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Introduction

Welcome to the wonderful world of tabletop skirmish games.

What is a tabletop skirmish game anyway?

Remember the times when you were 4-5 years old? When you had your little plastic soldiers or your Lego pirates on your side and your friend had his soldiers on his side?

And the both of you went like "BAM! I hit!" - "No, you didn't!" - "YES, I DID!"

Well technically, those are the beginnings of miniature skirmish games.

Now you are all grown up (at least physically) and you still want to play with your friends and with toy soldiers - but you need rules for everyone, so everyone plays fair and square according to the same rules!

That's where the 1 Stat Skirmish jumps in!

1 Stat Skirmish: Entry Level is a rules light system in which you play your band of fighters trying to achieve mission objectives while preventing your opponent from doing the same.

Tabletop games differ from the classic boardgames, as they do not require a board to be played upon.

Instead you can use any plain surface: the kitchen table, the living room's floor. Heck, you can even play in your bed, if you feel like it. Your playing pieces might have a problem standing still, though..

For starters, 1 Stat Skirmish: Entry Level provides you with almost everything you need on the last pages:

- Some standees as well as some simple, flat terrain pieces along with instructions how to cut, fold and glue them.

- 2 Warband rosters (Robyn's merry men and Cpt. Fawkes' ragtags), telling you about the strengths and weaknesses about your playing pieces.

- A measuring tape to cut out so you can measure distances.

- A turn tracker: A game lasts for 8 turns at most after which players check who has won!

The playing area of 2'x2' will have to be provided by yourself.

Also you will need a six sided die, an eight sided die and a ten sided die.

Most brick and mortar gaming stores as well as your preferred online marketplace should be able to provide you with these.

Next, you will need 10-20 counters.

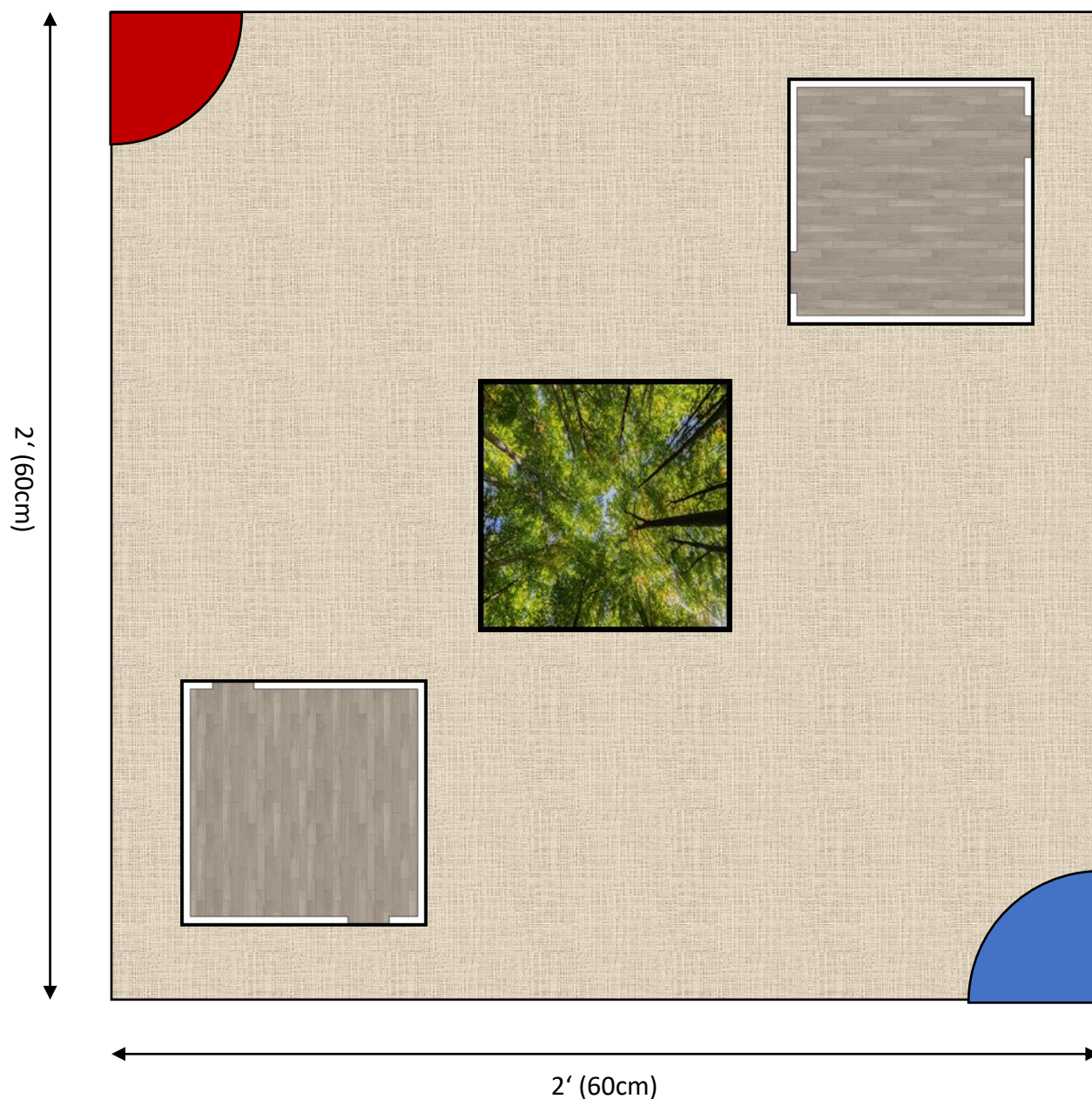
These can be anything: Cents, glass beads, more dice, paper shreds ... anything works here!



This is how your first game can look like, using the cutouts in the appendix

Setting up your first game

For your first game, let's play a trainings mission.
Place your terrain roughly like that:



The red and blue corner are not really coloured in – just imaginary. Those are the starting areas for one team each.

One player picks Robyn's merry men, the other player picks Cpt. Fawkes' ragtags.

From Robyn's merry men pick the following standees:

Robyn, John, Rabbit with bow, Rabbit with polearm, Rabbit with axe and shield

From Cpt. Fawkes' ragtags pick the following standees:

Cpt. Fawkes, T-999, Frogger with pistol and claw, Frogger with pistol and axe, Frogger with rifle.

Each standee represents the fighter depicted on the standee.

The mission's objective is quite simple: eliminate the opposing warband!

Just by the way: If you think, a team equipped with swords and wooden bows does not stand a chance against a futuristic high tech team - well, let's put it like this:
It's not a fighter's equipment that matters! It's his stat!
Let's examine the ...

Anatomy of a fighter

As you might have noticed by looking at the warband rosters, each fighter's description features a stat as well as a coloured die.

Those are the actual things that matter. Everything else is more or less descriptive!

The stat shows the overall performance in battle for a fighter:

A higher stat shows a faster, more aggressive fighter whereas a lower stat gives you a slower but more durable fighter.

The marked die type tells you the rank of a fighter:

The six sided die (abbreviated: D6) marks a rookie. A fighter with little experience. The rabbits and the froggers are rookies.

The eight sided die (abbreviated: D8) marks a specialist. Specialists are experienced fighters contributing some special skills to a team. For each 2 rookies fielded, one specialist may join your team. John and the T-999 are specialists. Both of them have special skills that are described on the warband's roster.

The ten sided die (abbreviated: D10) marks a boss. You can only have one boss in your team. The boss is the toughest fighter possessing extraordinary skills no other fighter could ever obtain. Robyn and Cpt. Fawkes are Bosses.

