

WHACK AND SLAUGHTER



a skirmish game for 2 to 8 players

First things first – the credits:

dragon girl (on the cover) by AngELofREbellion @ deviantart

card background by Rhian Skyblade @ deviantart

Credits go out to all those folks that put up amazing artwork on their private homepages – without you, finding art for a game would be a way harder task. However, the drawback of this method is, that I cannot give credit to artists most of the time. So, in case you are an artist finding your artwork used in this game, please do drop me a mail and tell me, whether or not it is ok for you, if I use your artwork, and whether or not you would like me to give credit to you.

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!

But now, let's go for the rules ..

Whack and Slaughter

Whack & Slaughter is a fantasy skirmish game, where each player uses one miniature that represents his character on the battlefield. A player may use any miniature he already possesses, as the system allows to configure the character however he wishes.

The character sheet for a player's miniature is the die itself: Either a player colours the pips of a die, or he uses the paper character sheet in the back of this booklet to configure the sides of a die.

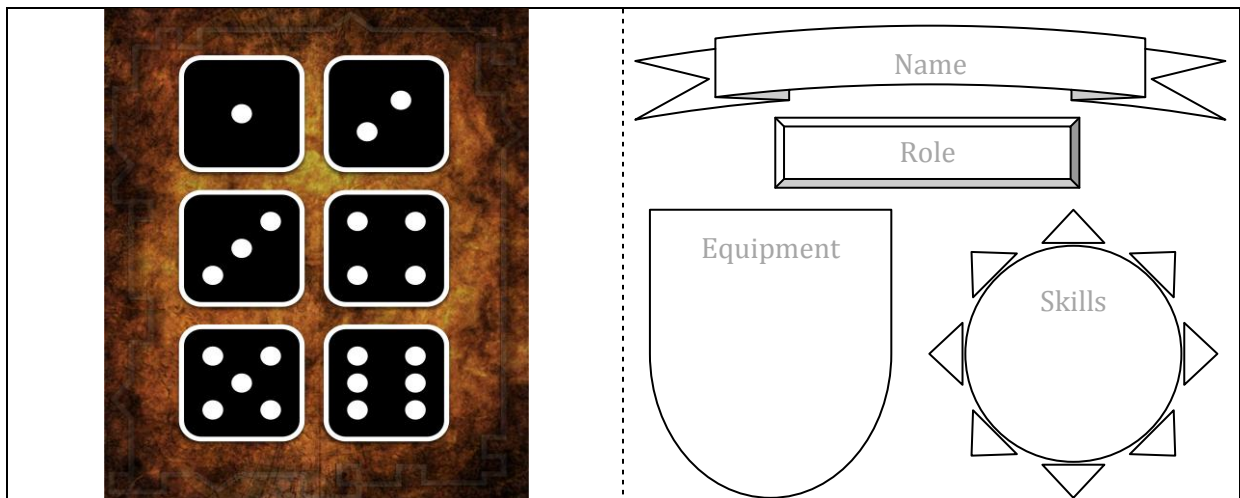


Fig. 1 – the character sheet

Just cut out a sheet and fold it in the middle. If you want to, you can laminate a character sheet, so you can use washable colours and reuse the character sheet.

When fewer players are playing (like, e.g. just 2 or 3) players may as well opt to play with teams of different miniatures. Just make sure, that it is clear to everyone, which character sheet belongs to which character.

Be prepared, though, that you will need 5 dice per character you are fielding (see below: the dicepool).

Character creation

A character has got 5 traits: Armour, Melee, Ranged combat, Magic and Skill

20 points may be used to raise the level of those traits.

Each trait has got different costs per level and uses a different colour. For each level you buy in a trait, paint one pip on the character sheet (or the die) in the according colour:

Armour (grey): 1 point per level. The purchase of levels in armour is restricted to what you see on the miniature. Robes or no armour do not allow any levels in armour of course. Light armour (leather, studded leather, fur) allows up to 1 level of armour per face, medium armour (chains, scale) allows up to 2 levels of armour per face and heavy armour (half plate, full plate) allows 3 levels of armour per face. (Note: Use the armour types in brackets as guidelines in case your miniature wears armour that is not listed here.) Some miniatures carry a shield with them – in this case you may raise the permitted armour level by 1 and you must buy at least 1 level of armour.

