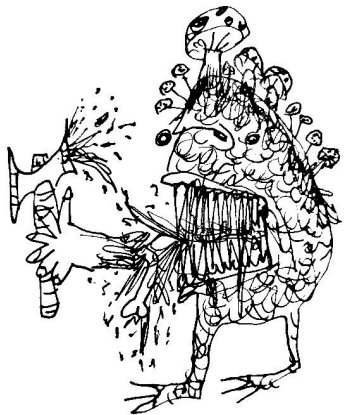
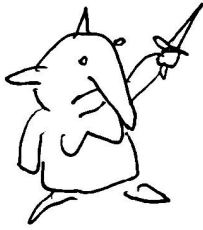


# SKIRMOSH II





## SKIRMISHING SUPPLIES



TO SKIRMISH, YOU NEED AT LEAST TWO COMMANDERS (HUMAN PLAYERS) WHICH COMMAND THEIR FAITHFUL CREWS INTO BATTLE FOR THE COMBAT ZONE (TABLETOP).

EACH CREW CONSISTS OF FOUR MODELS. MINIATURE SCALE ON ANY SHAPE BASE. MODEL LINE OF SIGHT AND POSITIONING MATTERS! MODELS SHOULD PHYSICALLY REPRESENT THEIR EQUIPMENT OR GEAR. EACH COMMANDER SHOULD BE BRIEFED ON THEIR OPPONENTS CREWS, ESPECIALLY IF THERE ARE DISCREPANCIES BETWEEN THE PHYSICAL MODEL AND THEIR EQUIPMENT. FEEL FREE TO USE TOKENS TO REPRESENT VARIOUS OBJECTS ON THE BATTLEFIELD.

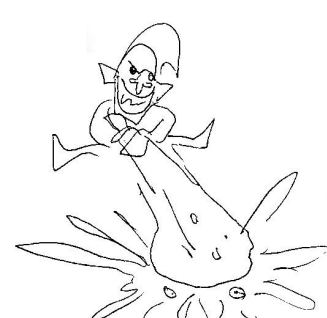
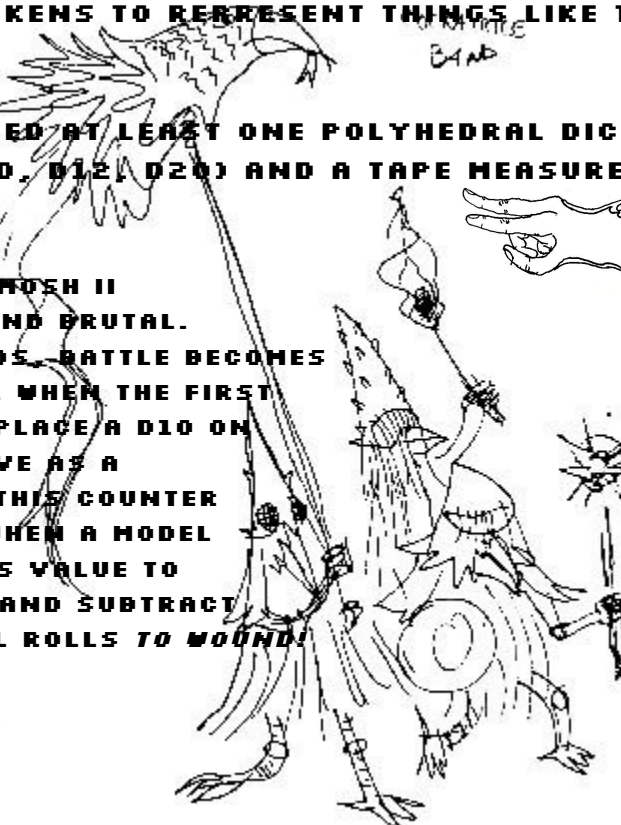


THE COMBAT ZONE IS ABOUT 2' X 2' SQUARE AREA WITH TERRAIN. BOTH COMMANDERS SHOULD AGREE ON THE TABLE AND PLACEMENT OF TERRAIN. USE TOKENS TO REPRESENT THINGS LIKE TRAPS AND CHESTS.

COMMANDERS NEED AT LEAST ONE POLYHEDRAL DICE SET TO PLAY (D4, D6, D8, D10, D12, D20) AND A TAPE MEASURE.

THE THRILL:  
VIOLENCE IN SKIRMISH II IS UNFORGIVING AND BRUTAL. AS ACTION UNFOLDS, BATTLE BECOMES MORE DANGEROUS, WHEN THE FIRST TWO MODELS DIE, PLACE A D10 ON THE TABLE TO SERVE AS A THRILL COUNTER. THIS COUNTER INCREASES BY 1 WHEN A MODEL IS SLAIN. ADD THIS VALUE TO ALL ROLLS TO HIT AND SUBTRACT THIS VALUE TO ALL ROLLS TO WOUND!

SKIRMISH II  
BRAD



MM 20

## THE COMBAT ZONE

SET ASIDE 2' X 2' OF PLAYING SPACE, AND AGREE UPON THE CONDITIONS OF THE BATTLEFIELD. DEPLOY ON OPPOSITE SIDES OF THE COMBAT ZONE WITHIN 3" OF THE EDGE OF TABLE. GRAB D6 CHESTS AND D6 TRAPS. DROP THEM ON THE TABLE CENTER FROM A DISTANCE. WHERE THEY LAND IS WHERE THEY ARE.

