill. Characters that possess a higher intensity level are better fighters and can make multiple attacks.

The type of dice listed below determine the model's abilities and how successful they are; the higher the dice rating the greater the chance of succeeding at those various tasks and tests.

DICE STEPS	DEFINITION	COST
D4	Very Poor	1
D6	Low	2
D8	Below Average	3
D10	Average	4
D12	Above Average	5
D12+D4	Excellent	6
D12+D6	Remarkable	7
D12+D8	Superior	8
D12+D10	Amazing	9
2D12	Legendary	10

TASK NUMBERS

When a model is called upon to achieve a given task, be it firing a weapon or rallying his fellow member, roll the dice appropriate for the model's specified attribute against a Task Number, which is usually outlined in the task's description. A result that is greater than or equal to the Task Number indicates success.

DEFINITION	TASK NUMBER
Easy	2
Average	5
Hard	9
Extreme	14
Amazing	19
Nearly Impossible	25

ORGANIZATIONAL STRUCTURE

All models are placed in to three specific types of structure for Haven: Concrete Jungle, individuals, Groups or Vehicles.

Groups consist of a certain number of models that operate as a team called Soldiers. Often, one of the models in a group is usually promoted to Veteran Soldier. All members of a group must stay within 3 inches of each other, and must operate together as a unit.

Individuals can operate as part of a group or break off and perform their actions separately. Individuals can be Unique Characters, Individual Character, or Specialists. Soldiers or Individual models have their own strengths and weakness, which can be used positively or negatively.

SPECIAL RULES

These can consist of any special situations that could come up and the effect on the outcome of the game. The maybe anything from, a group deploying onto the table, or enhancing the abilities of another model or group.

Individual Character and Unique Character Rule

Unless otherwise noted, an Individual Character and Unique Character can move and fight as a single model and may pick their targets freely. An Individual Character and Unique Character are also able to join groups to fight alongside them as an Individual model, firing at their own targets, or as part of that group under the usual rules for group models. To accomplish this, move the Individual Character and

Unique Character model within 3 inches of the group and announce that the model is now joining. Without penalty, an Individual Character and Unique Character may join a group that has already had an action or has not acted.

Groups led by an Individual Character and Unique Character may use the Individual Character and Unique Character's INFL during any psychology tests, instead of using their own. An Individual Character and Unique Character who have joined a group may leave at any time, simply by breaking coherency (moving more than 3" from another group member), except when the group is affected by Panic, or if the group has engaged in hand-to-hand combat. While with the group, an Individual Character and Unique Character are counted as a part of it in all respects including if the group is panicked or for conquest points during the 'Mopping Up' stage of the game. See the "Types of Models" and "Organization Leaders" sections for more information on how Individual Character and Unique Character are classified and may be used during a game.

Soldiers and Coherency Rule

In Haven: Concrete Jungle, all members of a group, Soldiers and Veteran Soldiers, must maintain a unit coherency of 3 inches or they may not operate effectively. The basic reason for this is that there is "strength in numbers" and people in general feel better working as part of a group. Soldiers and Veteran Soldiers may separate up to any distance. But when they do all the members of that group must make an INFL roll with an Average (5) Target Number at each movement action or not be able to function correctly. If they fail this test the group Panics and must be moved back in to a coherent group as quickly as possible, they may not be rallied until they are again coherent.

SECTION 1: GANGLAND

In an attempt to ensure the fairness of Haven: Concrete Jungle, all players start with a specific amount of cash that can be spend to recruit Individuals, Groups and Vehicles that are appropriate to their choice of organization. Once you have the organization members you want, whatever cash is leftover can be used to equip these models with additional gear and ordinance.

ALLIANCES

For the most part games are played one-on-one, that is two organizations face off against each other. It need not be this way; games can be played with any number of players, though a practical limit is usually four. Compatible organizations may form alliances, on a temporary basis. It is also possible for several players too have chosen the same organization to play; does this mean that they can't fight each other? No. Perhaps the various factions within the organization get their wires crossed and wind up facing off against each other, perhaps there is friction between two organization bosses in the same organization?

Furthermore, each allied faction requires its own Organization Leader, even if one player controls the entire group of allies. All circumstances surrounding these Organization Leaders will only influence their own faction, including for the purposes of Rally actions, Leadership, and the Organization Leader's death. See Organization Leaders section for more information.

In larger one off games, these temporary alliances can be used to build up an organization of mixed factions. Only up to a maximum of 25% of the organizations cash can be spent on allies and they must be compatible with each other (use the table below to see who can ally with who). These allies must be treated as though they were an organization in their own right (see the Recruiting and Organization section below).

Allies	CAR	HPD	INDY	NN	RWT	SANGRE	SAN	TK
Carlucci	Y	N	Y	N	N	Y	N	Y
Haven PD	N	Y	Y	N	N	N	N	N
Independent	Y	Y	Y	Y	Y	Y	Y	Y
Nubian Nation	N	N	Y	Y	N	Y	N	N
Red Wing Tong	N	N	Y	N	Y	N	N	N

Sangre	Y	N	Y	Y	N	Y	N	N
Santucci	N	N	Y	N	N	N	Y	Y
Templar Knights	Y	N	Y	N	N	N	Y	Y

RECRUITING AND ORGANIZATION

Haven: Concrete Jungle can be played as one off stand-alone games or as a campaign series. In the case of stand alone the players should agree amongst themselves how much cash they have to spend on their organizations, so \$1,000 would be a short fast game, while \$10,000 would be a massive organization war that might take all day to play out, there is however no need to total up experience or anything else in the post game clean up. For campaign games each organization begins with \$2,000 to cover all their costs, but over time these organizations gain experience and more guns!

