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Welcome!

Let’s keep it simple, shall we?
Ok, this is as simple as simple can get, but the rules require basic understandings of skirmish games.
(e.g.: you know, what „Terrain“ is, you know how to measure movement or how to determine line of sight.)

What do you need

Miniatures in 3 teirs; per player: 1 Boss, some Specialists, number of Specialists x2 as Rookies.
Rookies come with melee weapons or light shooters (see below) only. Specialists come with „their“ gear, the Boss usually is the most powerful looking guy of a warband.
Each fighter may wield either 1 onehanded weapon, 2 onehanded weapons, 1 twohanded weapon or 1 twohanded weapon along with an additional onehanded weapon.
A gaming area, roughly 3’x3’
1 D10 for the Boss. 1D8 for the Specialists, 1D6 for the Rookies. (It’s ok, if each player brings his own dice!)
1 token per miniature.
Make sure, each player’s warband features 1 Boss and 2 Rookies per Specialist fielded. Also, make sure each player’s warband has the same number of Specialists!
On the warband’s roster, each player assigns each fighter exactly 1 number to a fighter’s stat, which will be the value for everything. The value has to be a number between 1 and the maximum number of the die used for the fighter.
(So, 1-6 for a Rookie, 1-8 for a Specialist and 1-10 for the Boss)

Setup

Place as much terrain as desired.
Each plaxer starts with his warband within 5“ of a corner. Take opposing corners for 2 players.

Turn Sequence

Determine Initiative:
Each player picks the highest die available to him. Whoever rolls the highest number gets to decide, on which position (1st, 2nd, ..) he wants to act. After that the player with the next highest number chooses his position and so on.
After that it’s IGOUGO and each player activates 1 miniature per turn.
Upon activation, a fighter standing upright may perform 2 actions: 1 movement action, 1 other action.
After activation place a token next to the fighter to show he cannot activate again this phase. Once all fighters have been activated, a new phase starts and the counters are removed!
If a player cannot activate one of his fighters, the other player may activate all of his remaining fighters one by one until none is left to activate, too.

Movement

A fighter can move anywhere within his stat in inches. Terrain either blocks or permits movement – there is no such thing as terrain halving movement!
Jumping is permitted, too. A fighter may jump 1“ per inch it moved in a straight line before.
A fighter can climb terrain if the top of the terrain piece to climb on lies within movement allowance. His movement ends there, though, no matter how high he actually climbed.

Other Actions

2nd Movement
A fighter may move a 2nd time his stat in inches as described above.

Melee Attack
If a miniature is in base to base contact to another miniature, it may attack in melee. Roll the fighter’s die against his stat. For each other miniature of his own warband in base to base contact to the target, the player may reduce the result by 1. If the final result is equal to or below the attacking fighter’s stat, he scores a hit. Only if a hit has been scored, the defender rolls his die against his stat. If he rolls higher than his stat, he defended the hit. If he rolled equal to or below his stat, he recieves a wound. Place a miniature on ist back to show it has been wounded. If a rookie receives a wound, he is removed immediately from the game.
When the attacker wields a two handed weapon, after receiveing a wound, the defender needs to defend successfully again or receive another wound.
A wounded specialist is placed lying on his back, does not receive a defense roll and may only chose „recover“ as action.
A Boss ignores the 1st wound he receives per turn. After the 1st wound, he is treated like a specialist, when wounded.
Melee Attacks require a melee weapon equipped!