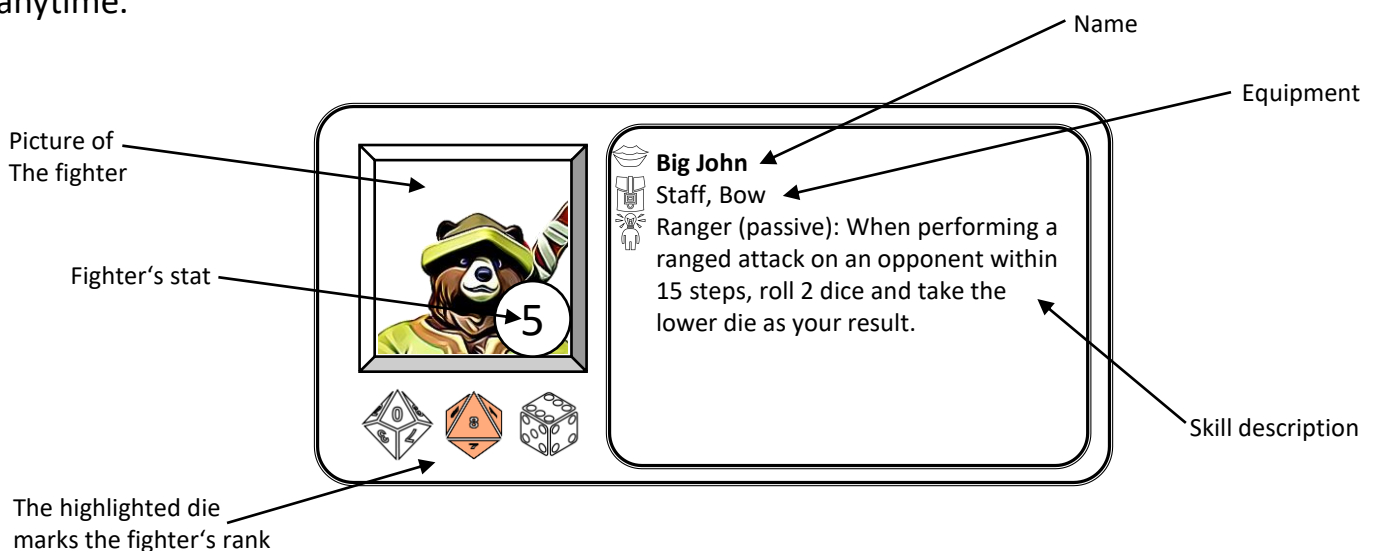
Whenever the rules say you need to roll a fighter's die, you use the die marked on the fighter's entry on the roster.

Usually you are going for one of two results: Either you try to roll a result of a fighter's stat or below or you are going for a result above your fighter's stat.

Your team of fighters is called a "Warband".

Each warband starts within 5" of one of the marked corners (see previous page).

Each player places his warband's roster nearby. Players may check other players' rosters anytime.



Game Turn

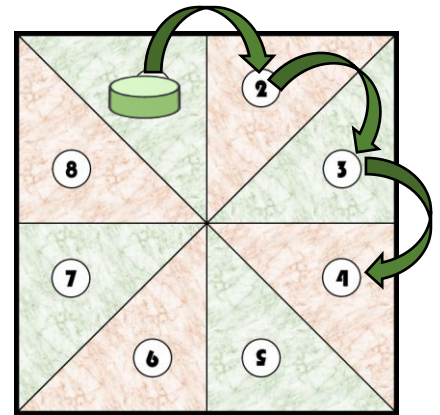
Each game's turn is divided into the following phases:

- Turn count
- Initiative
- Action phase
- Upkeep phase

Let's go through the phases one by one:

Turn count

On the very first turn place the turn counter on the "1".
On every consecutive turn move the counter forward by 1.
If you cannot advance the turn counter anymore, the final turn has been played and the game is over.



Initiative

On your first turn during the trainings mission each player rolls a 10 sided die.
On consecutive turns in other missions the die used is the die of your highest ranked fighter that is still standing upright. (See "Anatomy of a fighter" on the previous page. On turn one you rolled the dice of your bosses!)
The player with the highest final result has the initiative for this turn and goes first during the Action phase.

Action phase

The player with initiative goes first and activates one of his fighters that does not have a counter on the roster yet.
An activated fighter receives 2 actions. (You'll find a description for the available actions directly in the following chapter!)
The 1st action always has to be a movement action.
The 2nd action can be one of the following actions:

- Another movement action
- Attack
- Use specialization
- Recover

After two actions have been performed, the player places a counter on the warband roster on the fighter he just activated.
Now the player having lost the roll for initiative gets to act with one of his fighters as described above.
Both players then alternate activations.
If a player does not have any more fighters left to activate, the other player may activate all of his remaining fighters at once.

Upkeep phase

During upkeep several things happen or can happen.

During your first missions, only one action takes place here:

Each player removes the tokens from his fighters on the roster.

Actions

Movement

A fighter does not have to move, but if you decide to do so, a fighter can move up to his stat in steps. (A step equals one square on the measuring tape.)

To do so, place one end of the measuring tape at the foot of the fighter's standee.

You may now turn and bend the tape however you wish to see, where your fighter can move to.

Finally, move the fighter there, where you want him to end his movement action within his allowed reach.

If a fighter stands within 1 step to an opposing fighter, he may use his first action to move, but loses his second action for doing so.

(This maneuver is called "break free"!)

Attack

There are 2 kinds of attacks: Melee and ranged attacks.

If possible, your fighter may perform either of them.

See the chapter "combat" for details!

Use specialization

Robyn, Cpt. Fawkes, John and the T-999 each have their special skills. If a special skill is tagged "active" it may be used once per turn as a "Use specialization" action.

A special skill tagged "passive" is used every time the skill's description applies.

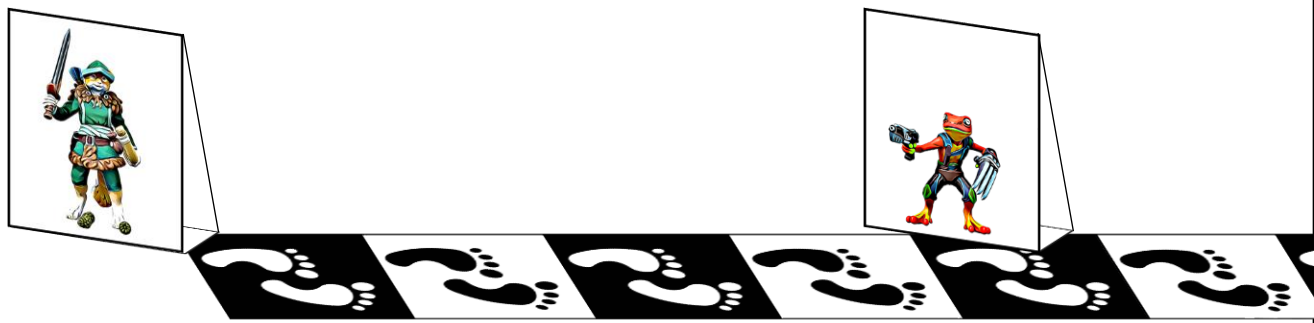
Refer to a team's roster to read about the specialization of each fighter.

Recover

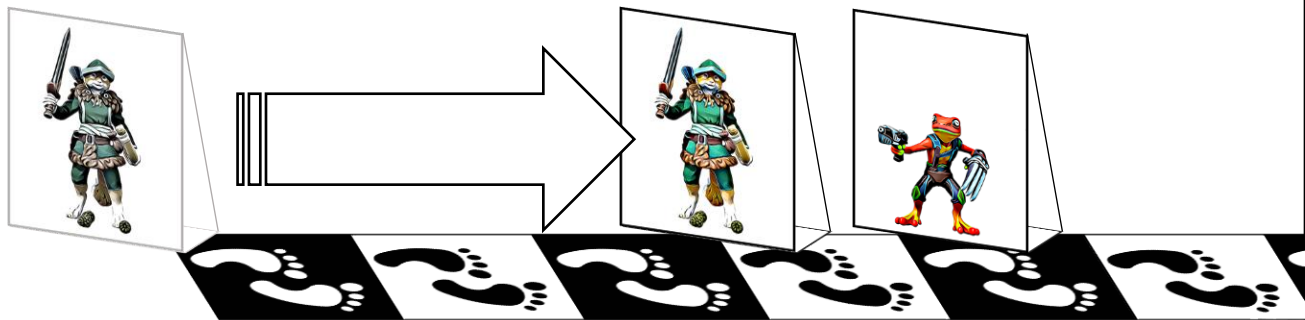
If a fighter is wounded (see "combat" below), his standee is placed lying on the ground and the only action available to him is "Recover". He may NOT use his first action to move anymore but uses his first action to "recover" instead!

Roll the fighter's die. If the result equals or is higher than his stat, the fighter successfully recovers and his standee is placed upright again.

If the fighter recovered successfully during his first action, he cannot perform another action! He may, however, try to recover again, if he didn't succeed on the first attempt!



Robyn is 4 steps away from the frogger



He uses his Movement action to move up to the frogger and may now attack. Poor frogger.

Combat

Combat between fighters is the heart of a skirmish game! With combating the opposing fighters, you try to get an advantage over the opposing warband!

Let's look at the melee attacks first:

To initiate melee combat, the following requirements have to be met:

Your fighter needs to have a melee weapon equipped!