Melee (red): 2 points per level. Your ability to hit in close combat. If your miniature is equipped with some kind of melee weapons, do spend some points here, so the character can use that weapon.

Ranged combat (yellow): 3 points per level. Your ability to hit in ranged combat. If your miniature is equipped with some kind of ranged weapon (like a crossbow or a bow), do spend some points here, so the character may shoot other targets.

Magic (blue): 4 points per level. Your ability to cast spells. If you wish your miniature to be able to perform powerful magic, spend some points here, so the character can wreak havoc upon his enemies or support his allies.

Skill (green): 0 points. However you may paint only 1 pip on the whole die green. Skills as well as spells require you to roll at least one skillpoint in order to work.

Note: You purchase each level in a trait per die and not per face of a die. I.e. if you buy one level in armour for example, you paint one pip on the die grey, not one pip per face. Also you must not fill up one face of a die with one colour only. So the 1-face always remains empty and the highest level in a trait a character can have is 5.

Try and go for a WYSIWYG-character, too: The configuration of a die along with the skill selection should mirror the miniature as close as possible. A monk in rags and a loin cloth cannot have an armour level of 1 or even larger. Use the example characters at the end of the rules as a reference to see what you can and what you can not do.

If you really want to play some kind of monster (Lizardman, Centaur, Skeleton, or whatever miniature you want to use) and want it to have some “natural protection” instead of armour, make sure the other players are content with your decision!

To give you a better understanding of character creation, let's build an example character.

Let's assume, the player Marc has got a miniature representing a fighter in plate mail, armed with a heavy mace and a shield. Marc has painted the fighter in shining colours and wants him to act like a paladin: A heavy armoured warrior that can take lots of damage, while casting the occasional healspell and dishing out some damage himself.

The miniature's plate mail + the shield permit up to 4 levels of armour per face. Marc makes use of this by painting 4 grey pips on the 6- and the 5-face each, thus spending 8 points on 8 levels on armour. Note, that he does not necessarily have to buy all 4 levels of armour for a single face and that he must not distribute 4 levels of armour on the 4-face, since this would contradict the rule of filling up a single face with one colour only! If he would purchase more levels in armour, he could buy 3 levels of armour for the 4-face, 2 levels of armour for the 3-face, and 1 armour level for the 2-face though. However he decides not to: 2 faces of a die heavily covered with armour pips will make him hard to take down for most of his opponents.

Since Marc wants his paladin to cast the occasional light healing spell, he buys 1 level in magic for another 4 points and paints 1 pip on the 6-face blue. Since he needs to roll at least 1 skill point to actually cast that spell, it is wise to put the skill level there, where the level in magic is, so he paints the last pip on the 6-face green.

Having spent 12 points up to now, Marc has got 8 points left, which he spends on 4 levels in melee combat. He paints one pip on the 3-face as well as three pips on the 4-face red for fair damage output and is finished with creating his paladin. This is, what his character configuration looks like:

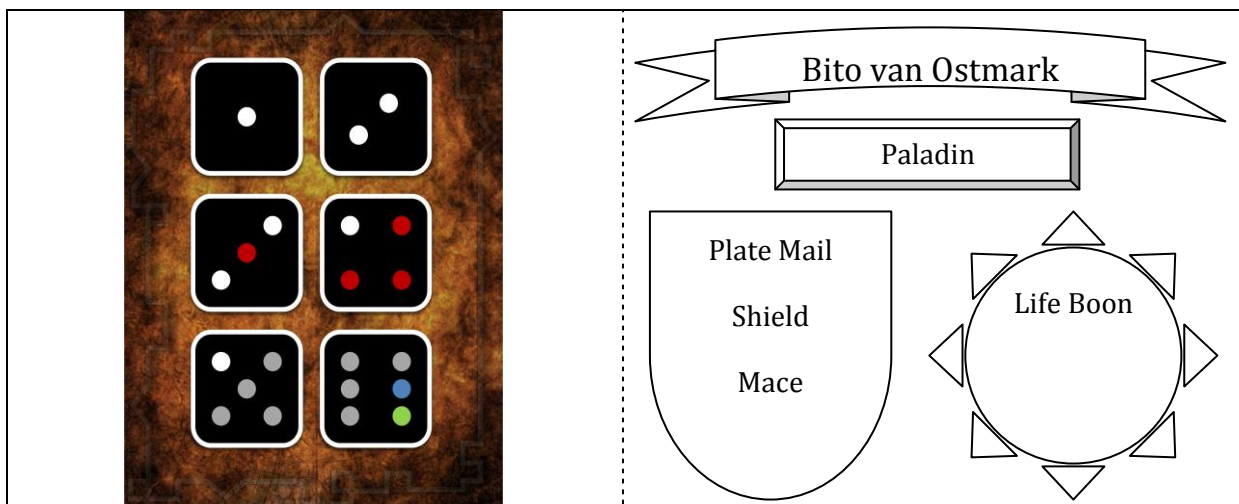


Fig. 2 – a configured character sheet: Marc's paladin

The Dicepool

To play with your character on the battlefield, you do not use a single die, though. Each character uses 5 dice. Since these dice all must have the same face layouts for the character, you might want to use one paper character sheet instead to which you can refer to with every single die in the pool.

On the one hand those dice represent the life points of the character. For each point of damage you receive, one die gets removed. For each point that gets healed, one die gets added to the pool up to the maximum of 5 dice. As long as a spell or a skill says otherwise, a character must never have more than 5 dice in his pool. When the last die gets removed, a character is “down” and the miniature is placed prone. At his next turn, he does not get to do anything at all. Instead, his clock begins to tick. If he gets healed until his next turn, on his turn he may get up and act normally again. If no one heals him in that time, he may only come back to life, if anyone casts a resurrection spell onto him later on. In that case, one die gets removed permanently from the dicepool of the raised character.

Some scenarios permit a character to “respawn”. In that case a character that would die gets placed at a designated location instead (e.g. in a team’s base) and returns to the game at full health (i.e. 5 dice) on his next turn.

On the other hand, each die in the dicepool represents one unit of movement. A unit is a measurement, the players have agreed upon in advance. It might be e.g. a cm or an inch on a table, a foot (e.g. when playing with garden gnomes), or even a square or a hex on a game board – whatever the players see fit. In skill descriptions (see below) a unit is referred to as “#”.

You might now want to know, what your chances are to have a certain face of a die come up at least once. Let’s sum this one up in a table:

Number of dice	Approximated chance for one certain face showing up at least once, that number of dice rolled	Approximated chance for that number of dice showing one certain face at least once, five dice rolled
1	17%	60%
2	31%	20%
3	42%	3.5%
4	52%	0.3%
5	60%	0.01%

Whatever the raw statistic tells you, never underestimate the power of the lucky hand, though!

Combat

When attacking in melee, your character has to move up to his target and get in base to base contact. You then roll the current dicepool of your character once and count the red pips on the die that came up with the face with the most red pips on it. This is your attack value (AV).

When attacking with a ranged weapon, basically you do the same, however you use the count of yellow pips instead. When shooting, some modifiers apply as well:

For every hostile character being in base to base contact with the marksman the attack value is reduced by 1. The maximum range of a ranged weapon is 10 Units – you may only shoot further with the aid of a special skill. Range is measured from one edge of a base to the edge of the other base. When using squares, count horizontally and vertically only.

After the attack, the defender rolls his current dicepool as well and counts the number of grey pips on the face that shows the most grey pips. This is his defence value (DV). When the defence value is equal to or higher than the attack value, the attack has been fended off completely. When the attack value is higher than the defence value, however, the attack has hit and the difference between the two values is the damage the defender receives.

Unless a skill permits otherwise, your character only has got one attack per turn either before or after his movement!

Combat Example: Marc's Paladin wants to attack an imp – a weak 1-die-creature, that has got one melee pip on the 2-face and one armour pip on the 3-face. The paladin is at full health, so Marc gets to roll 5 dice, coming up with 2,3,5,5,6. This is one red pip on the 3-face, making for an attack value of 1. That's not much but might suffice, if the imp does not defend. The player of the imp rolls a 4 – an empty face. The imp does not defend and bites the dust.

