

# Cheat Sheet

## General Stuff

### Turn Phases

Turn Count: Move on the turn counter. After turn 8 the game is over!

Initiative: Each player rolls highest available die (determined by highest ranked fighter still standing), highest result gets to act first.

Action: See actions below

Upkeep: Remove activation counters from team roster. Other actions depending on scenario played.

### Actions

Upon activation a fighter gets 2 actions:

1st action either is a movement action or - if the fighter is wounded - a recover action.

2nd action can be another movement action, an attack, a special skill or an attempt to recover.

### Movement

Move up to stat in inches. Move any number of inches to jump horizontally, movement + jump cannot exceed stat. When falling, receive 1 hit per inch after the 1<sup>st</sup> inch dropped. Defend regularly. May cause multiple wounds. Climb half of your stat, movement must end in a position where the fighter is able to stand or the fighter falls down.

### Combat

Melee:

Must be within 1" to target. Must have a melee weapon equipped.

Roll fighter's die; roll stat or below to score a hit. Roll above target's result for defense to additionally push target back by 1".

-1 on your die per other fighter of your warband within 1" to the target.

Ranged:

Must be at least 1" away from target. Must have a ranged weapon equipped. Randomize the target, if there is another target within 1" to the intended target.

short range = 5", normal range = 10", long range = 15".

Light shooters roll 1 die at short range and 2 dice taking the higher result at normal range. No long range!

Medium shooters roll 2 dice at short range taking the lower result, 1 die at normal range and 2 dice taking the higher result at long range.

Heavy shooters either can shoot up to medium range at most by rolling 1 die at short range and 2 dice at normal range taking the higher result all the while attacking everything within 2" of the target or 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. (This has to be decided before the game starts!) Carriers of heavy shooters receive 1 action upon activation only, that can be used for any kind of action!

If the result equals or lies below stat, the shot scores a hit.

Defense:

If your fighter has been hit, roll above stat to defend the hit. If the hit is defended, nothing happens. If the hit is not defended, your fighter receives a wound.

Cover lets a fighter roll his dice again for defense, a fighter with shield always counts as in cover!

Wound:

Rookies are out of the game after 1 wound. Specialists are placed prone upon receiving 1st wound. Bosses ignore the 1st wound received each turn. A wounded fighter can only "recover".

Roll above stat to recover, lose 2nd action when recovering on 1st action.

### Terrain

For each piece of terrain ask 3 questions, all of which are strict yes/no decisions:

Can you see through? Is the piece of terrain accessible? Does it provide cover?

# Cheat Sheet

## Rookies

### 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 die rolling 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!

# Cheat Sheet

**Specialists** (active skills require a roll of stat or below to succeed!)

## **Assassin (active)**

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.

Success: Replace the miniature with 2 miniatures looking alike within 1". Both new fighters reduce their rank by one 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!

## **Healer (active)**

Target a fighter placed prone within 5".

Success: Remove 1 wound from target fighter.

Failure: The Healer just lost this action.

## **Influencer (active)**

Target an opposing fighter within 15".

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 of any kind, a Minion Master may be placed. Activating the Minion Master allows you to activate the Minions during the same activation 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.



# Cheat Sheet

**Specialists** (active skills require a roll of stat or below to succeed!)

**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)**

Roll up to two times 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 him face down. He cannot be activated anymore this turn. During Upkeep 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.

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)**

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!

## **Terrain Piece “forest”**



Print the Terrain Piece Forest and the Terrain Piece House 5 times doublesided, so you can flip them to whichever side needed!

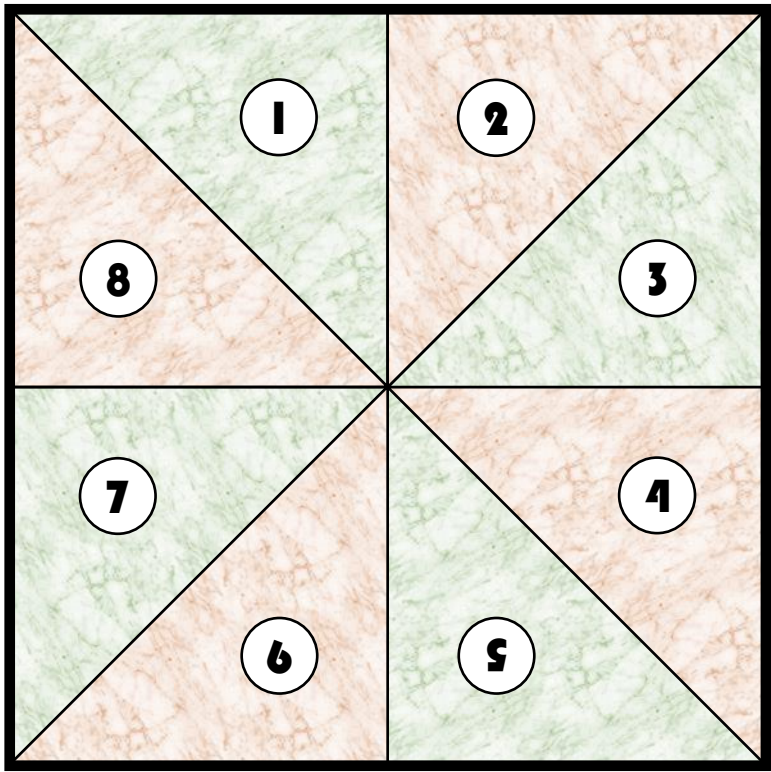


# Terrain Piece “House”



Print the Terrain Piece Forest and the Terrain Piece House 5 times doublesided, so you can flip them to whichever side needed!






