

Preamble

Some time ago, an innovative, miniature independant skirmish system has been relased into the gaming world: Whack & Slaughter.

Alas, the designer has made a bad mistake: While speaking of counters, he forgot to provide most of them.

Lots of skills relied on mechanics requiring them to make heavy use of counters.

The book you are now holding in your Hand is meant to straighten this mistake:

For each school of skills you will get one page filled with counter.

Whether or not you will actually need them, does not matter: You will get them.

It is then up to you to print them out and to glue them to cardboard or whatelse to make them more sturdy.

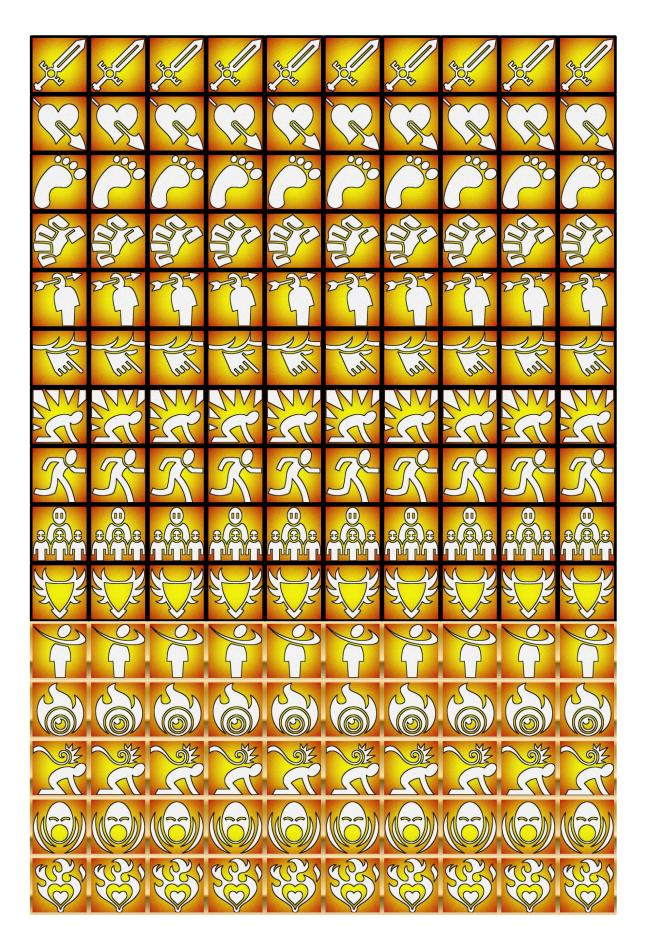
As always:

Happy slaughtering and kind regards, Kai

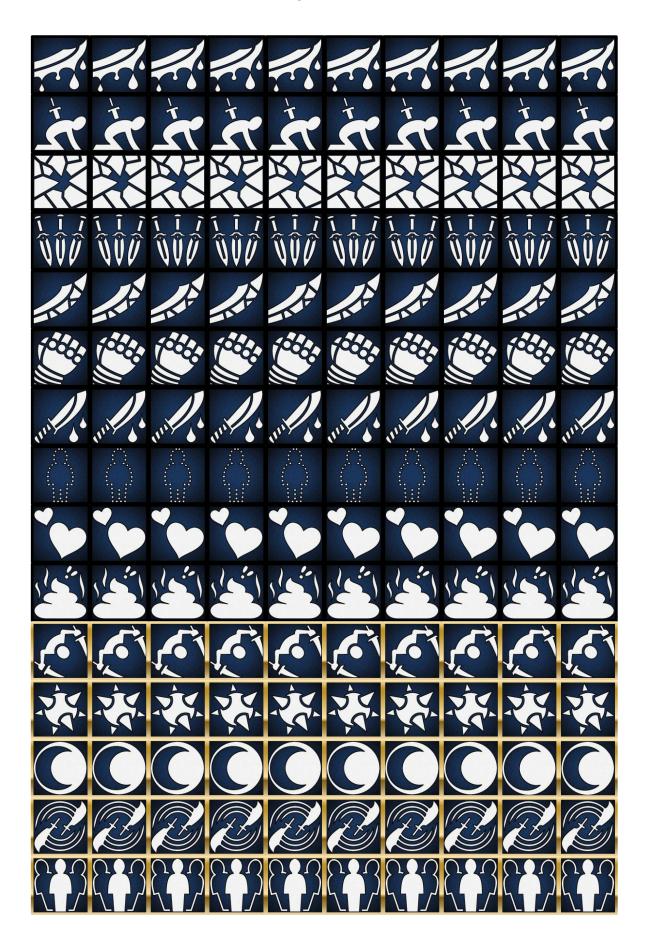
Beastmaster



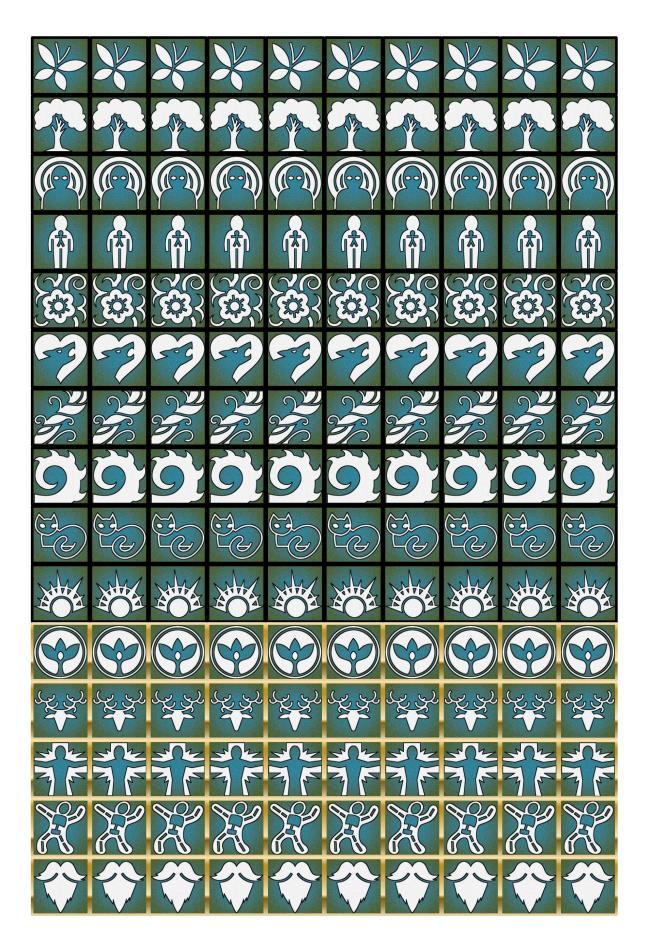
Commander



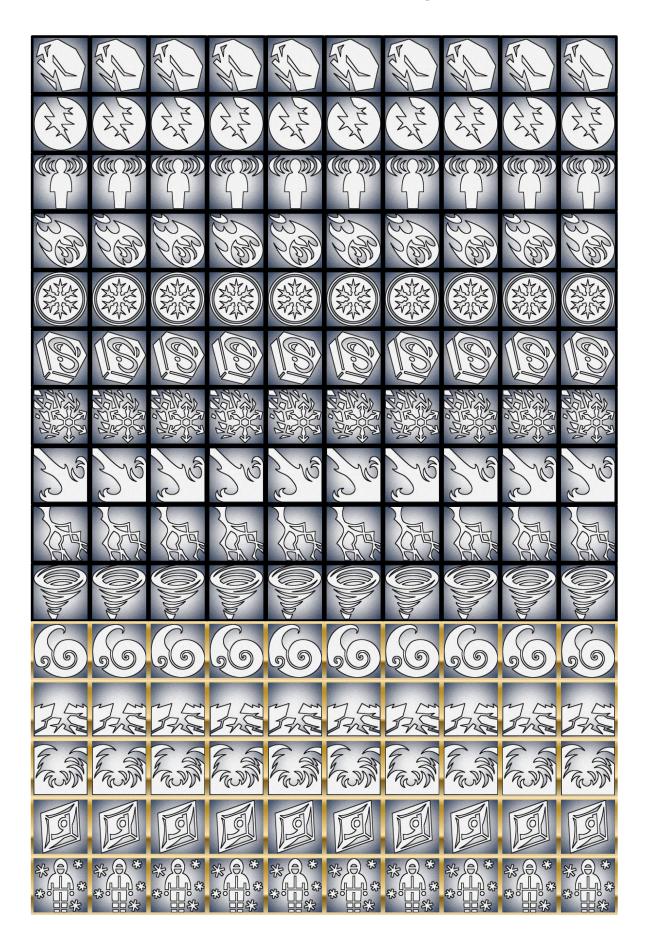
Dirty Tricks



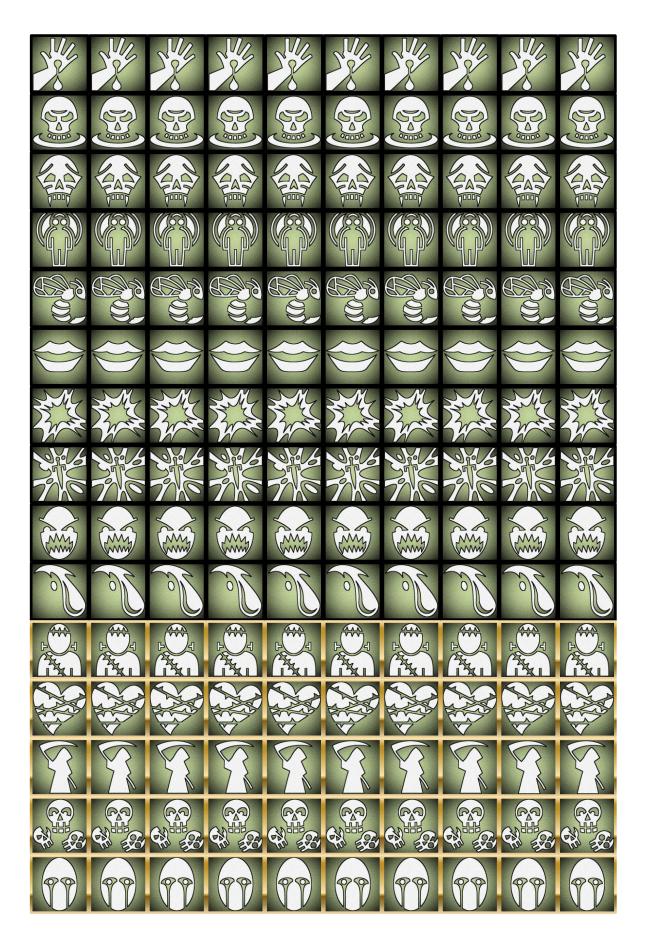