Ranged Attack
Same as melee attack, but you don’t get the -1 per friendly fighter in base to base contact. Instead, if you fire into a crowd, you determine the target randomly (e.g. by rolling a die)
Ranged attacks can be made at targets in short range (up to 5“), medium range (up tp 10“) or long range (up tp 15“ away) as long as the target is within line of sight. For ranged attacks a „shooter“ needs to be equipped, which is an abstract term for anything that can attack a target at distance and covers all from a thrown rock up to a high tech rifle. Shooters come in the three categories „light“ (requires 1 hand), „normal“ (2 hands) and heavy (2 hands, with drawback).
Light shooters attack by rolling 1 die at short range and rolling 2 dice but taking the worse result at medium range.
For normal shooters roll 2 dice at short range and take the better roll, 1 die at medium range and 2 dice but take the worse roll at long range.
Heavy shooters either deal 1 additional wound if the defender does not defend, but use 2 dice and take the worse result for all distances, or they attack everything within 2“ from the target separately but may fire at medium distance at most. A fighter with a heavy shooter cannot use the *Melee Attack* action!

Use Specialization
See a specialist’s description for details on how a specialization works. When a roll of a die is required, the according fighter’s die is rolled according to the specialization’s description.

Recover
As soon as a fighter is wounded, the only action available is *recover* using up both actions. To recover, roll the fighter’s die against his stat and add 1 for each friendly miniature in base to base contact. If the result is equal to or higher than his stat, the miniature is put back on its base. The fighter is at full health again.

The Boss

The Boss is the leader of your warband. As such he may use his special skill „command“ for his 2nd action to have any party member within 5“ perform any one action from the selection of „other actions“. Also, he may select any one specialization from the list below

Specialists

Each specialist has a unique skill he may trigger whenever possible.
A warband may field each kind of specialist once. The boss' selection of a specialization does NOT count against this maximum, though! (So you can have one specialization twice in your warband, if you want to.)
The names of the specialisations are more or less abstract so they can be used for any genre played in.

Assassin

If one movement action brings him in base to base contact to a target fighter, the Assassin may ignore all kinds of terrain if he rolls equal to or below stat. If he fails the roll, he can still move regularly.

Berserker

May attack twice in melee.

Controller

Cannot attack by himself! Use both actions to summon a demon (requires a separate miniature) in base to base contact. The demon may have any stat. As soon as the Summoner receives a wound, you lose control of the demon and the demon uses his actions to attack whoever is closest. A Controller can only have one active demon.

Driver

Roll below stat to immediately activate a Rookie within 10“. This does not count as the Rookie's regular activation but is an additional activation instead!

Engineer

When manipulating devices on the battlefield, the Engineer may roll 2 dice and use the better result.

Force User

May attack any target within 20“ and line of sight by rolling 2 dice and taking the worse result. May not be equipped with weapons!

Healer

Roll the fighter's stat or below to remove 1 wound from another fighter within 5“.

Influencer

Roll against stat to perform one action with an opposing fighter within 15“, using the targeted fighter's die.

Maniac

If 2 Movement actions in a straight line bring the Maniac in base to base contact, he may immediately perform an Attack action.

Preacher

Rookies at least partially within 2“ receive +1 on defense rolls and -1 on attack rolls.

Ranger

May attack any target within 15“ by rolling 2 dice and taking the better result.

Shapeshifter

Use two actions and roll equal to or below stat to shapeshift into an animal. (Replace the miniature accordingly)
In animal shape, when attacking in melee roll equal to or higher than the Shapeshifter's stat to score a hit and roll under his stat to defend. Also, the maximum value of the Shapeshifter's die minus his stat becomes the new value for movement. Shapeshift back into humanoid shape by using two actions and rolling equal to or below stat again. Cannot attack in humanoid shape, cannot carry treasures or hold a KOTH token in animal shape!

Tank

Rolls 2 dice for defense using the better result. Also, each friendly fighter in base to base contact to the tank may use the tank's stat and die for defense.

Veteran

Receives -1 for melee attacks and +1 for defense.

Warrior

When rolling equal to or below Warrior's stat during defense in melee, the attacker must defend against this attack, too. The Warrior still receives the wound, though!

Terrain

Terrain comes in 3 categories, all of which are yes/no decisions. (There is no such thing as „yes, but only to 34,27%“) Players have to agree before a match, which piece of terrain falls under yes or no in the categories:

Accessibility

Can you walk onto, into or through the piece of terrain? (Or does it hinder movement?)