### CONDITIONS

**CLEAR SKIES** - PLAIN, VANILLA, ORDINARY FIELD OF BATTLE

**BOGGY MUD** - THICK PUDDLES OF MUD HAMPER MOVEMENT

(PLACE MUD PATCHES AROUND THE BATTLEFIELD EVENLY)

**MAGMA HEAT** - LAVA BUBBLES, TONGUES OF HEAT ROAST YOUR FEET  
(1D6 MAGMA POOLS ARE PRESENT)

**DEEP PITS** - YAWNING CHASMS GAPE AND WAIT

(1D6 PITS ARE PRESENT)

**TRAP-STREWN** - WATCH YOUR STEP OR LOSE YOUR FOOT

(ROLL POLYHEDRAL DICE SET IN CENTER OF TABLE TWICE. PLACE A TOKEN WHERE EACH DIE LANDS TO SERVE AS A TRAP).

**UNTAMED WILDS** - YOU ARE UNWELCOME HERE BY FLORA AND FAUNA

(PLACE A BEAST IN THE TABLE CENTER. FIND A NEUTRAL 3RD PARTY TO CONTROL IT DURING ITS OWN TURN. DENSE VEGETATION PRESENT)

**LIGHTNING STORM** - POURING RAIN AND LIGHTNING STRIKES

(-1 TO HIT AT RANGE, 1/20 CHANCE OF LIGHTNING STRIKE METAL MODEL)

(LIGHTNING DEALS 1D20 DAMAGE)

**THE FOG** - IS COMING

(-3 TO HIT AT RANGE. LINE OF SIGHT LIMITED TO 6")

### SPECIAL TERRAIN

**RUBBLE** - HALF MOVEMENT WHEN WALKING THROUGH

**FLOOR TRAP** - IF STEPPED ON, ROLL A DIE, ODD RESULTS IN 1D4 DAMAGE

(TRAP BREAKS, EVENS THE TRAP ISNT TRIGGERED).

**DENSE VEGETATION** - HALF MOVEMENT AND CANNOT ATTACK WHILE WITHIN.

1 DAMAGE AT END OF TURN DUE TO THORNS.

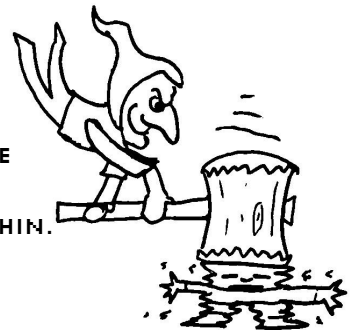
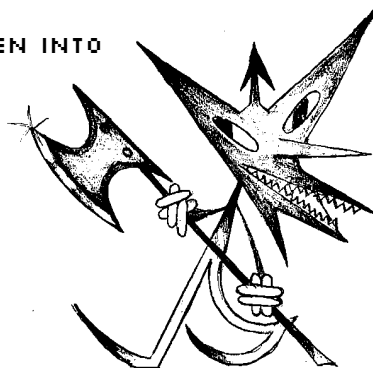
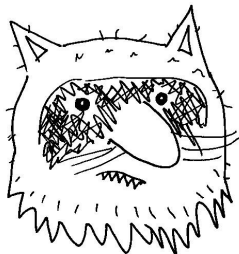
**MUD** - PENALTY TO MELEE (ROLL TWICE TAKE LOWER RESULT) AND 1 / 6

CHANCE TO SLIP, FALLING PRONE AT END OF TURN.

**MAGMA** - 1D20 DAMAGE PER TURN WALKING THROUGH IT.

**PIT** - DEATH

**BONES** - 1 DAMAGE IF FALLEN INTO



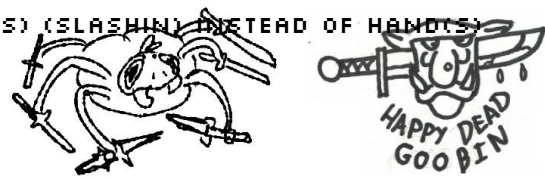
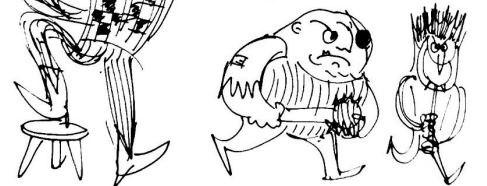
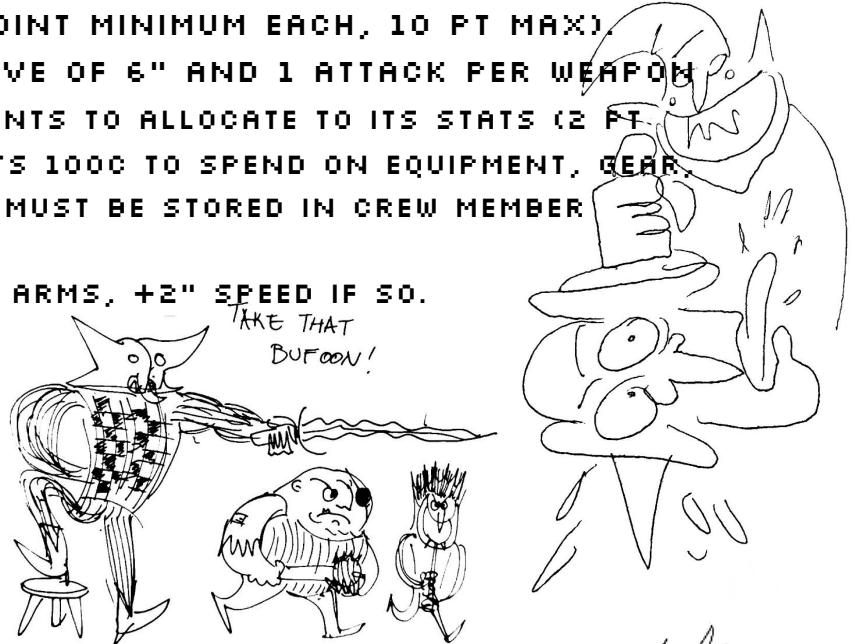
## THE CREWS, THE GOON SQUADS