In the selection of fighters for the trainings mission, there are 3 fighters that do not have a melee weapon equipped:

Cpt. Fawkes, the frogger with rifle and the rabbit with a bow! All the other fighters do have melee weapons equipped.

Your fighter needs to be at most within 1 step to the fighter you want to attack.

Your fighter needs to be able to actually see the other fighter! If you draw an (imaginary) straight line from your fighter to the opposing fighter and if on the other end of the line at least part of the opposing fighter is visible, then your fighter can see the other fighter.

Roll your fighter's die and check, whether you can apply the following modifier:

-1 for each other fighter of your warband within 1 step of the attacked fighter.

(This is called "ganging up"!)

If the result equals or lies below your attacking fighter's stat, your fighter has scored a hit on his opponent.

Ranged attacks work in a similar fashion.

To initiate ranged combat, the following requirements have to be met:

Your fighter needs to have a ranged weapon equipped. (To abstrahise the many types of ranged weapons (bows, crossbows, slings, rifles, muskets, carabines, flamethrowers and what else), they are also simply called "shooters".)

Your fighter needs to be at least 1 step away from the fighter he wants to attack. You cannot attack an opponent that is closer than 1 step with a ranged attack.

Your fighter needs to be able to actually see the other fighter! If you draw an (imaginary) straight line from your fighter to the opposing fighter and if on the other end of the line at least part of the opposing fighter is visible, then your fighter can see the other fighter.

The targeted fighter needs to be within a certain range to be actually eligible as a target.

Use the measuring tape and measure the shortest distance between your fighter and the target fighter. In case of doubt.

1 step to 5 steps are considered short range, 5 steps to 10 steps are considered normal range and 10 steps to 15 steps are considered long range. If there ever is a case of doubt (such as "we cannot decide whether there is a distance of 9 or 10 steps between fighters), just assume the smaller distance!

For the trainings mission, the fighters use two different kinds of shooters:

A "light shooter" may shoot at anything within normal range: For short range roll the fighter's die once, for normal range roll the fighter's die twice taking the higher result. You cannot target a fighter further away than normal range!

A "medium shooter" can shoot at anything within long range: For normal range roll the fighter's die twice taking the lower result, for normal range roll the fighter's die once, for long range roll the fighter's die twice, taking the higher result.

Let's look at the Fighters and their equipment:

Cpt. Fawkes: The rifle is a "medium shooter".

T-999: No shooter at all!

The froggers: 2 of them come with pistols qualifying as "light shooters", whereas one frogger comes with a rifle. Alas, he is a Rookie, so his rifle only qualifies as a "light shooter", too.

Robyn: His longbow is a "medium shooter".

John: Has a longbow strapped to his back. He can use it for ranged attacks as a "medium shooter".

The rabbit with bow wields a short bow (a "light shooter"), too, whereas the other two rabbits don't have ranged weapons at all.

A result equal to or lower than the attacking fighter's stat hits the target.

If you shoot at a fighter that is within 1" of other fighters, there is a chance for you to hit another fighter!

Roll a D6. On 1-3 you hit your intended target. On 4-6 you hit one of the other fighters within 1" instead! Determine your new target randomly and attack as described.

Defending hits and wounds

Whenever one of your fighters is hit (whether in melee or with a ranged attack), roll the fighter's die for defense.

If your result is higher than the fighter's stat (not equal to! higher only!) you defended the hit and nothing happens.

If your result is equal to or lower than your fighter's stat, your fighter receives a wound.

One special rule has to be taken into account:

Both John and the rabbit with the polearm wield a 2 handed melee weapon!

If a fighter is hit by a two handed melee weapon and does not defend the 1st hit (and thus receives a wound), he has to defend immediately another hit or receive another wound!

Wounded fighters

If one of the rookies gets wounded, he is immediately out of the game. Whether the fighter simply fled or is actually killed is up to you to imagine. Remove his standee from the game.

As soon as a specialist receives his first wound, place his standee lying on the ground.

He is now considered "wounded" - the only action he can perform while wounded is "recover" (see "Actions" above).

A Boss (here: Robyn and Cpt. Fawkes) ignores the 1st wound received per turn!

A wounded fighter cannot defend anymore! He receives another wound automatically as soon as he gets hit and is then removed from the game. A wounded boss ignores the 1st wound per turn, too, so he needs to be hit (and thus automatically wounded) twice in order to be removed from the game!

Cover

Pieces of terrain (such as the forest or the house) as well as carried shields can provide cover.

Let's take a look at the rules for terrain and cover during the training mission:

Forest:

A fighter standing in the forest always counts as "in cover". Just assume there are always enough trees to use as natural cover. If you attack a fighter that is outside the forest, he does NOT count as "in cover", even if the forest is between your fighter and the attacked fighter!

House:

A fighter standing in a house cannot be attacked from outside the house. He can, however, be attacked by a fighter inside the same house. In that case, the attacked fighter counts as "in cover" (just assume, he uses a table, a chair or anything else that could stand around as cover).

The house itself blocks the line of sight from outside the house entirely! So your fighter cannot attack a fighter behind the house from the point of view of your fighter!

Shield:

A fighter carrying a shield (The T-999 and the rabbit with axe and shield) always counts as "in cover", no matter where he actually stands.

Fighters considered "in cover" may roll twice for defense, making their highest roll count.

Missions

In a game of 1 Stat Skirmish, players play "missions" with each mission having a mission objective each player tries to achieve.

Your first mission is a

Training Mission

It comes with a simple objective: eliminate the opposing player's warband.

The idea of that mission is, to keep things simple, so you can focus on the general feel of a tabletop skirmisher:

You place terrain, you move your standees forth and back, roll some dice.

Also, feel free to just try out stuff such as "what happens if I move this fighter there"? Or "what happens if another fighter is ganging up on my target"? Or "what if I place some fighters close to each other here and the opponent shoots at them"?

Treasure Hunt

Now, let's go for a more tactical mission.

Expand the warbands by 2 more fighters each:

Robyn's merry men are joined by:

- Rabbit with a crossbow: A rookie with a "light shooter".

- Red William: A Specialist with 2 melee weapons. He uses his offhand weapon to deflect blows from opposing fighters in melee: Whenever he is attacked in melee, the attacking fighter has to roll his die twice, taking the higher result. His specialization works as follows: If 2 movement actions in a straight line bring him in melee range to an opponent, he may attack immediately.

Cpt. Fawke's ragtags are joined by:

- Another frogger with rifle (which - once again - is a "light shooter" only, as the frogger is a Rookie and Rookies turn every shooter into a light shooter!)

- Gryll: A specialist with a "heavy shooter": Gryll's heavy shooter can attack targets up to 10 steps away rolling 2 dice taking the higher result at medium range or 1 die at short range. However, his shooter attacks everyone within 2 steps of the original target, not differentiating between friend or foe! Gryll's special skill allows him a modifier of -1 when attacking and of +1 when defending. His heavy shooter hinders his flexibility: he may only perform 1 action upon activation. This action can be any action, though!