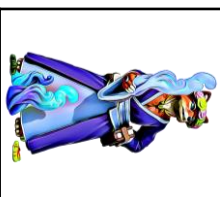


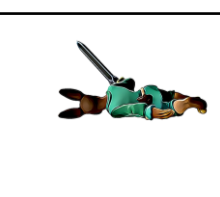

Turn Counter. Ruler. Spawnpoints

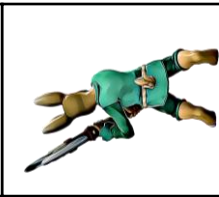
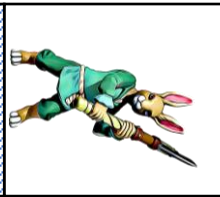




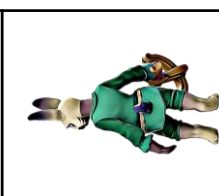
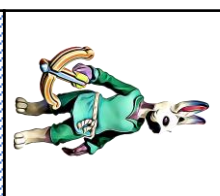




Add glue to the blue area  
Glue the initial black step from the right ruler next to the white step onto the blue area













Standeer “Robyn’s Merry Men”











Robyn			
John			
Mariah			
William			
Rabbit			

Rabbit			
Rabbit			
Rabbit			
Rabbit			
Rabbit			



Standeer "Captain fawke's Ragtags"

Fawkes			
T-999			
Grylls			
May			
Frogger			

Frogger			
Frogger			
Frogger			
Frogger			
Frogger			

# Standees. crafting instructions



1.) Cut out the stand8ee



2.) Fold along the lines.



3.) Glue to the blue area to the part with the fighter's name.



4.) Stand up and play

# Example Warband „Robyn’s Merry Men“



## Robyn Foxley

Sword, Bow

Command (active): Perform any 1 action with any 1 member of the warband.

Ranger (passive): When performing a ranged attack on an opponent within 15 steps, roll 2 dice and take the lower as your result.



## Big John

Staff, Bow

Ranger (passive): When performing a ranged attack on an opponent within 15 steps, roll 2 dice and take the lower die as your result.



## Red William

2 Heavy Daggers

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



## Lady Mariah

Mystic Clouds

Healer (active): Target a fighter placed prone within 5". Roll the fighter's stat or below.

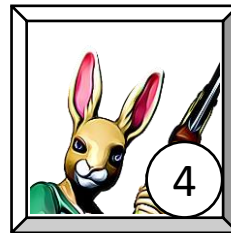
Success: Remove 1 wound from target fighter.

Failure: Lady Mariah just lost this action.



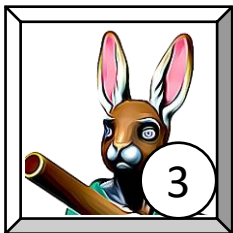
## Rabbit

Sword



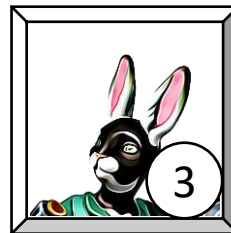
## Rabbit

Battle Axe



## Rabbit

Fighting Staff



## Rabbit

Handaxe, Shield



## Rabbit

Crossbow



## Rabbit

Bow

## Example Warband „Cpt. Fawkes’ Ragtags“



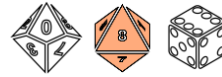
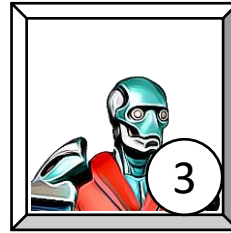
### Cpt. Fawkes

High Precision Rifle

Command (active): Perform any 1 action with any 1 member of the warband.

Sniper (passive): When performing a ranged attack action, the target never counts as being "in cover".

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



### T-999

Hammer, Shield

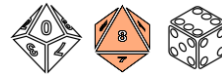
Tank (passive): T-999 Rolls 2 dice for defense using the higher result. Also, each friendly fighter within a distance of 1 step to T-999 may use T-999's stat and die for defense.



### Grylls

Heavy Shooter

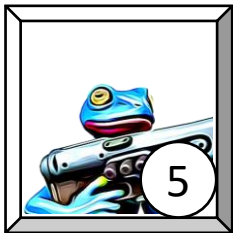
Veteran (passive): Grylls receives -1 when rolling for attacks and +1 when rolling for defense.



### Antie May

Staff, Bow

Ranger (passive): When performing a ranged attack on an opponent within 15 steps, roll 2 dice and take the lower as your result.



### Frogger

Rifle



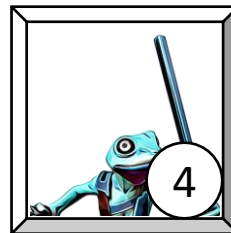
### Frogger

Pistol, Axe



### Frogger

Rifle



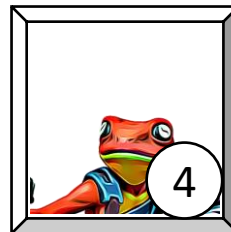
### Frogger

Pistol, Sword



### Frogger

Rifle



### Frogger

Pistol, Claw