EACH CREW CONSISTS OF FOUR MODELS. CHOOSE AN ARCHETYPE FOR EACH MODEL, THEN ALLOCATE POINTS INTO EACH OF THE FOUR STATS: STRENGTH (STR), DEXTERITY (DEX), DEFENSE/HEALTH (BEEF), & LUCK (LUCK) (2 POINT MINIMUM EACH, 10 PT MAX). EACH MODEL HAS A BASE MOVE OF 6" AND 1 ATTACK PER WEAPON HELD. EACH MODEL HAS 20 POINTS TO ALLOCATE TO ITS STATS (2 PT MIN PER STAT). EACH CREW GETS 1000 TO SPEND ON EQUIPMENT, GEAR, AND WEAPONS. EXCESS CENTS MUST BE STORED IN CREW MEMBER POCKETS.

SOME CREW MEMBERS HAVE NO ARMS, +2" SPEED IF SO.

### ARCHETYPES

- THE QUICK - +2" MOVEMENT
- THE FOOL - +D3 LUCK
- THE GLADIATOR - +1 ATTACK (1V1S)
- THE LARD - +D3 BEEF
- THE DUELIST - +1 TO HIT / WOUND
- THE THIEF - STEAL 2D10 INSTEAD
- THE BRUTE - +D3 STR
- THE SLINK - DASH +D4"
- THE TRAIN - MOVING THROUGH ENEMY MODELS DEALS 2 DAMAGE
- THE BRAWLER - +1 FIST ATTACK
- THE ACROBAT - +D3 DEX
- THE WINGED - GAIN WINGS BUT -D4 BEEF, IGNORE VERTICAL MEASUREMENT
- THE MEDIC - AID D6 INSTEAD OF D3
- THE LOCKPICK - ROLL UNDER LUCK TO UNLOCK CHEST INSTEAD OF KEY
- THE TERROR - ENEMIES IN MELEE ROLL AFRAID AT END OF TURN
- THE SHARPSHOOTER - +2" SHOOTING
- THE PINCHER - 1D6 DAMAGE PINCHER(S) (SLASHING) INSTEAD OF HANDS
- THE SKULLCRUSHER - +1 CRUSH DMG
- THE GLUTTON- EAT CORPSE, HEAL D3
- THE DECAPITATOR- +1 SLASH DMG
- THE HERALD- +1 THRILL P. TURN
- THE WRESTLER- +2 TO HIT GRAPPLE
- THE SHANK- DAGGER ALWAYS CRITS TO WOUND
- THE BUG - FOUR ARMS, TWO LEGS
- THE UNDEAD - GAIN "UNDEAD" STATUS
- THE MAGIC USER - GAIN BATTLE MAGIC, MUST WEAR CLOTH ARMOR, ONLY USE STAFF / FIST AS WEAPONS







## ORDER OF PLAY REFERENCE

### SET UP

#### CREWS

CHOOSE AMOUNT OF PLAYERS. EACH PLAYER SELECTS FOUR FANTASY MODELS AS THEIR CREW. EACH PLAYER STATS THEIR CREW. EACH MODEL BEGINS WITH 6" OF MOVEMENT. EACH MODEL HAS 20 POINTS TO BE ALLOCATED TO EACH OF ITS FOUR STATS: STR, DEX, BEEF, AND LUCK. (2 PT MIN, 10 PT MAX). CHOOSE AN ARCHETYPE FOR EACH MODEL. EACH PLAYER STARTS WITH 100 C TO BUY GEAR AND WEAPONS. SCRIBBLE EACH MODEL ON THE CREW SHEET, NAME YOUR CREW, AND CHOOSE THEIR LOGO. AS YOUR CREW IS INJURED, MODIFY THE DOODLES ACCORDINGLY!