There is strength in numbers, however:

In order to overcome an opponent, a single character could not take down on his own (maybe due to weak configuration), multiple characters may gang up on an opponent. To do so, each player that wishes to participate, moves in base to base contact to the opponent. When everyone is in position one character attacks and adds +1 to his AV for each character supporting him. No special skills may be used when ganging up on another character. This is brute force bullying.

Marksmen may coordinate their attacks in a similar fashion. Instead of moving in base to base contact, however, they need to move within 10 units or closer to the desired target before they start their coordinated attack. They, too, must not use any special skills.

The facing of a character is irrelevant for attacks. It is safe to assume that characters watch their front as well as their back, so no character will ever receive a bonus for attacking from a certain direction.

Terrain

Whack & Slaughter takes place on “maps”: For the common 1” miniatures it is recommended to use a 24”x24” map as a basis and to use 1” as 1 unit of measurement. This way you’ll plunge pretty quickly into the action. If you prefer different sizes, feel free to use those. Use as little or as much terrain you feel comfortable with. Some scenarios (see below) require you to start in a corner. If that is the case, place the map in a diamond fashion with one corner pointing at each player. (Note: the term “map” is used as a gaming term here. You do not need a cloth or a paper map, but may use the top or part of the top of your dining room table as well. W&S is a tabletop game after all!)

Terrain is considered solid and immobile. So even when you are playing an axe-wielding warrior, you must not chop down trees!

There is no such thing as terrain that slows down movement, so agree before the game begins, whether or not certain terrain (such as a lake) is passable or not.

Basically a character may climb any terrain that is lower than his current movement up or down. To do so, as soon as the character is in base to base contact with a border of the obstacle, simply subtract the height of the obstacle (round up to full units) from the remaining movement value of the character. If the result equals or is larger than 0, place the character at the border on top (when climbing up) or at the bottom (when climbing down) of the obstacle. If there is any movement left, the character may move on.

Example: Marc’s paladin is standing in base to base contact with a tower that is 10 cm high. Since this game’s unit of measurement is inch, 10cm round up to 4 inch. Let’s assume, the paladin is at full health and climbs that tower now. He is put on top of it and may still move 1 inch.

For each full # a character stands above the ground, his range for shooting missiles of any kind raises by 1#.

A character may opt to jump down an obstacle. A jump begins at the border on top of an obstacle and ends at the border on the bottom of the obstacle and requires the character to have at least 1# of his movement left. This 1# gets subtracted from his movement. If the jump is 1# or less, he may move on, if there is still movement left. If the character falls more than 1# down, he immediately has to stop moving at the bottom and receives 1 point of damage for each full # he fell down. No roll for defence is permitted against this damage. The same rules apply, when a character gets pushed down an obstacle (see skills below).

Terrain may be used as cover, too. If your character stands visible behind some kind of cover (such as e.g. a fence, a corner of a house, a bush), his DV is raised by 1. Only when a he disappears completely behind cover (e.g. a wall, a tree that is big enough, ...) he must not be selected as a valid target for an attack. In W&S there is no such thing as half cover or $\frac{3}{4}$ cover – a character either disappears, stands in cover or is not covered at all.

Skills

There are several categories of skills: ballads, melee skills, ranged combat skills, prayers, primal force skills, summoning and survival skills.

Melee skills and ranged combat skills basically work the same way: Before the attack you declare that you want to use that skill. You then roll the dicepool the same way as for an attack. Additionally to counting and attacking with the red or yellow pips, you refer to the skill's description to find out what benefit you may reap from rolling a green pip. Each number in a skill's description, that is written as a number instead of a word AND that comes after a coloured pip, scales with the number of the green pips rolled.

Example: The description of "Rampage" says:

Rampage

You get -1AV.

● : You may have 1 more attack this turn.