Druid



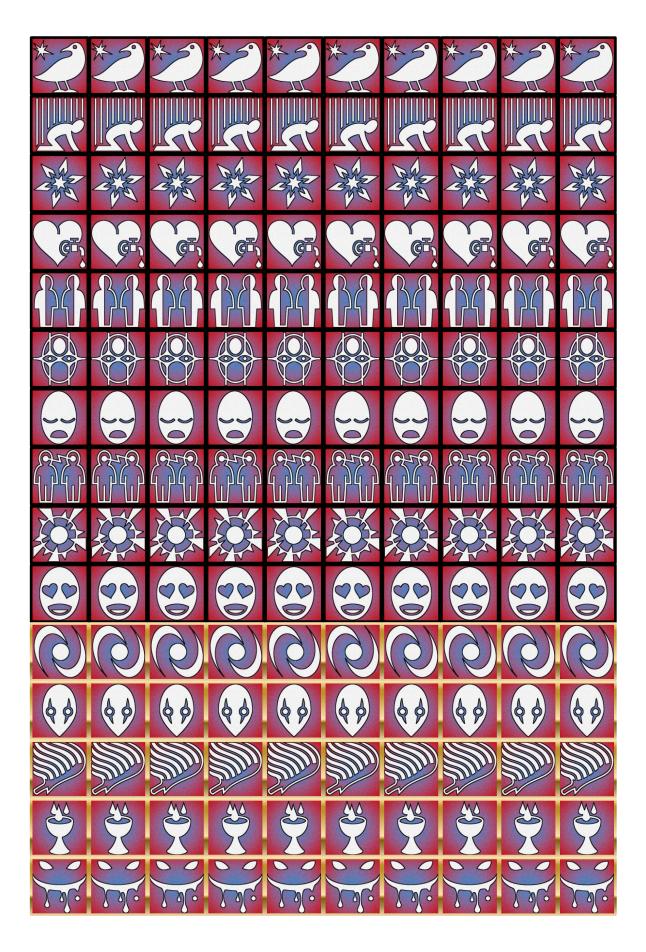
Elemental Mage



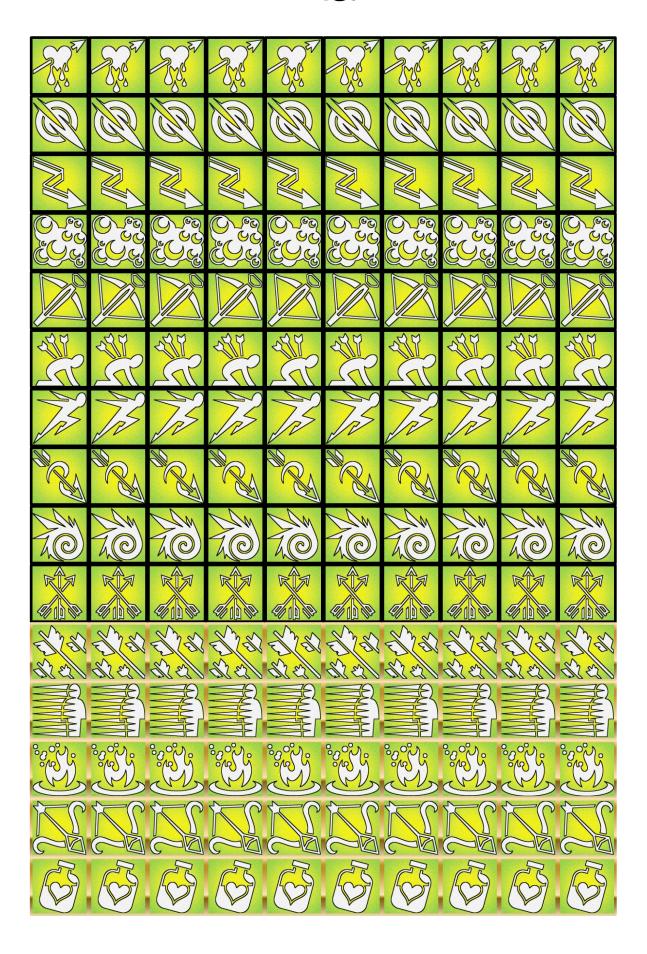
Necromancer



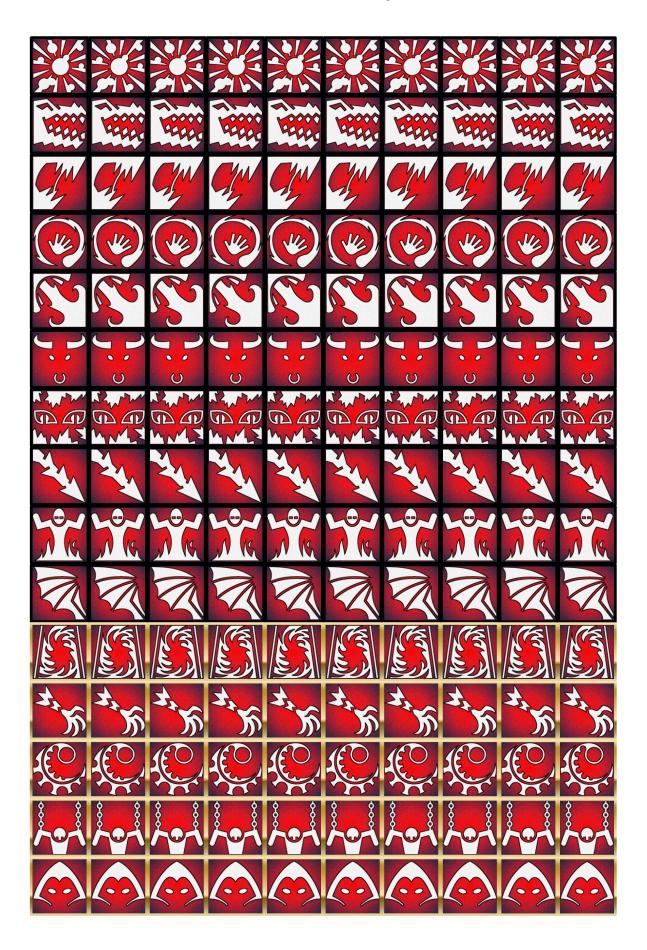
Psion



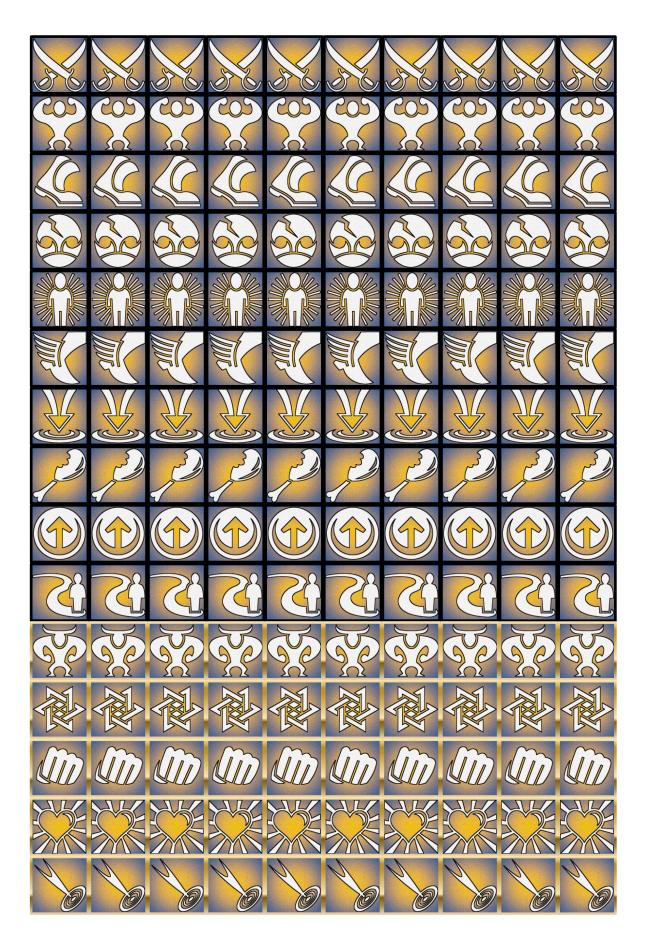