### PLAY

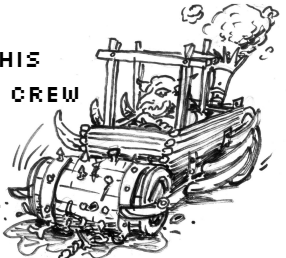
#### TABLE SETUP

MAKE AT LEAST 2X2 FEET OF FREE SPACE, THIS CAN BE ACCOMPLISHED THROUGH PUSHING STUFF OFF MOM'S COFFEE TABLE ONTO THE FLOOR. SET TERRAIN ON THE TABLE HOWEVER YOU'D LIKE. ROLL OFF THEN DEPLOY ON OPPOSITE SIDES OF THE COMBAT ZONE WITHIN 3" OF THE EDGE OF THE TABLE. GRAB D6 CHESTS AND D6 TRAPS (USE TOKENS OR MODELS). DROP THEM ON THE TABLE CENTER FROM A DISTANCE. WHERE THEY LAND IS WHERE THEY ARE. AGREE UPON BATTLEFIELD CONDITIONS AND SPECIAL TERRAIN.

#### TURN SEQUENCE

EACH TURN BEGINS WITH EACH PLAYER ROLLING A D20 FOR INITIATIVE. THE PLAYER WITH THE HIGHEST SCORE CHOOSES A MODEL TO ACT FIRST. EACH MODEL MAY USE TWO ACTIONS DURING THEIR ROUND.

THEN, IN SEQUENTIAL ORDER, EACH PLAYER CHOOSES A MODEL TO ACT AND CHOOSES ACTIONS. AFTER ONE MODEL FOR EACH PLAYER HAS ACTED, THE ROUND ENDS. REPEAT IN THIS ORDER UNTIL EACH MODEL HAS ACTED, THEN THE TURN IS OVER. A NEW TURN THEN BEGINS WITH EACH PLAYER ROLLING A D20 FOR INITIATIVE. THIS CONTINUES UNTIL ONE CREW REMAINS. THEN CLEAN-UP BEGINS. THE SURVIVING CREW MAY LOOT FOR ONE ADDITIONAL ROUND BEFORE THE GAME IS OVER.



@headnhalft81



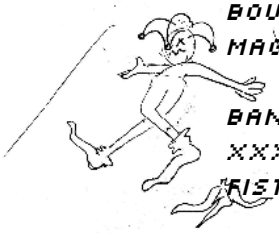


**ARMOR**

NO ARMOR / CLOTH - COMFY! +2" MOVE, +1 DEX, 00  
 LEATHER / NATURAL ARMOR - +1 BEEF, +1" MOVE, 100  
 CHAIN - +2 BEEF, -1" MOVE, -1 DEX, 150  
 PLATE - +3 BEEF, -2" MOVE, -2 DEX, 250  
 SHIELD - 1 HAND, +1 BEEF, -1 DEX, COUNTER, 100  
 HELMET - 1 HEAD, +1 BEEF, NULLIFY FIRST CRIT, 50  
 WIZARD HAT - 1 HEAD, +1 LUCK, 100  
 QUIVER / AMMO POUCH - 5 ARROWS OR 3 LEAD BALLS, 50

**WEAPONS**

DAGGER - 1 HAND, D3-1 DAMAGE, SLASHIN, +1 DEX, 50  
 SHORTSWORD - 1 HAND, D4 DAMAGE, SLASHIN, 100  
 LONGSWORD - 1 HAND, D4+1 DAMAGE, SLASHIN, 150  
 BALL & CHAIN - 2 HAND, -1" MOVEMENT, D4+1 DAMAGE, CRUSHIN, 100  
 GREATSWORD - 2 HAND, D6 DAMAGE, SLASHIN, 200  
 CLUB - 1 HAND, D4+1 DAMAGE, CRUSHIN, -1 DEX, 30  
 GREAT CLUB - 2 HAND, D6+2 DAMAGE, CRUSHIN, -2 DEX, 70  
 MACE - 1 HAND, D4 DAMAGE, CRUSHIN & SLASHIN, 100  
 AXE - 1 HAND, D4+1 DAMAGE, SLASHIN, 100  
 MALLET - 1 HAND, D4 DAMAGE, CRUSHIN, 50  
 BATTLEAXE - 2 HAND, D8 DAMAGE, SLASHIN, 200  
 POLEARM - 2 HAND, D4 DAMAGE, 2" RANGE, SLASHIN, 150  
 SPEAR - 1 HAND, D6 DAMAGE, 2" RANGE, PIERCING, 150  
 SCIMITAR - 1 HAND, D6 DAMAGE, SLASHIN, +1 DEX, 150  
 FLAIL - 1 HAND, D4+1 DAMAGE, SLASHIN OR CRUSHIN, 100  
 WARHAMMER - 2 HAND, D8 DAMAGE, CRUSHIN, -1 DEX, 200  
 SHORXBOW - 2 HAND, 10" RANGE, D3 DAMAGE, PIERCIN, 100  
 LONGBOW - 2 HAND, 20" RANGE, D4 DAMAGE, PIERCIN, 150  
 CROSSBOW - 2 HAND, 12" RANGE, D4 DAMAGE, PIERCIN, RELOAD, 150  
 BLUNDERBUSS - 2 HAND, 12" RANGE, D8 DAMAGE, BLASTIN, RELOAD, 200  
 FLINTLOCK - 1 HAND, 6" RANGE, D6 DAMAGE, BLASTIN, RELOAD, 150  
 BOMB - 1 HAND, 3" EXPLODE RANGE, 2D4 DAMAGE  
     BLASTIN, BOMBS EXPLODE 1D4 ROUNDS AFTER THROWN. 150  
 DYNAMITE / PLUNGER - 1 HAND, 6" EXPLODE RANGE,  
     3D4 DAMAGE, BLASTIN, 200,  
     MUST USE PLUNGER TO DETONATE.  
 INSTRUMENT - 1 OR 2 HAND, D3-1 DAMAGE, PERFORMIN, CRUSHIN, 100  
 ARROW - 1 HAND, 4" RANGE, D3-1 DAMAGE, PIERCIN, 10 EACH  
 STAFF - 1 HAND, D3 DAMAGE, CRUSHIN (PRONE ON DAMAGE), 100  
 ROCK - 1 HAND, D3-1 DAMAGE, CRUSHIN, 10" RANGE, 10  
 BOULDER - 2 HAND, D6-1 DAMAGE, CRUSHIN, 30  
 MAGIC SCROLL- 1 HAND, 1 USE OF SPECIFIC SPELL, ANY ARCHETYPE  
     CAN USE AS AN ACTION, BLASTIN, RANGE AS SPELL, 200  
 BANANA PEEL- 1 HAND, 6" RANGE, INFLECTS PRONE IF WALKED OVER, 10  
 XXX BOTTLE - 1 HAND, DRUNK IF EQUIPPED, 1-2 DAMAGE SLASHIN, 10  
 FIST - 1 HAND, 1-2 DAMAGE, CRUSHIN