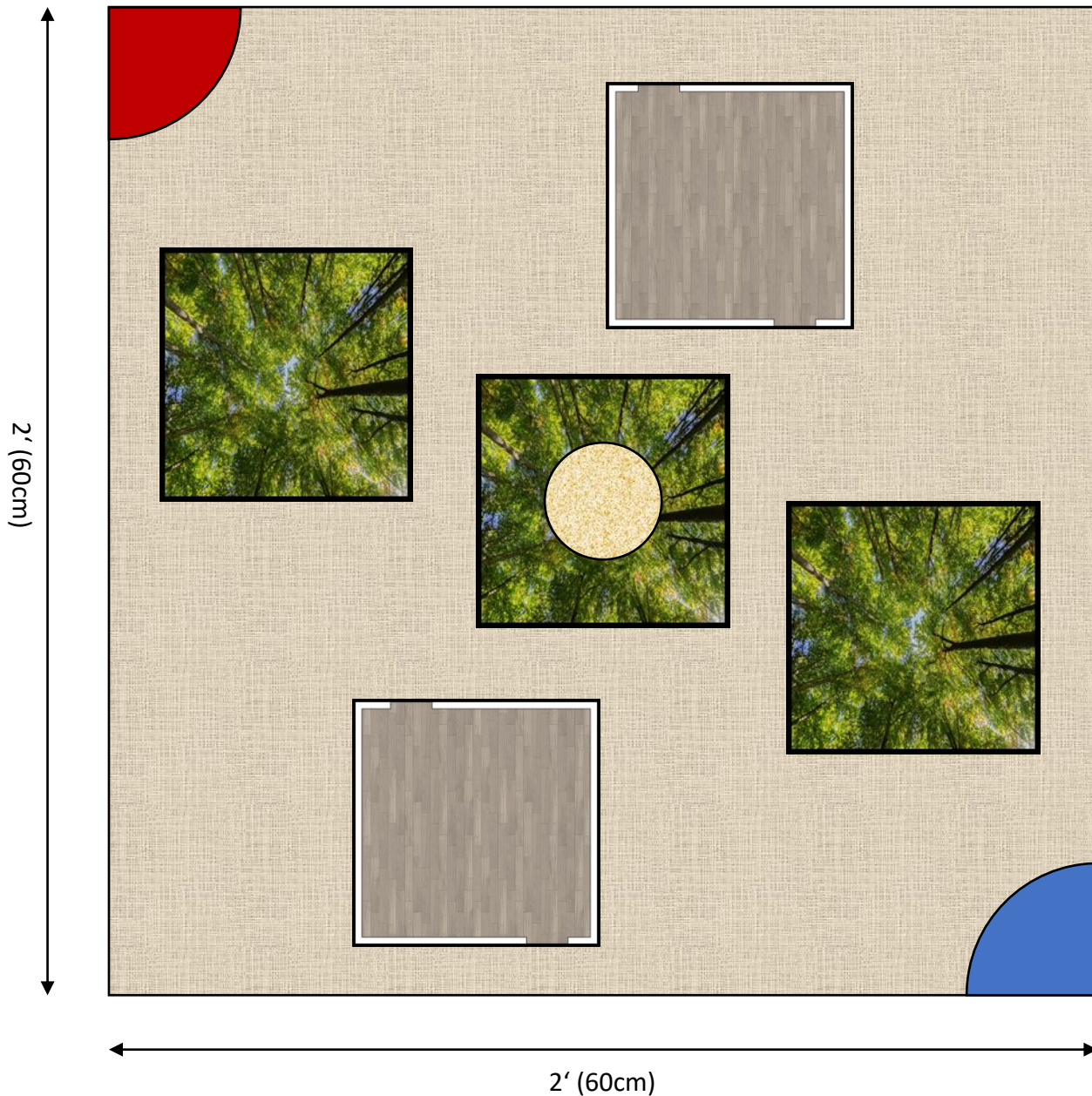
Place 2 more forests in the playing area and a coin in the central forest as depicted on the following site.

The coin represents a "treasure".

As soon as any fighter moves over the coin, he can use his 2nd action to pick up the treasure.

As soon as a fighter carrying the treasure gets wounded, he drops the treasure in place.

The first warband to carry the treasure off the gaming area wins the match immediately. If after turn 8 the treasure still is within the gaming area, the warband having the treasure closer to the own starting area wins.



Setup for "Treasure Hunt"

Did you enjoy your first missions?

If so, each of you may now grow his warband by another 2 Rookies and 1 Specialist and continue to the advanced rules!

Advanced Rules

So, you have played your first missions and you are craving for more?

That's understandable - welcome to the wonderful hobby called "miniature gaming".

You have come here, because you want to know learn about what else there is and trust me: There is a lot!

Just search the internet for "miniature games" and prepare for falling down a rabbit hole full of joy!

If you are overwhelmed by what you find, just stick around with the 1 Stat Skirmish a bit longer:

The advanced rules permit you to play with any miniatures you can find while using any terrain you can think up!

Yes!

You've read that right! You can use a wild mix of miniatures from all kinds of creators for your warband.

You don't have to buy any terrain as you can craft anything you like!

For starters, you can just place one or two stacks of books on a table and throw a white blanket over them - tadaa: snow covered hills!

Place a cooking pot upside down and pretend it's a mysterious plateau with the ruler leaning towards it being the bridge as the only way to enter the plateau.

Place some empty marmelade jars upside down and some miniatures standing inside: Oh no! Aliens have captured part of the crew and it's up to you to rescue them!

Place a stack of 3 lids from boardgames on top of each other: a big one, a medium one and a small one. Voilà - a temple!

Let your creativity run wild - as miniature skirmish games are all about being creative!

For the 1 Stat Skirmish, there is no such thing as boundaries:

You want to play with bands of hunters in the paleozoic? Ugh!

You want to fight with Greek knights over a piece of turf! HA-OOH!

You want to pit pirates against each other with each crew trying to unearth a treasure? Aye!

Your cowboys simply have to duel out, who is going to be the next sheriff? Yeehaw!

Your resistance fighters are ready to crush the German oppression? Mais, oui!

Your space soldiers are determined to purge the unclean? Roger, roger!

And here comes the best: As you have learned in the trainings missions, you can even mix genres! Did you ever play a game, where neanderthals track down and defeat space soldiers?

No? Trust me, outside the 1 Stat Skirmish you won't find such a game!

So, stay around for a while longer and enjoy your set of rules!

Happy gaming!

Kind regards,

Kai

P.s.:

Before your first regular game of 1 Stat Skirmish, you may want to replace the measuring tape with steps by a regular measuring tape.

Feel free to keep it, though, if you are more comfortable with it! Each step equals 1" anyway.

Creation of a warband

During the trainings missions you played with preconfigured warbands so you could get a feeling for the core mechanics of the game.

Before a game, each player creates his own warband according to the following rules:

One Boss

Your warband must have 1 Boss and can have 1 Boss only!

The Boss can have any kind of equipment and possesses 2 skills:

1.) Command (active)

Using the Command skill, the boss can target any one fighter of his own warband within 5".

The target fighter immediately performs any 1 action using his own stat and die if required.

There is no dice roll required for the boss!

2.) Any one other skill from the list of specialists.

The Boss uses the D10 for all rolls. (Some 10 sided dice come with a "0" - this result always counts as a "10"!)
The stat of a Boss can have any value between 1 and 10.

Any number of Rookies

Rookies can come with melee weapons, a shield and/or "light shooters". A rookie can come with a role, roles can be assigned to as many Rookies as desired!

Make sure, all players play with the same number of rookies!

Rookies use a D6 for all rolls.

A Rookie's stat can have any value between 1 and 6.

1 Specialist per 2 Rookies

Specialists can have any kind of equipment and possess 1 skill (refer to the lists of specialists below). You may not field any type of Specialist more than once.

Note: you can have a Specialist's skill up to two times in your warband by fielding one Specialist with that skill and by assigning the skill to your Boss as well!

Specialists use a D8 for all rolls.

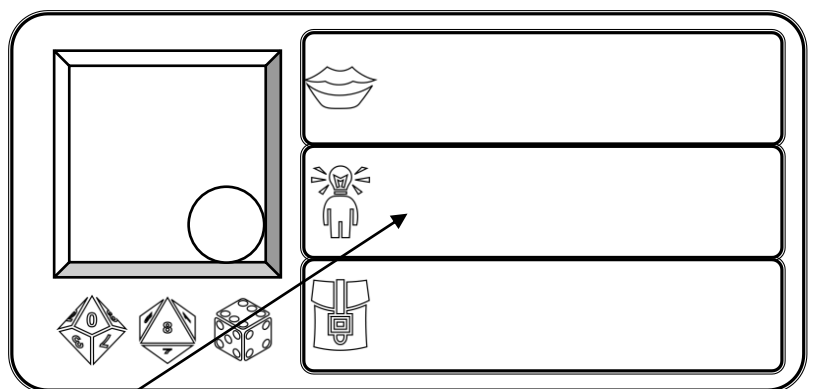
A Specialist's stat can have any value between 1 and 8.

Aside from your warband you need:

- The warband roster, where you track names, equipment, skills stat and die type of your fighters.

- A six sided die (the D6), an eight sided die (the D8) and a 10 sided die (the D10).

- One token per fighter (a glass bead, a coin, anything goes here: The token is used to keep track of which fighter has already been activated).



Using the advanced rules, you only write down a fighters's specialization. In case of doubt, refer to the cheat sheets to check on the details!

Rookies

Rookies are meant to support the Specialists as well as the Boss. Hence each Rookie can (but doesn't have to) come with one of the following roles.

As opposed to specialists, you can have a role more than once on your team!

Allrounder

No weaknesses - no strengths either. If you don't note down any other role for a Rookie, just assume he is an allrounder.

An Allrounder is able to support a "Fire Team" (see below), if his stat matches the stat of the other Rookie in the "Fire Team".