Visibility

Does the piece of terrain grant line of sight? (Or does it block line of sight?)
Only if „visibility“ equals „yes“, you’ll have to check for „Cover“ (see below). If a piece of terrain takes a fighter out of line of sight, there is no need for cover, as the fighter cannot be targeted anyway!

Cover

Does the piece of terrain provide cover? (Or does it leave a fighter uncovered?)
A piece of terrain providing cover grants a fighter a defense bonus: roll 2 dice and take the better result when defending against attacks from the other side of the covering terrain.

Examples

- A: yes, V: yes, C: yes = high grass, stairs
- A: yes, V: yes, C: no = open place, street
- A: yes, V: no, C: yes/no = wall, boulder
- A: no, V: yes, C: yes = barbed wire, window
- A: no, V: yes, C: no = Lake, acid pool
- A: no, V: no, C: yes/no = high pillar, pile of trash

Szenarios

Last Man Standing

The classic – fight, until there is only 1 warband left.

King Of The Hill

Place a KOTH token in the centre. The first player to being the only player with at least 1 fighter in base to base contact to the token for 1 full turn wins.

Treasure Hunt

Place a treasure token in the centre. 1 action to pick up the treasure, 1 wound to let it drop in place. Whoever carries the token back to the starting area wins.

Trigger Device

Regard this as an addon rather than a separate mission:
Place a stack of 3 tokens in the centre of the board. This is the scenario’s „device“. One player’s fighters can manipulate the device by removing tokens, the other player manipulates the device by adding tokens. Players agree, who moves the stack in which direction! To manipulate a device, a fighter needs to roll below his stat. If either 0 or 6 tokens have been reached, the device works in favour of the player having reached „his“ goal. Examples are: Open a gate, activate any fighter additionally to his regular activation, gain a reroll, resurrect a friendly fighter, attack an opposing fighter, attack an area – you decide!

Action Szenarios

Action Szenarios follow some special rules:
The battlefield is reduced to 2’x2’. The number of fighters per side is restricted to 1 Boss, 2 Specialists and 2 Rookies (yes, that’s an exception!) A wounded fighter recovers automatically on his activation, but cannot do anything else. A killed fighter spawns at the beginning of a player’s turn in his starting area.

Bombing Run

Place a D8 in the centre of the battlefield, showing the 8 face. That’s the bomb. 1 action to pick up the bomb, 1 wound to let it drop in place. Whoever carries the bomb into the opposing starting area, detonates the bomb and scores a Victory Point. First Team with 2VP wins. If the bomb is picked up, reduce ist face at the end of a turn by 1. Whenever the bomb’s face drops below 1, the bomb detonates. A detonating bomb kills the carrier and all other fighters within 2“.

Capture the flag

Place a flag token in the corner of your starting area. 1 action to pick up the flag, 1 wound to let it drop in place. Whoever carries the flag back to his starting area scores a Victory Point. First team with 2VP wins.

1 Stat Skirmish – for 1 Player

If you want to play solitaire, you'll still need opponents! Opponents can be any miniatures you own: Monsters, animals, pirates, knights – anything goes. Just make sure, they come in the 3 tiers „Rookie“, „Specialist“, „Boss“, too.

For starters, all Rookies use the same stat, all Specialists use the same stat and all Bosses use the same stat. Also, all opposing specialists use the same specialization for starters, but feel free to add variation, as long as you can tell everything apart! Also, make sure you can tell which boss uses which additional specialization!

The opponents' equipment tells you, how they can attack: melee, ranged or both.

Setup

Create a warband with 1 Boss, 3 Specialists and 6 Rookies as described above.

Place your terrain however you deem appropriate on a 3'x3' battlefield.

Additionally place 6 „spawnpoint“ tokens numbered from 1-6 randomly. (Suggestion: draw an imaginary grid of 6"x6" squares over the battlefield. Now use 1d6 for the X-axis and 1d6 for the Y-axis to determine the square where the spawnpoint is located.)