**WEAPON DAMAGE TYPES**

(ROLL UNDER LUCK AFTER RECEIVING DAMAGE OF ANY TYPE TO AVOID AFFLICTION)

**SLASHIN** - WHEN DEALT SLASHIN DAMAGE, DEFENDER ROLLS UNDER LUCK (D12). IF FAILED, APPLY A BLEED COUNTER (STACKING) TO TARGET. AT THE END OF A TURN, TAKE 1 DAMAGE PER BLEED COUNTER.

**CRUSHIN** - WHEN DEALT CRUSHIN DAMAGE, DEFENDER ROLLS UNDER LUCK (D12).

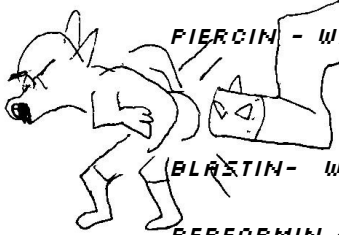
IF FAILED, DEFENDER IS DAZED DURING NEXT TURN.

**PIERCIN** - WHEN DEALT PIERCIN DAMAGE, DEFENDER ROLLS UNDER LUCK.

IF FAILED, -1 MOVEMENT (STACKING). ONE MAY AID OR EQUIP WITHIN 1" OF A PIERCED TARGET (INCLUDING SELF) TO REDUCE A COUNTER OF PIERCIN BY 1.

**BLASTIN** - WHEN DEALT BLASTIN DAMAGE, TARGET MUST ROLL UNDER LUCK OR BE PUSHED AWAY 1" AND KNOCKED PRONE.

**PERFORMIN** - GAIN THE PERFORM ABILITY. (FRIENDLY MODELS WITHIN 6" GAIN D3 LUCK UNTIL END OF TURN).



**DEATH BY SLASHIN**

- |                     |                       |
|---------------------|-----------------------|
| 1. HEAD LOPPED OFF  | 4. GUTS SPILL OUT     |
| 2. LIMB EYISCERATED | 5. SLASHED TO RIBBONS |
| 3. BLEEDED OUT      | 6. BIASECTED          |

**DEATH BY CRUSHIN**

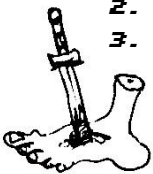
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|--------------|---------------|
| 1. PANCAKED  | 4. TENDERIZED |
| 2. CLOBBERED | 5. PULPED     |
| 3. MASHED    | 6. SHEARED    |

**DEATH BY PIERCIN**

- |                  |             |
|------------------|-------------|
| 1. PIN-CUSHIONED | 4. GORED    |
| 2. GAPPED        | 5. IMPALED  |
| 3. SHISHKEBABBED | 6. SKEWERED |

**DEATH BY BLASTIN**

- |                   |               |
|-------------------|---------------|
| 1. LIMB BLOWN OFF | 4. SMOKED     |
| 2. SHRAPNELED     | 5. CHARCOALED |
| 3. BODY EXPLODED  | 6. TORN APART |