So no matter how many green pips you roll, your character gets -1AV only once. For each green pip you roll, however, you may roll for another attack. (In the special case of "Rampage" as well as "Rapid Fire" this effect stacks: as long as you keep on rolling green pips in your attack, you keep on getting additional attacks. Eventually you will run out of targets, though.)

Survival skills work quite similar. The main difference is, that they may be used *instead of* an attack. It is up to the player to decide, whether or not he wants to use the effect in addition to his attack. Each number in a survival skill's description, that is written as a number instead of a word AND that comes after a coloured pip, scales with the number of the green pips rolled.

Every skill that has got a green as well as a blue pip in its description is considered a spell. Spells work somewhat different: First of all, when you want to cast a spell, you must roll your dicepool *instead of* an attack either before or after your movement. Additionally to green pips and counting their total in your pool, you need to roll blue pips as well and make their maximum number on a single die of the pool count. Refer to a spell's description to see the effect of a single blue pip as well as the effect of a single green pip. Usually the blue pips create the magical effect in the first place, while the green pips enhance the spell in one way or the other.

Each number in a spell's description, that is written as a number instead of a word AND that comes after a coloured pip, scales with the number of the green as well as the highest count of blue pips rolled.

A spell's range is only limited by line of sight: If a caster can see at least a part of his target, he can cast a spell on it.

You may decide to defend your character against magical damage. To do so, treat all magical damage you would receive as an attack with that magical attack value (MAV) and roll your dicepool the same way as you would to defend against a melee or a ranged attack. However instead of using grey pips to defend, you use the blue pips instead (if your character has got any at all) as your magic defence value (MDV). Note: You do not get benefits from cover when defending versus magic!

Example: Marc's paladin gets attacked by a wizard. The wizard is configured to have 5 blue pips along with the green pip on the 6-face with the other faces blank. The player of the wizard rolls 2,4,5,6,6 casting a fireball, that does 1 point of damage per MP. The fireball now has got a magical attack value of 5 and affects 2 targets, one of which is Marc's paladin. Marc rolls for defence 1,1,3,5,6. Since the 6-face has got one blue pip, he fends off one point of damage. The paladin suffers 4 points of damage.

Similar to an attack, you may only cast one spell per turn before or after moving. Non magical skills may either be used together with an attack or together with the movement. Refer to a skill's description to see when it can be used. (In case of doubt, use common sense.) Unless stated otherwise, a skill's effect lasts until the beginning of the player's next turn.

Each character making use of different traits may select one skill only. A character that specialises in one trait other than Skill (i.e. uses pips of this one trait only) may select up to three skills from one category.

Marc's paladin has got access to one skill only, since he uses armour, melee and magic. The wizard that attacked him was specialised in magic and thus had access to three skills (from which he used one: the fireball)

Skill list

Melee

Berserk	●: You get +1AV / -1DV.
Cat's Charge	Move up to 5 #, reduce your DV to 0. ●: You get +1AV for each # not moved this way.
Push Back	If the attack hits, deal 1 damage only. ●: Push defender back 1 #.
Rampage	You get -1AV. ●: You may have 1 more attack this turn.
Rend Armour	●: Opponent gets -1DV until the end of your next turn.
Taunt	●: Force enemies within a range of 1 # to attack you on their turn.

Ranged

Aimed Shot	You must not move this turn. ●: You get +2AV.
Dash	Reduce your AV to 0. ●: Move up to 5 #.
Enhanced range	●: You get -1AV and range increases by 5 #.
Pin down	You get -1AV. ●: Target's movement is reduced by 2 #.
Poisoned Arrow	If the attack hits, deal 1 damage only. ●: Target must not use 1 skill of your choice until your next turn.
Rapid fire	You get -1AV. ●: You may have 1 more attack this turn.

Survival

Defensive stance	●: You get +1DV for each # not moved this turn.
Hurry	●: You get +1# movement.
Poison	Must not be used when in base to base contact to a hostile character. ●: Gain +1AV on your next attack. This effect lasts until the character attacks. Multiple uses of Poison do not stack.
Regenerate	You must not move this turn. Must not be used when in base to base contact to a hostile character. ●: You heal 1 lifepoint up to the maximum.
Throw dirt	Requires base to base contact to at least one hostile character. ●: 1 target in base to base contact with your character gets -1AV until the end of your next turn.
Trap	A trap always defends with a DV of 3 / MDV of 0 and has got 1 life. A trap remains in place until triggered. ●: Place 1 traptoken within a radius of 1# around your character. Each hostile character that moves within one # of the trap triggers that trap and receives one point of damage. No defence is permitted against this damage.