In respect of which type of game your playing, the process for recruiting you organization is the same. While you can choose any combination of organization members in accordance with your organization, the only stipulation is that you must include an Individual Character or Unique Character model to act as your leader, that is an Individual model that is listed as an Individual Character or Unique Character in their profile.

TYPES OF MODELS

There are several specific types of models in Haven: Concrete Jungle, they may be either Unique Characters, Individual Character, Specialists, Veteran Soldiers and Soldiers.

Unique Characters

These are "named" characters that represent important and/or skilled people from the Haven game setting. Examples of such characters include Carton Haddad, Marcus Williams or Wind. However, an Individual Character is not necessary fill the shoes of Organization Leader, nor does the character's presence necessarily mean they must take on that role. Unique characters are usually limited to a maximum of 4 special abilities, for the sake of game balance, but there could be exceptions to this rule due to the character. A Unique Character is classified as an Individual Character model. A Unique Character can have up to four Special Abilities.

Individual Characters

Less powerful than a Unique Characters, these models represent the up-and-comers that haven't quite made an impressive enough name for themselves yet. Individual Character are used to command important groups and to operate solo in order to cause havoc across the combat zone with their advanced gear and abilities. Individual Characters are most commonly selected to fill the role of Organization Leader in the absence of Unique Characters. The Individual Character is classified as an Individual Character model. An Individual Character can have up to three Special Abilities.

Specialist

A Specialist is a model possessing useful skills or gear, but not quite possessing the qualities of leadership. Although they can join groups or even be groups themselves, Specialists are chiefly intended for use as Individual Character. Although not as expensive and adaptable as Individual Character and Unique Characters, Specialists are still costly in comparison to normal characters and groups, but are quite effective on the battlefield. Although some Specialists possess the Leadership special ability and thus may act as Organization Leader, their main function is determined by their unique nature and abilities. Specialists are classified as an Individual Character, and in some cases Group, model. A Specialist can have up to two Special Abilities.

Veteran Soldiers

Veteran Soldiers are deadlier, tougher, meaner, and more focused versions of the organization's Soldiers. These groups are normally sent on very specific tasks in Haven: Concrete Jungle. One member of a Veteran Soldier may be upgraded to a Specialist. Specialist members possess better abilities than the basic Veteran Soldier model. A Veteran Soldier can have only one Special Ability.

Specialist Crew Leader	D12+D4	D12+D4	D12+D4	D12+D4	D12+D4	D12+D4	D12+D4	D12+D4	+7
------------------------	--------	--------	--------	--------	--------	--------	--------	--------	----

Organization: Soldiers (5 - 9 models)

Special Abilities: None

Weaponry: Assault Rifle, Knife, Blast Grenade

Protection: None

Vehicle: None

Options: You can upgrade the Crew group leader to an Specialist Crew Leader for an additional +7. Up to 2 model can be armed with one of the following: Grenade Launcher at +4; Riot Gun at +4; Sniper Rifle at +5; Sticky Gun at +6.

HAVEN POLICE DEPARTMENT

Power corrupts. Absolute power corrupts absolutely. The City of Haven Police Department outwardly appears as if it has no control of the city and what goes on in it, but the "real persons in control" know what is actually going on. The City of Haven Police Department has decided that it is in its best interest to not really stop crime just make sure the really intense violence does not pour out on to the streets of Haven, due in the main to them being outgunned and undermanned. The City of Haven Police Department does it best to solve crimes and protect the city, but this is like trying to hold back the entire ocean with a straw broom. There will always be various types of various crimes committed on the streets of Haven, but the HPD does its best to used to make sure that none of the "everyday" people of Haven will be directly hurt or harmed by the actions of the criminal organizations. They have taken the roll of "peace keepers" in there own city but they are weak and getting weaker by the minute. The City of Haven Police Department is sitting on top of a powder keg hoping that nothing explodes.

Type	STR	STA	PER	INFL	MV	ACC	FV	CST/MODEL
Lieutenant	D12+D6	D12+D6	D12+D8	D12+D4	D12+D6	D12+D4	D12+D6	81

Organization: Individual Character

Special Abilities: High Moral, Leadership, Strategist

Weaponry: Pistol, Billy Club, Flash Bang Grenade

Protection: Bulletproof Vest

Vehicle: None

Options: Lieutenant may receive additional gear using the costs given on the gear tables.

Type	STR	STA	PER	INFL	MV	ACC	FV	CST/MODEL
Sniper	D12+D4	D12+D4	D12+D6	D12	D10	D12+D6	D12	72

Organization: Specialist

Special Abilities: Marksman, Sniper

Weaponry: Billy Club, Flash Bang Grenade, Sniper Rifle

Protection: Bulletproof Vest

Vehicle: None

Options: Sniper can be armed with one of the following: Blast Grenades at +3; Tear Gas Grenades at +5

Type	STR	STA	PER	INFL	MV	ACC	FV	CST/MODEL
S.W.A.T. Team	D12	D12	D12+D4	D10	D12	D12+D4	D12	70
Specialist S.W.A.T. Leader	D12+D4	D12+D4	D12+D6	D12	D12+D4	D12+D6	D12+D4	+7

Organization: Veteran Soldiers (4 – 8 models)

Special Abilities: Rapid Fire

Weaponry: Assault Rifle, Billy Club, Blast Grenades, Flash Bang Grenade

Protection: Full Body Armor

Vehicle: None

Options: You can upgrade the S.W.A.T. Team group leader to an Specialist S.W.A.T. Leader for an additional +7. S.W.A.T. Team models can be armed with one of the following: Tear Gas Grenades at +5. Up to 2 models can be armed with one of the following: Grenade Launcher at +4; Riot Gun at +4; Sniper Rifle at +5; Sticky Gun at +6. Up to 1 model can be armed with one of the following: Barrett Light Fifty at +7; Mini-Gun at +10.