SHOULD HAVE WORN A HELMET



**CREW NAME** \_\_\_\_\_

**CREW LOGO** \_\_\_\_\_

**I.** \_\_\_\_\_

**(ARCHETYPE: \_\_\_\_\_ ) (CENTS IN POCKETS: \_\_\_\_\_ )**

**STR -**

**DEX -**

**BEEF / (CURRENT HP) - / ( \_\_\_\_\_ )**

**LUCK -**

**MOVE - (6" BASE)**

**GEAR (5 MAX) -**

**WEAPONS -**

**II.** \_\_\_\_\_

**(ARCHETYPE: \_\_\_\_\_ ) (CENTS IN POCKETS: \_\_\_\_\_ )**

**STR -**

**DEX -**

**BEEF / (CURRENT HP) - / ( \_\_\_\_\_ )**

**LUCK -**

**MOVE - (6" BASE)**

**GEAR (5 MAX) -**

**WEAPONS -**

**III.** \_\_\_\_\_

**(ARCHETYPE: \_\_\_\_\_ ) (CENTS IN POCKETS: \_\_\_\_\_ )**

**STR -**

**DEX -**

**BEEF / (CURRENT HP) - / ( \_\_\_\_\_ )**

**LUCK -**

**MOVE - (6" BASE)**

**GEAR (5 MAX) -**

**WEAPONS -**

**IV.** \_\_\_\_\_

**(ARCHETYPE: \_\_\_\_\_ ) (CENTS IN POCKETS: \_\_\_\_\_ )**

**STR -**

**DEX -**

**BEEF / (CURRENT HP) - / ( \_\_\_\_\_ )**

**LUCK -**

**MOVE - (6" BASE)**

**GEAR (5 MAX) -**

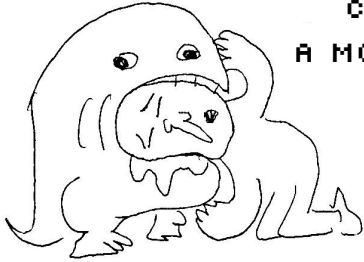
**WEAPONS -**

**PLEASE DOODLE EACH CREW MEMBER IN THE ADJACENT BLANK SPACE**

## THE TURN

EACH TURN BEGINS WITH EACH PLAYER ROLLING A D20 FOR INITIATIVE. THE PLAYER WITH THE HIGHEST SCORE CHOOSES A MODEL TO ACT FIRST AND CHOOSES TWO ACTIONS. THEN, IN SEQUENTIAL ORDER, EACH PLAYER CHOOSES A MODEL TO ACT AND CHOOSES ACTIONS. AFTER ONE MODEL FOR EACH PLAYER HAS ACTED, THE ROUND ENDS. REPEAT IN THIS ORDER UNTIL EACH MODEL HAS ACTED, THEN THE TURN IS OVER, AND A NEW TURN BEGINS WITH EACH PLAYER ROLLING A D20 FOR INITIATIVE. THIS CONTINUES UNTIL THE GAME IS OVER.

A MODEL MAY USE TWO ACTIONS PER TURN.



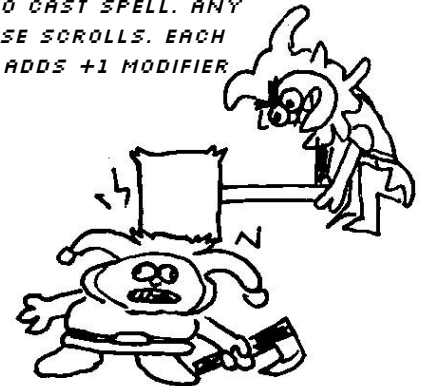
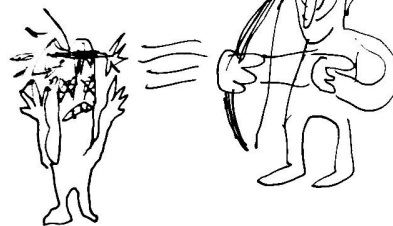
## THE ACTIONS

EACH MODEL GETS TWO ACTIONS PER TURN  
ACTIONS WITH AN \* REQUIRE A FREE HAND

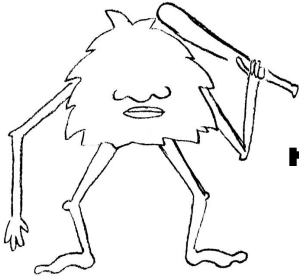
**MOVE:** FULL MOVEMENT  
**DASH:** SECOND MOVEMENT  
**CLIMB:** 1/2 VERTICAL MOVEMENT  
**EQUIP\*:** PUT AN OBJECT IN A HAND  
**UNEQUIP\*:** STOW EQUIPPED OBJECT  
**GRAPPLE\*:** ROLL TO HIT, IF SUCCESS, BOTH MODELS CANNOT MOVE UNTIL DEFENDER ROLLS UNDER STR  
**CHOKES\*:** IF GRAPPLING TARGET, DEAL D6 DAMAGE IF HIGHER STR THAN TARGET  
**THROW:** TOSS WEAPON OR OBJECT STR " AWAY. IF TARGETING A MODEL, ROLL TO HIT AND TO WOUND AS IF ATTACKING  
**THROW PERSON:** TOSS GRAPPLED PERSON STR" AWAY. THROWN MODELS TAKE FALL DAMAGE EQUAL TO DISTANCE. MUST ROLL OVER DEFENDER BEEF AND OVER THROWER STR. OTHERWISE THE THROW FAILS AND THE GRAPPLE IS BROKEN  
**SHOVE\*:** PUSH MODEL IN MELEE .5 STR"  
**ATTACK:** ATTACK  
**HUNKER:** +1 BEEF FOR TURN  
**COUNTER:** GAIN COUNTER FOR TURN  
**HOCK:** -1 LUCK TO TARGET 6" AWAY  
**REST:** 2 ACTIONS, HEAL D3 HP  
**DISENGAGE:** FLEE FROM COMBAT

**RELOAD:** RELOAD CROSSBOW / GUN  
**SEARCH\*:** LOOK FOR A KEY (1 / 6)  
**PERFORM:** TARGETS WITHIN 6" GAIN D3 LUCK FOR TURN.  
**AID\*:** PICK UP A PRONE MODEL WITHIN 1" OR HEAL IT D3 HP OR REMOVE BLEED  
**STAND:** STAND SELF UP FROM PRONE.  
**HIDE:** LAY MODEL ON SIDE TO REDUCE SILHOUETTE AND GO PRONE.  
**JUMP:** ONLY AFTER MOVEMENT WITH A DISTANCE EQUAL TO .5" MOVED.  
**LOOT\*:** TAKE SOMETHING OFF THE DEAD/ GROUND AND PLACE IN GEAR.  
**CARRY\*:** ASSIST A MODEL WITHIN 1" IN MOVEMENT (HALF SPEED).\  
**OPEN\*:** ATTEMPT TO OPEN A CHEST.  
**RALLY:** REMOVE FEAR FROM AN ALLY UP TO 4" AWAY.