Set aside 6d6 – those are the spawn dice.

Spawn an initial setup of monsters by rolling the spawn dice. Each die showing a unique result = 1 rookie at the spawnpoint with that die's number. Each double = 1 Specialist at the number of 1 die of the pair. Each triple = 1 Boss at the number of 1 die of the triple. A quadruple = 2 Specialists at the number of 1 die of the quadruple and a quintuple = a Boss and a Specialist at the number of 1 die of the quintuple. Six in a row = 2 bosses at the number of shown on the dice.

Turn Order

Each turn you activate all of your fighters one by one. When you're done, you activate all of the opponents one by one.

Opponents act as follows:

Is an opponent able to attack?

-> Yes: Is the opponent in cover?

* Yes: Stay in position, attack closest fighter!

* No: Move to nearest cover, attack closest fighter!

-> No: Is a player controlled fighter within line of sight?

* Yes: Move towards fighter, stay as good in cover as possible.

* No: Move randomly (throw a d8, move stat into direction the d8 is pointing)

That's it – as simple as that.

Solitaire Scenarios

Bounty

In the opposing corner there is a Boss type opponent, stat 5, using a d12 and the veteran specialization. Each time the Boss receives a wound, his die is reduced by 1 type (i.e. down to d10 after the first wound, and so on). The d6 is his final die. Go and finish him!

Collect

Place 6 treasure tokens randomly (same method as for placing spawnpoints, see above). Collect all of them.

Escort

Escort a separate, additional miniature from one corner to the other. The miniature to be escorted is a Rookie, stat 4, who cannot attack.

Investigate

Place 2 clue tokens randomly (same method as for placing spawnpoints, see above). One is for an X coordinate, one for a Y coordinate for a third token. Once you got both tokens, place the 3rd token randomly. At this position *something* is happening. Be creative: A doom device is ticking and you've only got d6 turns left to deactivate it (1 roll versus stat or below needed). Cultists awaken a sleeping deity. It's the place of a robbers' hideout. You found the location of the Mars Rover and you are tasked with reactivating it.

Also, feel free to place more clue counters for more events to reveal .. It's your story and you decide!

Rescue

Place a hostage (a separate miniature) in the opposing corner. You've got 6 turns to bring one of your fighters in base to base contact to the hostage or the mission is failed as the hostage gets killed by the opponents.

Increased difficulty: Play directly an Escort mission afterwards and escort the hostage back to your home corner.

Shutdown

Treat the spawnpoints as devices. You need just 1 succesful roll against stat or lower to shut down a spawnpoint. Shut all of them down and eliminate the opponents.

Credits

Dudes on the cover as well as on the example warband have been created via www.heroforge.com

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Example Warband „The Troublemakers“



Vincent



Boss, Tank



Armour
Crossbow, Bowie Knife



Ryan



Pistol, Sword
Guitar



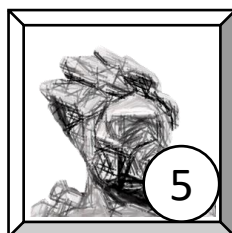
Alice



Psi (Force User)



Rubber Duckling, Candle



Johnny



2 Pistols
Sunglasses, Gas Mask



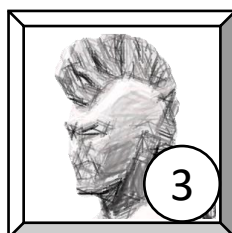
Old Nan



Shapeshifter / Cat



Cane



Buck



Brass Knuckles
Cool Mohawk



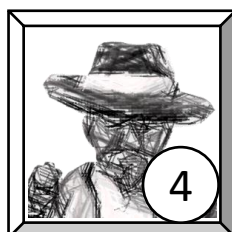
Max



Berserker



2 Baseball Bats



Karl



Pistol, Mace
Big hat, cigar



Ernest



Pistol, Walking Cane



Nina



2 Swords
Sporty Dress