An Allrounder can only join a "Fire Team", if the other Rookie has the role "Fire Team". Two Allrounders cannot found a new "Fire Team"!

Distraction

As long as the Distraction is within 10" of an opposing fighter, the opposing fighter has to pick the Distraction as the target of his actions.

The Distraction needs to have a stat of at least 3 - after all he needs at least *some* speed to get into the opponent's reach ...

Fighter

A Fighter receives -1 on his die roll when performing a melee attack action.

For defense rolls against ranged attacks the Fighter receives a -1 modifier, too.

Fire Team

Two Rookies and one Specialist may operate as a "Fire Team" with a heavy shooter that is able to attack an area: The Rookies carry the ranged heavy shooter, The Specialist commands the Fire Team.

The whole team activates as one unit, receiving 3 actions per activation. There are two options to use those actions. Either each fighter moves once. Or both Rookies use their action to fire the heavy shooter while the Specialist simultaneously contributes his special skill: The Rookies use their D6, their stat as well as the method of dicerolling allowed by the range (see chapter "armoury") but act according to the specialist skill's description.

The Rookies are required to have the same stat, the Specialist can have a different stat.

A "Fire Team" operating a heavy shooter can fire the heavy shooter at long range with 2 dice, using the higher die as the result.

If one of the Rookies of a "Fire Team" receives a Wound, any other Rookie with the role "Fire Team" or "Allrounder" (with restrictions - see above) may jump in. If none is available, the "Fire Team" dissolves: The Specialist now carries the heavy shooter as described in the chapter "armoury".

If the Specialist receives a Wound, the Rookies cannot operate the heavy shooter any more. They may now act as "Allrounders" and perform actions according to their equipment.

Any Specialist standing on his feet can join the "Fire Team" to contribute his specialization.

Gunner

A Gunner receives -1 on his die roll when performing a ranged attack action. For defense rolls against melee attacks the Gunner receives a -1 modifier, too.

Meat Shield

While within 5" of a Specialist or the Boss of his own warband, the Meat Shield always counts as "in cover".

The Meat Shield can only move half his stat in inches during a movement action.

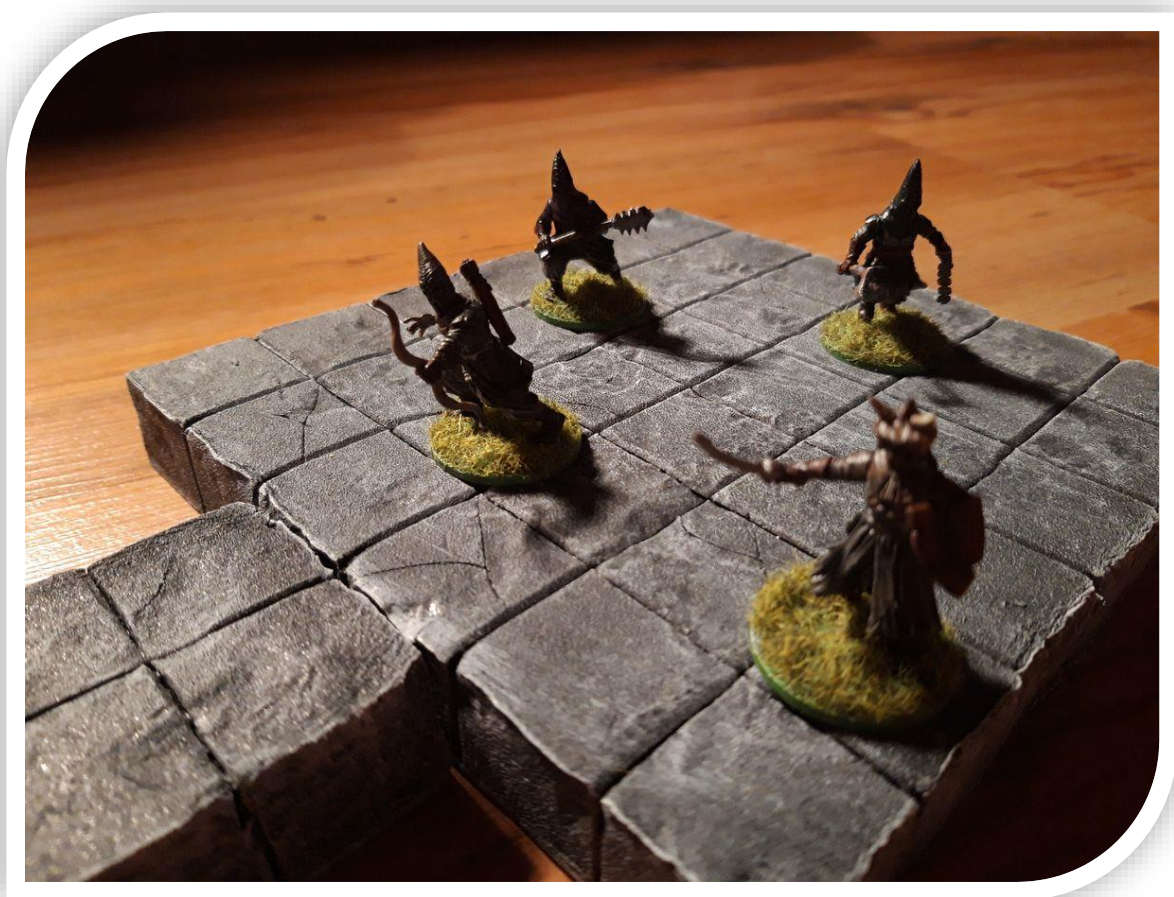
Also, a Meat Shield can not perform ranged attack actions!

Thug

Whenever a melee action is performed within 10" of the Thug, you may move the Thug 1" towards the combatants.

When performing a melee combat action, a Thug may roll his dice twice taking the lower die as his result.

A Thug can not perform ranged attack actions!



Thugs, a Gunner and a Meat Shield guarding a dungeon room

Specialists

The Specialists listed here come with names that are as abstracted as possible. Feel free to adjust the descriptions to your setting. (For example, you might want to change the term "Force User" to "Mage" for a fantasy setting.)

A Specialist comes with a skill (named after their specialization) that is either an active or a passive skill. If the skill is an active one, the fighter needs to spend an action and has to roll his die as stated in the skill's description. If he meets the roll's requirement, the skill's effect triggers.

A passive skill applies whenever suitable. The skill's description tells you, when the skill can be applied.

Assassin (active)

Roll stat or below to succeed.

Success: If a movement action in a straight line ignoring all kinds of terrain in between brings the Assassin within 1" of an opposing fighter, he may perform that movement action and immediately perform an attack action afterwards.

Failure: The assassin may perform a regular movement action.

Brawler (passive)

Whenever an opposing fighter defends against a melee attack by the Brawler, the opposing fighter rolls for defense twice, taking the lower die as his result.

Doppelganger (active)

Cannot perform a movement action on the turn he wants to use his skill.

Roll stat or below to succeed.

Success: Replace the miniature with 2 miniatures looking alike within 1". Both new fighters reduce their rank by one (Boss -> Specialist, Specialist -> Rookie) and their die accordingly. For both fighters the original stat is halved.

If both fighters move in base to base contact, they can merge again into the original by rolling stat or below. They may move for their first action before merging!

Failure: The Doppelganger just lost this action.

Berserker (passive)

When performing a melee attack, the Berserker may attack twice.

A Berserker can be equipped with melee weapons only!

Controller (active)

Can never perform an attack action. Cannot perform a movement action on the turn he wants to use his skill.

Roll stat or below to succeed.

Success: Place a Demon within 1" of the Controller. The Demon requires a separate miniature, uses the D8 and may have any stat between 1-8. As soon as the Controller 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 at any time. He cannot summon another Demon as long as he controls a Demon.

Failure: The Controller receives 1 Wound!

Copycat (active)

The Copycat can use any one skill from any fighter (friend or foe) within 5".

If the skill used requires a stat roll, the Copycat uses his own stat and die.

Success: Refer to the used skill's description.

Failure: Refer to the used skill's description.

Driver (active)

Roll stat or below to succeed.

Success: Immediately activate any Rookie of your own warband within 10". This does not count as the Rookie's regular activation but is an additional activation instead that can be performed even if the Rookie already has been activated this turn!

Failure: The Driver just lost this action.

Engineer (active)

When manipulating devices on the battlefield, roll above stat to succeed. May use 2 dice, taking the higher result.