**HYPE:** 2 ACTIONS, INCREASE THRILL +1  
**STEAL\*:** IF BEHIND MODEL IN MELEE, STEAL D10C FROM POCKETS  
**BITE:** ROLL TO HIT, 1D3 DAMAGE  
**CAST SPELL:** TAKES TWO ACTIONS; ROLL UNDER LUCK TO CAST SPELL. ANY ARCHETYPE CAN USE SCROLLS. EACH SUCCESSFUL CAST ADDS +1 MODIFIER







# THE BATTLE

**MELEE IS BASE TO BASE CONTACT  
OR TOUCHING PHYSICALLY**

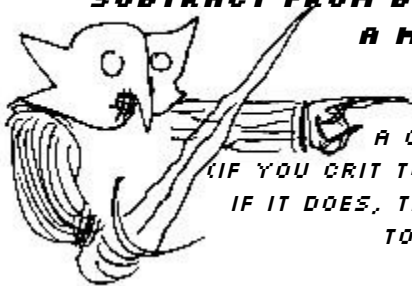
*RANGED ATTACKS REQUIRE LINE OF SIGHT*

**TO HIT - ROLL (D12) OVER DEFENDER DEX (12 = CRIT)  
TO WOUND - ROLL (D12) UNDER ATTACKER STR (1 = CRIT)**



ENEMY GOOB SEES YOU ROLL A NAT12

**IF HIT AND WOUNDED, INFLICT WEAPON DAMAGE TO DEFENDER,  
SUBTRACT FROM BEEF SCORE. A MODEL WITH 1 BEEF IS UNCONSCIOUS.  
A MODEL WITH 0 OR LESS BEEF IS DEAD.**



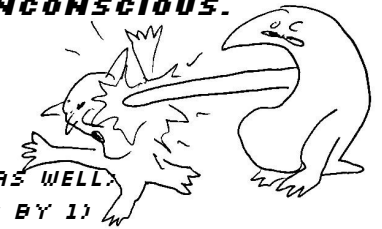
A CRIT TO HIT AUTOMATICALLY WOUNDS.

A CRIT TO WOUND DEALS DOUBLE DEALT DAMAGE.

(IF YOU CRIT TO HIT, ROLL TO WOUND ONLY TO SEE IF IT CRITS AS WELL)

IF IT DOES, THIS IS A DOUBLE CRIT. INCREASE THRILL COUNTER BY 1)

TO HIT CRIT FAIL = 1, TO WOUND CRIT FAIL =12.



### COUNTER

WHEN AN ATTACKER MISSES A TARGET WITH COUNTER  
IN MELEE RANGE, THE DEFENDER MAY IMMEDIATELY  
RETAIATE WITH A MELEE ATTACK.

### DISENGAGE

A MODEL MAY ATTEMPT TO DISENGAGE FROM COMBAT  
RATHER THAN ATTACK. TO DO SO, THEY MUST ROLL  
UNDER THEIR DEX STAT (D12). IF FAILED, THEY MAY  
STILL MOVE OUT OF COMBAT, BUT THOSE WITHIN 1"  
MAY MAKE A REACTION ATTACK IN THE PROCESS. A  
SUCCESS ALLOWS MOVEMENT OUT OF COMBAT  
WITHOUT SUFFERING THIS REACTION ATTACK

### FALL DAMAGE

IF FURTHER THAN 3", 1 DAMAGE PER INCH.

### RETREAT

WALKING OFF A TABLE EDGE REMOVES THE MODEL  
FROM BATTLE TO SAFETY.

### FEAR:

A MODEL WITH HALF OR LESS OF THEIR TOTAL  
HEALTH MUST ROLL UNDER LUCK AT THE END OF THE  
TURN TO AVOID BECOMING AFRAID DURING THE  
FOLLOWING TURN. AN AFRAID MODEL MUST MOVE  
AND DASH TOWARDS THE CLOSEST TABLE EDGE,  
ATTEMPTING TO ESCAPE BATTLE.

### DOOM

AS SOON AS A MODEL IS REDUCED TO 0 OR LESS  
HP, ROLL ON THE DOOM TABLE TO SEE THEIR FATE.  
DEAD MODELS ARE GONE, LOST FOREVER. FOR DEAD  
MODELS, ROLL ON THE TABLE MATCHING THE DAMAGE  
TYPE THAT ENDED THEM TO SEE HOW THEY DIED.

MODELS THAT ARE NOT DEAD ARE INSTEAD  
SERIOUSLY WOUNDED, SET THEIR HEALTH TO 0, THEY  
ARE K.O'D., THESE MODELS CANNOT ACT UNLESS  
HEALED ABOVE 1 BEEF.