Ballads

It's a kind of magic	<ul style="list-style-type: none">●: Affect friendly targets within a radius of 1# centered around the chanter.●: Targets get +1MAV until your next turn.
Love is a shield	<ul style="list-style-type: none">●: Affect friendly targets within a radius of 1# centered around the chanter.●: Targets get +1DV until your next turn.
Somewhere over the rainbow	<ul style="list-style-type: none">●: Affect friendly targets within a radius of 1# centered around the chanter.●: Increase targets' shooting range by 1# until your next turn.
Speed	<ul style="list-style-type: none">●: Affect friendly targets within a radius of 1# centered around the chanter.●: Targets get +1# movement until your next turn.
Way of the sword	<ul style="list-style-type: none">●: Affect friendly targets within a radius of 1# centered around the chanter.●: Targets get +1AV until your next turn.
Witchcraft	<ul style="list-style-type: none">●: Affect friendly targets within a radius of 1# centered around the chanter.●: Targets get +1MDV until your next turn.

Prayers

Life Boon	<ul style="list-style-type: none">●: Restore 1 of target's lifepoints up to the maximum.●: Affect 1 target.
Magic protection	<ul style="list-style-type: none">●: Target gets +1MDV until your next turn●: Affect 1 target.
Mass heal	<ul style="list-style-type: none">●: Affect 1 target.●: Restore 1 of target's lifepoints up to the maximum.
Rejuvenation	<ul style="list-style-type: none">●: For 1 turn, target gains one lifepoint on his turn up to his maximum.●: Restore 1 lifepoint at target immediately.
Resurrection	<p>You need to have base-to-base contact to your target. Target may get up and fight on. Permanently reduce target's lifepoints by 1.</p> <ul style="list-style-type: none">●: Target gets 1 lifepoint.●: Distance you may cast this spell increases by 1#.
Soul link	<ul style="list-style-type: none">●: For the next 2 damage target would receive, target receives 1 damage instead and you receive 1 damage. Lasts until your next turn.●: Reduce damage you receive by 1.

Primal Force

- Stoneskin ●: Until your next turn target gets +1DV / -1AV / -1# movement.
●: Target gets +1AV / +1# movement.
- Whirlwind ●: Hits everyone within a radius of 1# from the caster for 1 damage.
●: Pushes targets away from you by 1#, if possible.
- Fireball ●: Do 1 point of damage to target.
●: Affect 1 target.
- Icy Shackles ●: Reduce target's movement by 1# until your next turn.
●: Do 1 point of damage to target.
- Starfire ●: Affect 1 target.
●: Do 1 point of damage to target.
- Sunburst ●: Blinds targets (=reduces AV to 0) within a radius of 1# until your next turn.
●: Affect 1 target.

Summoning

- Summon fiend* ●: Summons a fiend with 1 lifepoint and traits worth 3 points. Casting time is 1 turn.
●: Reduces the casting time by 1 turn.
- Wings ●: Fiend may move up to 1 additional # and may move over obstacles.
●: Fiend gains +1AV.
- Breath Weapon Fiend attacks with a MAV of 1.
●: Attack affects everyone in a line of up to 1#, starting from the fiend itself.
●: Fiend gains +1MAV.
- Shadow Form ●: Fiend gets +1MDV.
●: Fiend gets +1DV.
- Spikes Fiend attacks with an AV of 1. DV is reduced to 0 until next turn.
●: Fiend gets +1AV. Range for attack is raised by 2#.
●: Attack affects 1 target.
- Rage Fiend attacks in melee with an AV of 1.
●: Fiend gets +1AV/-1DV.
●: Fiend gets +1DV.