Success: Depends on the device

Failure: Depends on the device

Force User (active)

May attack any target within 20" and line of sight. Roll stat or below to succeed

Success: Target receives 1 hit. Target may defend the hit regularly, but does never count as being "in cover".

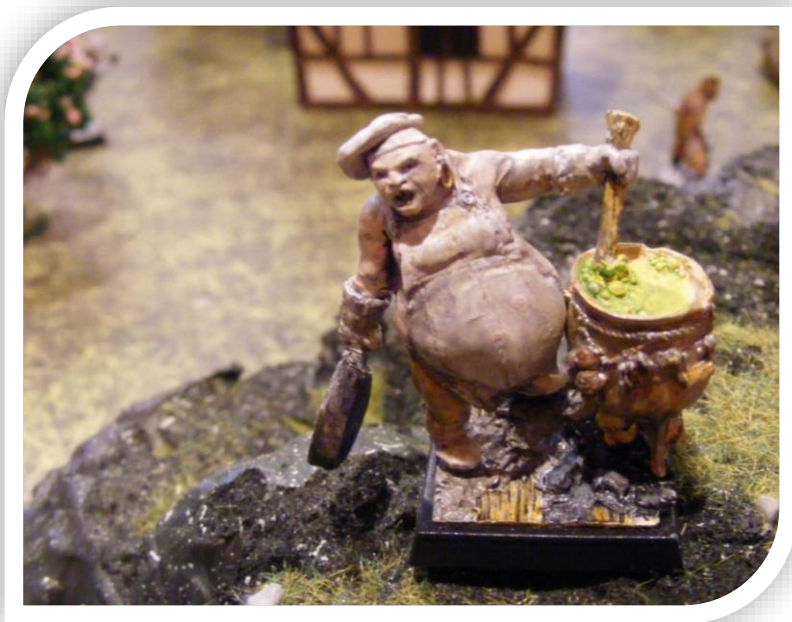
Failure: The Force User receives a Wound!

Guard (passive)

The Guard may forfeit both of his actions to perform any one action at any point of time during an opponent's activation.

Just interrupt your opponent after any action one of his fighters has performed and act with your Guard.

Your opponent has to give you the option to interrupt him at any time, whenever your Guard is on guard!



Healing potions don't have to be red...

Healer (active)

Target a fighter placed prone within 5".

Roll the fighter's stat or below.

Success: Remove 1 wound from target fighter.

Failure: The Healer just lost this action.

Influencer (active)

Target an opposing fighter within 15".

Roll stat or below to succeed.

Success: Perform 1 action with target fighter. If that action requires rolling a die, use the targeted fighter's die and stat to determine the outcome.

Failure: The Influencer loses his next activation.

Maniac (passive)

If 2 Movement actions in a straight line bring the Maniac within 1" of an opposing fighter, he may immediately attack that fighter by rolling two dice taking the lower as his result.

Martial Artist (passive)

The fighter may perform an attack action against any target within 5" at most by rolling 2 dice and taking the lower die as result.

Cannot have any kind of weapons, armor or shields equipped.

Minion Master (passive)

If 2 Rookies in the warband are minions (animals, drones, zombies,...) of any kind, a Minion Master may be placed. Activating the Minion Master allows you to activate the Minions during the same activation (thus unleashing up to 6 actions at once!) and to act with all miniatures in any order.

As soon as the Minion Master receives a Wound, one of your Minions within 5" of the Minion Master receives the Wound instead (no defense allowed).

If the Minion Master leaves play while there are still any Minions left in play, remove the minions from the game, too.

Preacher (passive)

Rookies at least partially within 3" receive +1 on defense rolls and -1 on attack rolls.

Ranger (passive)

Using light or medium shooters, the Ranger may attack any target within 15" by rolling 2 dice and taking the lower result.

Regenerator (passive)

When wounded, the Regenerator may roll twice to recover per action. Also, if he recovers during his 1st action, he can still use his 2nd action however you wish.

As soon as a Regenerator receives a 2nd wound, place the miniature face down. He cannot be activated anymore this turn. However, during Upkeep you may perform 1 roll to recover the Regenerator. Upon success place the Regenerator face up to show only 1 Wound remaining. Upon failure, the Regenerator is removed from the game.

Shapeshifter (active)

Cannot perform an attack action in humanoid shape, cannot carry treasures or hold a King Of The Hill token in animal shape!

Cannot perform a movement action on the turn he wants to use his skill.

Roll stat or below to succeed.

Success: 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 this skill and rolling equal to or below stat again.

Failure: The Shapeshifter just lost this action.

Skirmisher (passive)

The Skirmisher may interrupt his movement action to perform a melee attack action. If he does, he may finish his movement action after the attack action, but does not receive any another action afterwards.

Sniper (passive)

When performing a ranged attack action, the target never counts as being "in cover".

When shooting into melee, the Sniper always hits the intended target and thus does not need to randomize the target hit.

Switcher (active)

Roll stat or below to succeed.

Success: Switch position with any Rookie within 10".

Failure: Receive a Wound.

Tank (passive)

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

Veteran (passive)

Receives -1 when rolling for attacks and +1 when rolling for defense.

Warrior (passive)

When rolling equal to or below Warrior's stat during defense in melee, the attacker receives a counterattack against which he must defend successfully or receive a Wound. The Warrior still receives the wound, though!

Setup

When playing with smaller warbands with up to 4 Rookies / 2 Specialists, a 2'x2' area is recommended. When playing with 6-8 Rookies / 3-4 specialists, a 3'x3' area is recommended. When playing with more fighters, you might want to go for 4'x4'.

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

Terrain

For each piece of terrain ask (and answer) the following 3 questions, all of which are strict yes/no decisions:

Can you see through the piece of terrain?

Is the piece of terrain accessible?

Does it provide cover?

Answer those questions as a team, so each of you has the same expectations of a piece of terrain.

Let's see some examples here:

See through (yes), accessible (yes), cover (yes): Forest

See through (yes), accessible (yes), cover (no): Open terrain

See through (yes), accessible (no), cover (yes): Pile of trash

See through (yes), accessible (no), cover (no): Acidic puddle

See through (no)*, accessible (yes), cover (yes): Boulder

See through (no)*, accessible (no), cover (yes): Ruined wall

* Terrain you cannot see through always provide cover - up to the point where a fighter disappears entirely in or behind such a piece of terrain!

In skirmish games you can use literally anything as terrain! You may continue to use the cardboard pieces provided with these rules, you can go the crafty way and create your own pieces of terrain out of ... well ... anything, actually. Hint: you might want to start by going for cheap papercraft terrain, costing you just a bit of printer ink. Search the internet for "free papercraft terrain" – this query alone provides you with plenty of good results.

And if you really want to go down the crafty route, you may want to search Youtube for "terrain crafting" only to find aeons of video material to watch!

A game turn with all its phases, combat, wounds, recovering and everything else is already described in the trainings missions.

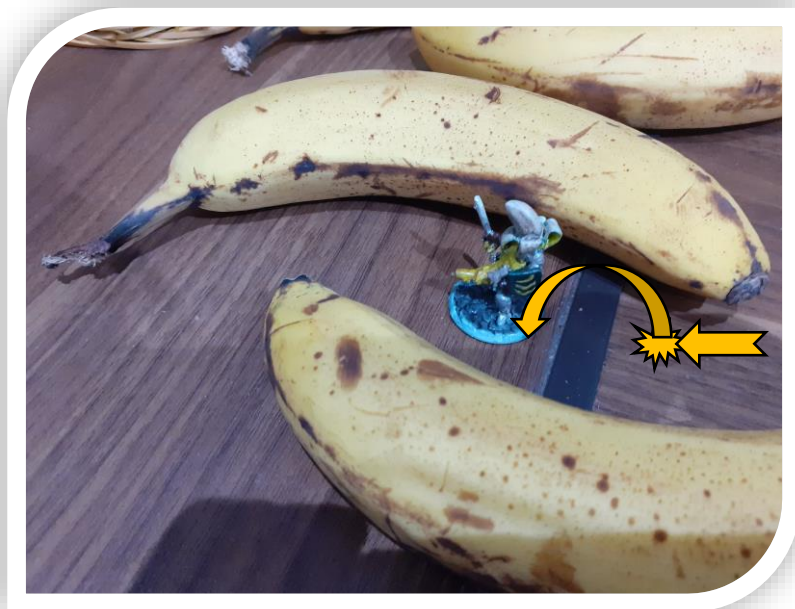
For the advanced rules, please add the following rules regarding movement, combat and the armory:

Movement

1.) Jumping:

During a movement action a fighter may jump across a chasm or any kind of gap up to his stat in inches. He needs however to move in a straight line the distance he wants to jump across solid terrain first. Also, the straight line has to be in the same direction of the direction of his jump. (So, to jump over a 2" gap - maybe in a bridge - he needs to move 2" across solid ground at first in a straight line.)