Ranger



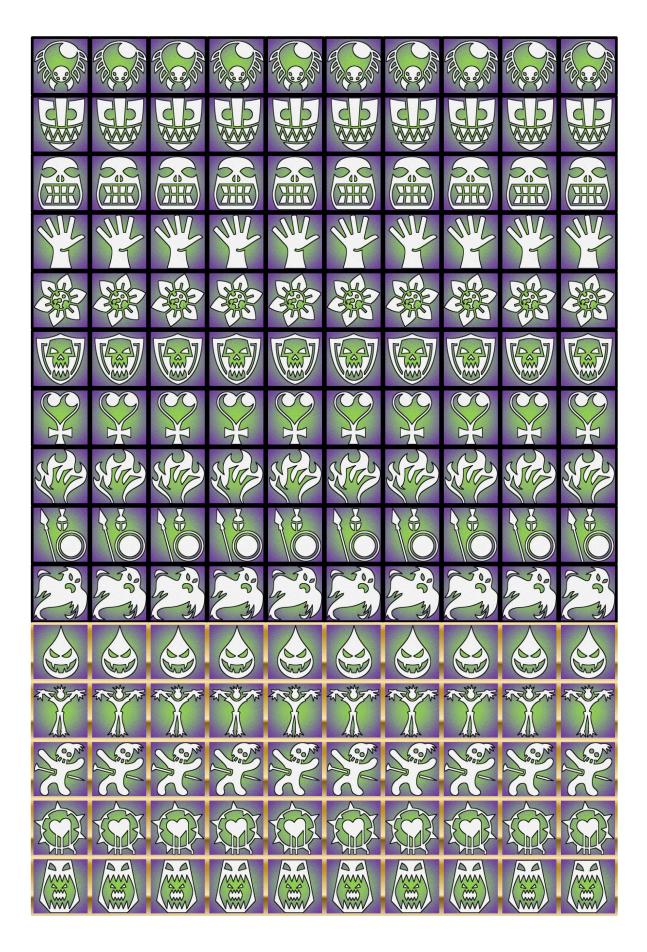
Summoner



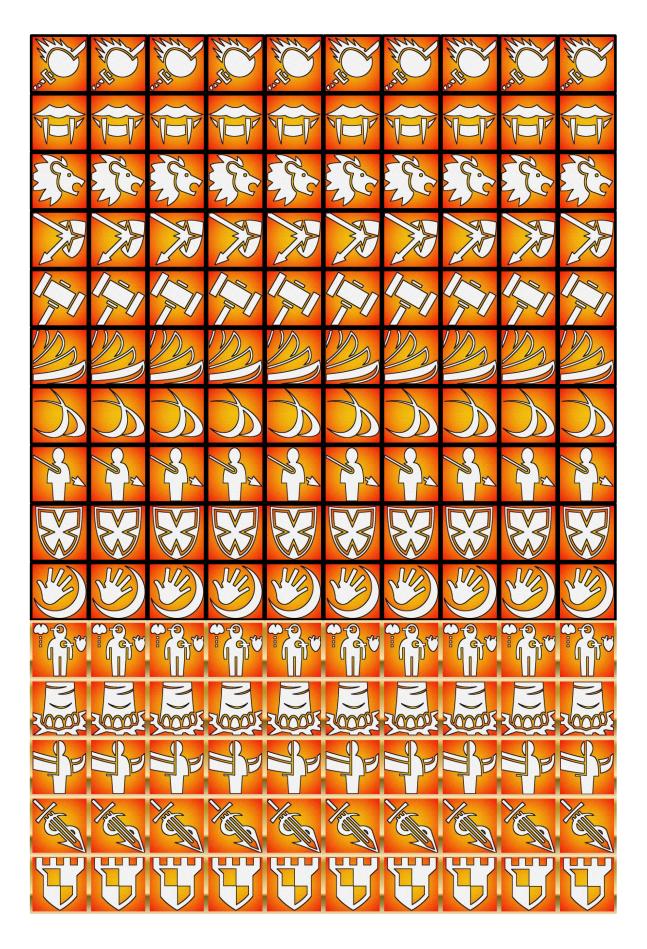
Survival



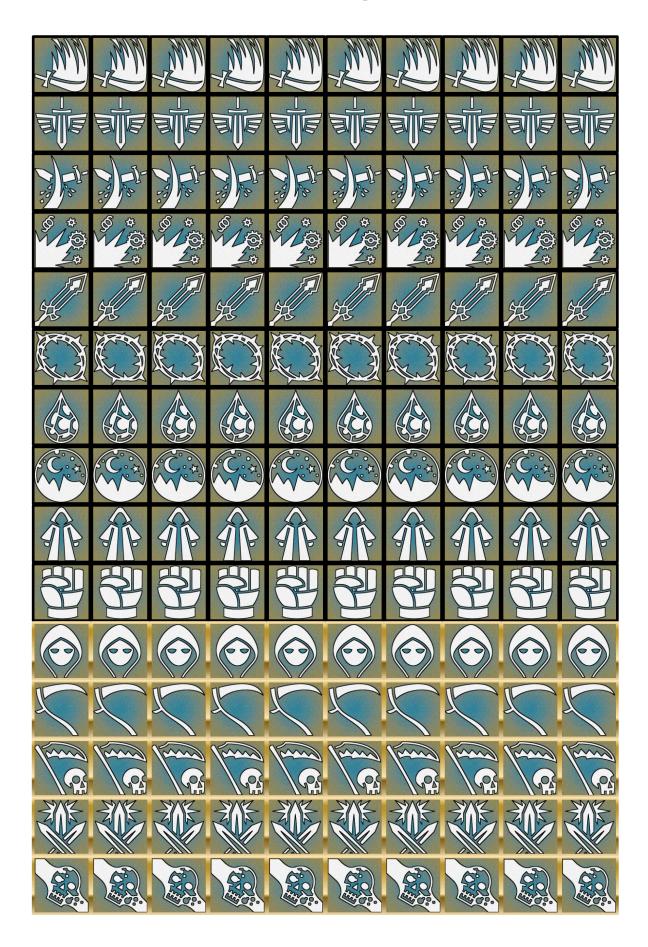
Voodoo



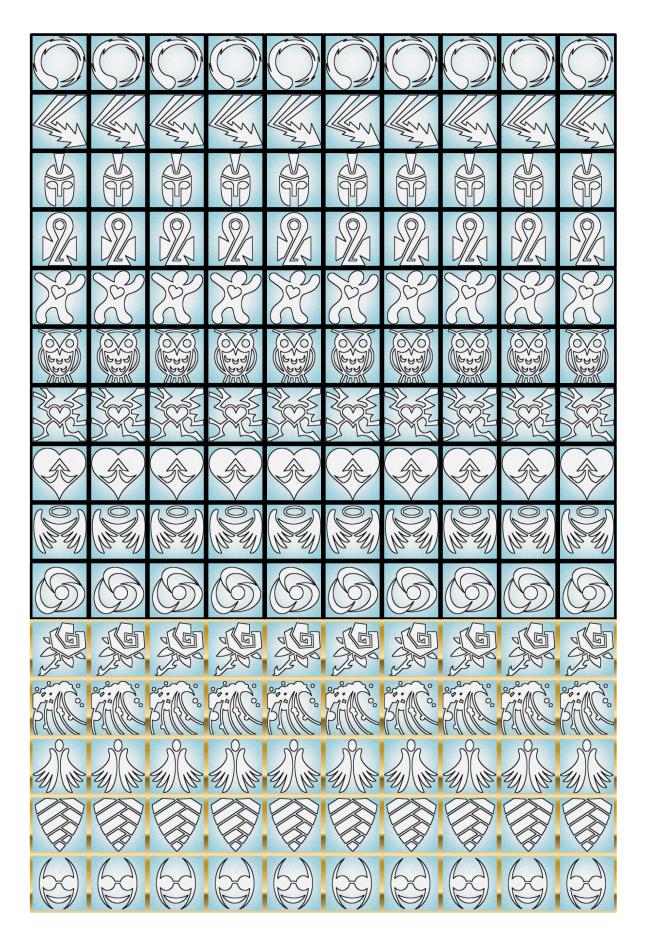
Warrior