*Each time this spell is cast, the caster has to configure the fiend the same way he would configure a character directly after rolling the dice. Note, that the restrictions on wisywig-armour do NOT apply to fiends. It's the thickness of their hide that offers protection after all.

The very first fiend a caster summons comes instantly and uses the most mana, a caster would be able to allocate when rolling the most mana pips on one die. To summon a new fiend, a caster must not move for the remainder of the casting time, which is a number of complete turns according to rolled magic and skill points. For each time the caster gets hit while summoning a fiend, the casting time augments by 1 turn. A caster may have only one fiend summoned at a time. As soon as he starts casting the summon spell anew, a fiend already summoned by him vanishes.

Each time the caster successfully casts the summoning spell, that configured fiend appears in base-to-base contact to him and may act as a separate character on every subsequent turn during the caster's turn. If the caster gets killed, the fiend vanishes and has to be re-summoned in order to do his master's bidding.

A fiend may get points in magic for magic resistance, but he does not get any skill points or any skills per se. It's the caster's job to use his spells on his fiend to improve it. The spells, the caster casts upon his fiend, last until the caster's next turn.

Scenarios

Deathmatch:

This is a classic free-for-all. Everyone competes against everyone. On the board there are three "spawnpoints": Points, where characters enter the battlefield. Do mark them with the numbers from 1-6 distributed evenly in some way! On his turn, when a player's character dies, the player rolls a die to determine the spawnpoint of his character. On the turn he spawns, a character may only move. He may neither attack nor be attacked nor use any skills until the player's next turn. Once a player's character has achieved a certain amount of kills (10, usually), he wins the match immediately.

Gang fight:

Two teams of 4 characters each compete against each other. Both teams set up their half of the board with terrain. Set up each team in opposing corners. Each team starts in a quarter circle with a radius of 4# around that team's corner. The first team to completely eliminate the other team wins.




Capture the flag:

Place a flag token in the centre of the board. Two teams of 4 characters each compete against each other. The teams start the same way as they would in a gang fight. The 4# around a team's corner are their home base. When a character gets killed, he respawns on his next turn within his base. The goal is, to bring the flag home to the own team's base. To do so, a character must move onto the flag token to pick it up. While carrying the flag, a character may act as usual. Whenever a character carrying a flag dies, the flag drops, where he got killed. If the flag does not get picked up until the end of his team's following turn, it gets immediately moved back to the centre of the board. The first team to bring the flag home a certain number of times (usually 3-5 times), immediately wins.

King of the hill:

Two teams of 4 characters each compete against each other. The teams start the same way as they would in a gang fight. The 4# around a team's corner are their home base. When a character gets killed, he respawns on his next turn within his base. A character entering or even passing through the other team's base gets instantly killed. Put one token into the centre of the map as well as into the two other corners. Each team that can keep more characters of the own team than the opposing team within 1# of one of those tokens, gains 1 victory point per turn it can hold this position. The first team to gather 20 victory points immediately wins.

Example Characters

	<p style="text-align: center;">Bito van Ostmark</p> <p style="text-align: center;">Paladin</p> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; border-radius: 15px; padding: 10px; width: 45%;"> <p>Plate Mail</p> <p>Shield</p> <p>Mace</p> </div> <div style="border: 1px solid black; border-radius: 50%; padding: 10px; width: 45%; text-align: center;"> <p>Life Boon</p> </div> </div>
	<p style="text-align: center;">Thranduil</p> <p style="text-align: center;">Archer</p> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; border-radius: 15px; padding: 10px; width: 45%;"> <p>Leather Armour</p> <p>Longbow</p> <p>Dagger</p> </div> <div style="border: 1px solid black; border-radius: 50%; padding: 10px; width: 45%; text-align: center;"> <p>Aimed Shot</p> </div> </div>
	<p style="text-align: center;">Hekate</p> <p style="text-align: center;">Battlemage</p> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; border-radius: 15px; padding: 10px; width: 45%;"> <p>Robe</p> <p>Wand</p> </div> <div style="border: 1px solid black; border-radius: 50%; padding: 10px; width: 45%; text-align: center;"> <p>Fireball</p> <p>Starfire</p> <p>Icy Shackles</p> </div> </div>

Character Sheets