To have a fighter jump, the player has to state, how far the fighter is going to jump. The fighter then at first exactly runs and then jumps that distance. If any of these moves cause the fighter to end the move over empty space, the fighter falls down!



The fearless Bananaknight moved in 1" before he dared a 1" jump across the "Gap Of Terrible Blackness"

2.) Climbing:

A fighter can climb half his remaining movement in inches as long as at the end of the climb the miniature can stand on solid ground. The movement action ends directly after the climb. Before climbing, a player can measure the distance intended to climb before actually climbing. If there is not enough movement left to climb the distance, the fighter's movement ends at the foot of the piece of terrain.

3.) Falling:

A fighter can fall down up to 1" without further consequences. For each beginning inch each after the 1st, he receives a hit he can defend by rolling 1 die higher than his stat. If he fails, he receives 1 wound. A fighter can receive more than 1 wound by falling greater distances and not defending!

Combat

Melee

In melee combat, additionally to damage if the defender's die roll lies below the attacker's die roll, the attacking fighter can push his opponent back, even if the attack is defended. Draw a line from the centre of the attacking fighter's base to the defending fighter's base. Along this line the defending fighter is pushed back 1".

Ranged

Additionally to light and medium shooters, "heavy shooters" exist!

A heavy shooter can either be carried by a Specialist, or by a "Fire Team".

Heavy shooters come as one of two options; the option has to be decided before the game starts:

The first option can shoot up to medium range at most by rolling 1 die at short range and 2 dice taking the higher result at normal range.

After attacking the target, also attack everyone within 2" of the target separately.

With the second option they roll 2 dice taking the higher result at all distances (short, medium and long) but cause an additional wound if the hit did not get defended.

Carriers of heavy shooters receive 1 action upon activation only, that can be used for any kind of action except for a melee attack action!



Bringing guns to a fistfight was probably not the smartest idea...

Armory

Quite a couple of different combinations of weapons are possible, most of which bring their benefits.

Rookies can use equipment requiring up to two hands (either a twohanded item or up to two onehanded items), Specialists and Bosses can use equipment requiring up to 3 hands.

- No weapon at all: When fighting in melee attack rolling 2 dice taking the higher die as your result.

- One onehanded melee weapon or one handed shooter: The fighter can perform a melee attack or a ranged attack.

- One onehanded melee weapon and a one handed shooter: The fighter can perform melee attack and ranged attack actions.

- Two onehanded melee weapons: When attacked in melee, the attacking fighter has to reroll one die, taking the highest die as his result.

- A twohanded melee weapon: When scored a hit that did not get defended, the attacked fighter has to defend immediately a 2nd time or receive a 2nd Wound.

- Two onehanded shooters: When shooting at normal range just roll 1 die regularly, no 2nd die!

- A twohanded shooter: Can shoot at long range.

Below follow descriptions for equipment options requiring 3 hands and reasons why you could equip your fighters ranked Specialist or your Boss like this. Technically those are combinations of the mechanics given above.

- Two onehanded melee weapons and a light shooter: The fighter can harass other fighters over a distance while being hard to hit in melee.

- Two onehanded shooters and a onehanded melee weapon: The fighter hits harder at normal range and still holds his ground in melee combat.

- A twohanded melee weapon and a light shooter: The fighter deals heavy melee damage while being able to fend off opponents at normal range.

- A medium shooter and a onehanded melee weapon: The fighter can shoot further and still hold his ground in melee combat.

- A one- or twohanded item and a shield: The fighter always counts as "in cover". A shield always counts as onehanded item.

- A heavy shooter: Causes devastating damage, comes with drawbacks (see chapter combat / ranged).

Note 1: No matter what kind of shooter is depicted on a Rookie's model, in a Rookie's hands it becomes a "light shooter", as a Rookie is too unexperienced to use a shooter to its full potential!

Note 2: Some fighters come with "magic devices" such as an eldritch wand, a crystal staff, swirling clouds procuring from their hand – stuff like that. Those fighters always count as having "no weapon at all"! In turn, they can reroll any failed roll for a skill check!

Scenarios

Last Man Standing

The classic: Fight!

At the end of turn 8 the player with the most fighters remaining wins.

Manhunt

Kill as many opposing fighters as possible. Score 1 Victorypoint per rookie, 2 Victorypoints per specialist and 3 Victorypoints per boss killed.

At the end of turn 8 the player with the most Victorypoints wins.

King Of The Hill

Place a KOTH token in the centre.

During Upkeep the player with more fighters within 1" of the token scores 1 Victorypoint.

At the end of turn 8 the player with more Victorypoints wins.

Supremacy

Divide the playing field into 4 zones. At the end of turn 8 each player counts his fighters per zone. For each zone he has got more fighters inside, he scores 1 Victorypoint. The player with the most Victorypoints wins.

Treasure Hunt

Place a treasure token in the centre. It takes a fighter 1 action to pick up the treasure. As soon as a fighter receives 1 wound he drops the treasure in place.

At the end of turn 8 the team having the treasure token closer to the own starting area wins.

Whoever carries the token back to his starting area before turn 8, ends the game immediately and 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 favor of the player having reached „his“ goal.

Examples are:

- open a gate
- activate any fighter additionally to his regular activation
- gain a reroll for any fighter
- resurrect a friendly fighter
- attack an opposing fighter
- attack an area

You decide - just make sure, the goal is the same for each participating player!

Action Scenarios

Action Scenarios 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.

Also, ignore the turn counter: Action Scenarios are all about scoring a certain amount of victory points.

Bombing Run

Place a D8 in the centre of the battlefield, showing the 8 face. That's the bomb. It takes a fighter 1 action to pick up the bomb. Upon receiving 1 wound he drops the bomb in place. Whoever carries the bomb into the opposing starting area, detonates the bomb and scores a Victory Point. First Team with 2VP wins. As long as the bomb is picked up, reduce its 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. It takes a fighter 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.



Technically, playing with LEGO is miniature gaming, too, you know?

I Stat Skirmish – for 1 Player

If you want to play solitaire, you'll still need an opposing force (abbreviated "OpFor")!

The OpFor can be any miniatures you own: Monsters, animals, pirates, knights – anything goes. Just make sure, they come in the 3 teirs „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 Rookies are allrounders and all 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 in the rules.

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 OpFor 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 a die of the quadruple and a quintuple = a Boss and a Specialist at the number of a die of the quintuple. Six in a row = 2 bosses at the number shown on the dice.

Turn Order

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

Each opponent acts as follows:

Is the opponent able to attack?

-> Yes: Is the opponent in cover?

* Yes: Stay in position, attack closest fighter controlled by the player!

* No: Move to nearest cover, attack closest fighter controlled by the player!

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

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

* No: Move the fighter up to his stat in inches towards the nearest higher ranked fighter within 15".

If there is no higher ranked fighter nearby, roll the D10, move the fighter up to his stat in inches into the direction the D10 is showing.

That's it – as simple as that.

During Upkeep you roll again for new OpFors to spawn.

Solitaire Scenarios

Ambush

Additionally to the OpFor, a trek is moving from one corner to the other. The trek consists of a warband of 10 fighters: 1 boss, 3 specialists, 6 rookies. Configure them as described above!

Your fighters start in the opposing corner of the trek.

You have to bring the trek to a halt: Once you start fighting any of the trek's fighters, all of them will use their actions to fight back.

If the trek reaches the opposing corner, you lose!

Bounty

In the opposing corner there is a Boss type opponent, stat 8, 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) and his stat is halved. The d6 is his final die. Go and finish him!

(If you are creative, feel free to give him some wicked additional skill he can trigger!)

Collect

Place 6 treasure tokens randomly (same method as for placing spawnpoints, see above). Collect all of them and bring them to your starting area.

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.

Hostage

In the corner to your left (or to your right - you decide) starts a Boss (as in "Bounty" above) who will use his actions to get to the opposing corner. Only if your fighters attack him, he will stop this plan to fight back. If he reaches the opposing corner, you lose!

As soon as you have taken him down to the D6 health level, he stops fighting back and you decide, where he moves.

Now only his minions will try to take you down. You win by bringing him back to your starting area.