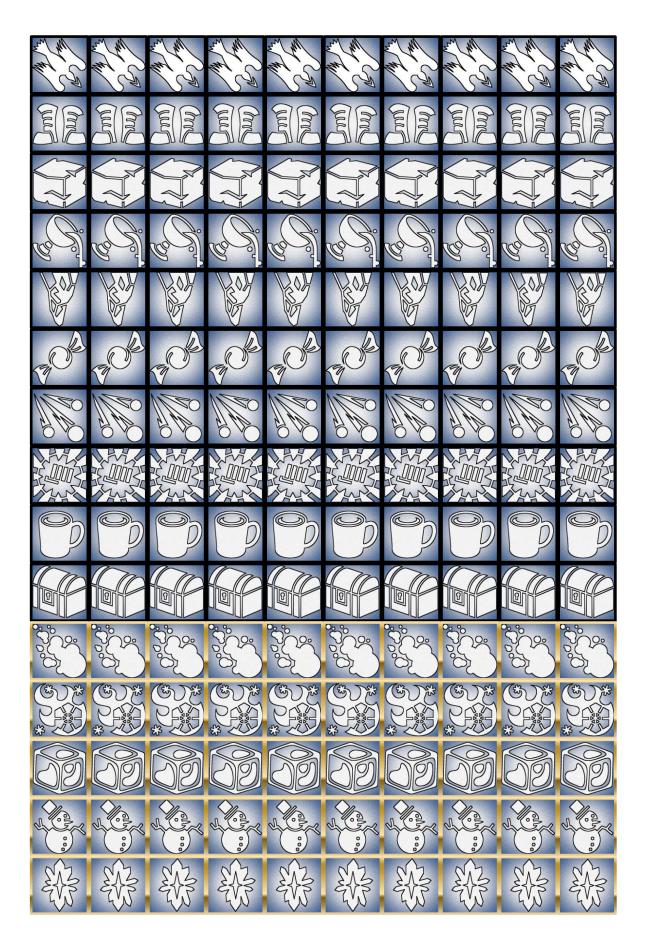
Harbinger



Zealot



Snowfall



Credits: Cover Art: Little Witchby brandrificus Make sure to visit him at deviantart for his fantastic artwork! Icons on the counters are taken with kind permission from www.game-icons.net Credits go out as well to all those gals and guys creating games for the love of it and releasing them for free. You folks are an incredible source of inspiration! Whack & Slaughter : Living Rulebook is a production by CatZeye **CatZeyeS** Entertainment Kai Bettzieche Visit us: www.catzeyes.de www.facebook.com/catzeyesentertainment www.twitter.com/catzeyesHQ Entertainment



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