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 of a third token. Once you got both tokens, place the 3rd token at the coordinate you determined. 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 (and you have to defeat them, or else ...).
It's the place of some 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 also as devices. You need just 1 successful roll against stat or lower to shut down a spawnpoint. Shut all of them down and eliminate the opponents.

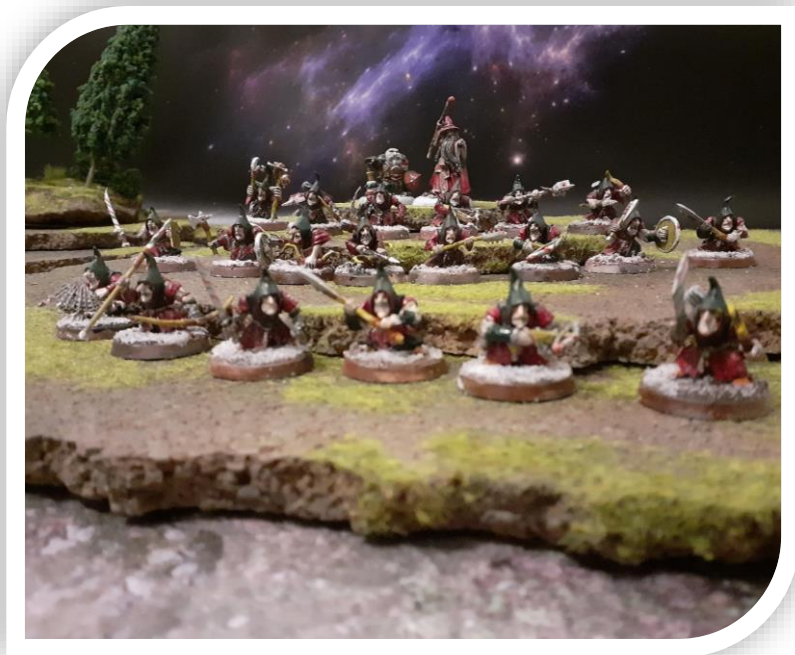
Mixed Objectives

Feel free to mix and match as many of the objectives given above as you like!

Maybe you'll want to lay an Ambush on a passing trek, that escorts a prisoner your warband is tasked to liberate and to escort back to safety.

Or the spawnpoints are devices of doom your warband needs to shut down within a certain timeframe, all while having to search for the 3rd clue token that turns out to be a spawn point of a boss encounter.

Get creative – it's your story after all!



Can you help Santa and Rupert find their lost sleigh?

Example Scenarios

Or: How to interpret the abstract solitaire scenarios

Hangman

One of your friends is on the way from the courtyard to the gallows. You and your most trusted street warriors dare a rescue.

Scenario: Ambush

Theme: Modern / SciFi / Cyberpunk

Used Miniatures: A gang of men with guns and hand weapons for your warband, police or soldiers as the OpFor, a car transporting the “friend”.

SetUp: Urban terrain. Your warband starts in a corner, the “trek” in the opposing corner. The OpFor has taken notice of your gang and your intentions, so they’ve called for aid: More and more opponents are spawning each turn!

You need one action to bring the “car” to a halt and another action to eliminate the drivers. A third action is required to get your friend out of there.

Once he is out, bring him to your starting area to win this scenario.

The Big Kill

Your band of savages has chased down and cornered a big mammoth. Now they are closing in for the kill.

Scenario: Bounty

Theme: Prehistoric

Used Miniatures: Savages for your warband, some animals that just happen to be around – those rather flee than put up a fight. A mammoth: your boss monster.

SetUp: Place the mammoth in one corner, your warband in the opposing corner. Use as many terrain as you want; rocks and trees are recommended.

Special Skills for the mammoth:

Charge: Requires both actions. Move mammoth (stat x 2) inches in a straight line trying to harm as many of your fighters as possible. All members of your warband the mammoth runs over directly are immediately trampled to death, all members within 1” of the mammoth’s path receive a hit they can defend against regularly.

The mammoth makes 1 charge during the whole fight. You decide, when the best moment has come!

Warstomp: If the mammoth’s attack roll shows an even result, all of your fighters within 1” of the mammoth receive a hit.

Example Scenarios

Or: How to interpret the abstract solitaire scenarios

Blades In The Dark

Silently your band of thieves moves from one house to the next, breaking in, collecting whatever they find there.

Scenario: Collect

Theme: Fantasy

Used Miniatures: A gang of thieves for your warband, city guards as the OpFor.

SetUp: A small village, maybe one fortified building at most. Your warband starts in a corner, an initial spawn of city guards is already scattered over the scene.

Once you've collected all 6 treasures, you've won. However, the city guard will do anything to stop you!

Treasure Island

Deep in a sunken Archipelago there are treasures buried. Be aware, though, as malevolent spirits are guarding the treasures!

Scenario: Collect

Theme: Pirates

Used Miniatures: Anything pirate as well as anything undead for the OpFor goes here!

SetUp: You might want to go for a blue blanket as your ocean-y base level on which you place several islands. Scattered across the islands are the treasure tokens – and some might even be found under water. You have to board a boat in order to reach the sunken treasures. Your boat can move 1" per crewmember. A crewmember can jump into the waters during any movement action, but needs a 2nd action to grab the sunken treasure and a successful roll below stat to come back again. On failure The crewman drowns and is killed instantly.

Though the spirits /undead cannot cross water, they'll try everything to push your crewmen into the waters!

Example Scenarios

Or: How to interpret the abstract solitaire scenarios

Who killed JFK? (Part 1)

Your band of bodyguards escorts a famous politician from one end of the city to another. Alas, the politician is not exactly loved by the people...

Scenario: Escort

Theme: Modern

Used Miniatures: Guys in kevlar armour with pistols and rifles for your warband, punks with shotguns and other paramilitary fellows for the OpFor. A civilian or a car for the politician.

SetUp: An open road leading from one corner to the other, paved by buildings, walkways and people. Spawnpoints in the backalleys.

Who killed JFK? (Part 2)

Pretty much the same as above – but this time the tables are turned: Your warband consists of the street punks bent on bringing an end to the president! The OpFor are the bodyguards starting with an initial spawn. However, they have already spotted you and now reinforcements arrive turn by turn. The president himself knows, how to fight! And he will fight back once you attack him!

Scenario: Hostage

Theme: Modern

The Dark Ritual

Your investigators have started asking questions ... and the answers are unsettling at best.

Scenario: Investigation

Theme: Retro

Used Miniatures: Investigators with long coats and large hats for your warband, lots of civilians, some cultists, some nightmarish gaunts.

Set Up: A small village. Your warband moves around, asking questions. Roll a D6 for each civilian as well as for an inquiring member of your warband. If the result for your member lies between the stat and the die rolled for the civilian, a clue has been gathered. 2 clues give you the location of a “coordinate clue”. Gather 2 coordinate clues to determine the coordinates of a dark ritual taking place. Interrupt the ritual before turn 8 and finish off the cultists to win this scenario.

Be careful, though: When rolling for a civilian on a 1 the veil drops and he turns out to be some nightmarish gaunt: A specialist opponent with 3 actions (having a 3rd action is its specialization) bent on killing your team!

Example Scenarios

Or: How to interpret the abstract solitaire scenarios

Watch the men!

Those faceless mooks have caught your friend in their prison. You are determined to get him out at all costs.

Scenario: Hostage

Theme: Superheroes

Used Miniatures: Superheroes for your team. Also, some cool craft called “Arkie” to drop your supes on top of the prison. A superhero with a black and white mask and a brown worn out trenchcoat as the “friend” that is going to be rescued. Guards with rifles as the OpFor.

SetUp: A prison with thick walls to keep the inmates in and the unwanted out. Guards are manning the walls and the towers.

The final countdown

Three signal posts are sending messages into the orbit, directing a huge cannon to devastate whole landscapes. Your team of highly qualified specialists has planned to interrupt that plan!

Scenario: Shutdown

Theme: Cyberpunk

Used Miniatures: Cyberpunks for your team. Soldiers with guns for the OpFor.

SetUp: Urban streets. 3 Stations scattered across the streets. Random placement of spawnpoints for the OpFor. Your team has to shut down the 3 stations before the end of turn 8. The OpFor will do anything to prevent you from doing so.

Credits

Dudes on the cover as well as on the example warbands + standees are based on images created via HeroForge

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Casper Boulott on p. 18 by Freebooter Miniatures

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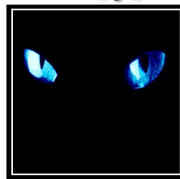
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