### OBLITERATED

ANY MODEL REDUCED TO ITS MAX HP (OR LESS) IN  
NEGATIVE VALUE IS IMMEDIATELY DEAD, REDUCED TO  
A BLOODY MESS



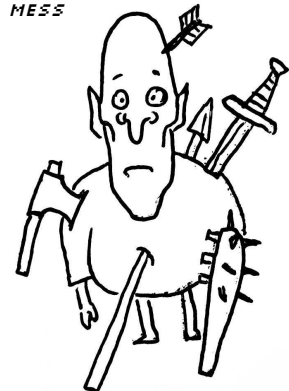
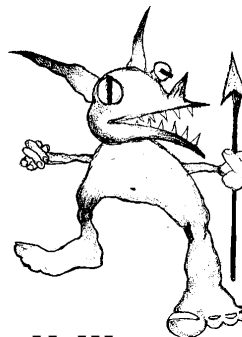
### DOOM TABLE

1-9 : DEAD: DUST IN THE WIND

10 : TRAUMA: FEAR WHEN WOUNDED TO 2/3 TOTAL HP.

11 : MINOR INJURY: 1. -D3 MOVEMENT, 2. -D3 BEEF, 3. -D3 STR

12 : SERIOUS INJURY: 1. -D6 MOVEMENT, 2. -D6 BEEF, 3. -D6 STR





## STATUS EFFECTS

### DAZED

1-2. MOVE 3" AWAY FROM NEAREST MODEL AS MOVEMENT  
 3-4. MOVE TOWARDS CLOSEST MODEL AT MAX SPEED, ATTACKING IF ABLE  
 5 - 6. DAZED, BLINKING, SKIP ACTIONS



### POISON

AT THE END OF EACH TURN, TAKE 1D3 DAMAGE.



### STUNNED

SKIP BOTH ACTIONS FOR NEXT ROUND.

### BLEEDIN

(STACKING)

AT THE END OF A TURN, TAKE 1 DAMAGE PER BLEED COUNTER. ROLL UNDER LUCK. IF FAIL, INCREASE BLEED STACK BY 1.

### BURNIN

1D6 DAMAGE AT START OF TURN UNTIL PRONE.

### DRUNK

RANDOM MOVEMENT FOR 1D3 TURNS (USE SCATTER DIE OR SPINNER).



### SLEEPIN

AT THE END OF EACH ROUND, ROLL UNDER LUCK TO AWAKEN. ANY SLEEPIN MODEL THAT TAKES DAMAGE WAKES UP IMMEDIATELY.



### UNDEAD

DOES NOT FEEL FEAR. WHEN REDUCED TO 0 LIFE, DO NOT ROLL DOOM. INSTEAD, KO'D AND PRONE. AT THE END OF THE TURN, SET HP TO 1. UNDEAD ARE ONLY KILLED WHEN OBLITERATED.



## ITEMS IN THE CHEST

- 1-4: WEAPON OF CHOICE
- 5-10: RANDOM MAGIC SCROLL
- 11-15: 2D20 GOLD
- 16-19: 4D20 GOLD
- 20: ROLL TWICE MORE



Spite





**MAGIC USERS KNOW # OF SPELLS**  
 = 1/3 LUCK STAT. TO CAST A SPELL:  
 ROLL UNDER LUCK. EACH SUCCESSFUL  
 CAST ADDS +1 MODIFIER TO ROLL. IF  
 FAILED, ROLL ON FAILURE TABLE.

**I. FIREBALL**

**RANGE: 8" , 6" DIAMETER SPHERE**  
 UPON ATTEMPTING THIS SPELL, FIRST  
 TAKE D8 DAMAGE AND BURNIN. ALL  
 CAUGHT IN EXPLOSION TAKE 2D8  
 DAMAGE AND RECEIVE BURNIN.

**II. LIGHTNING BOLT**

**RANGE: 12" LINE, 1" WIDE**  
 UPON ATTEMPTING THIS SPELL, FIRST  
 TAKE D6 DAMAGE. ALL CAUGHT IN BOLT  
 RECEIVE 2D6 DAMAGE AND ARE  
 STUNNED. FAILURE STUNS CASTER.

**III. WIZARD FIST /  
 WIZARD SLAP**

**RANGE: TOUCH**  
 CHOOSE BETWEEN IMMEDIATELY  
 GRAPPLING TARGET OR 3D3 FIST ATTACK  
 (AUTOMATICALLY HITS) DEALING DAZE OR  
 STUN.



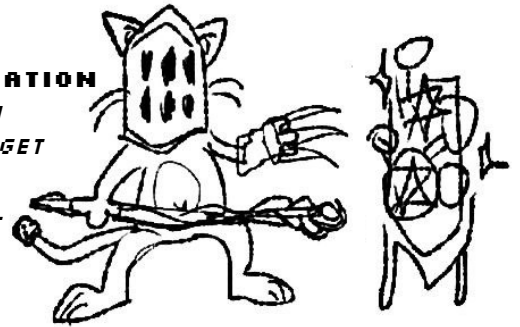
**IV. POISON CLOUD**

**RANGE: 6" , 4" CLOUD**  
 ALL CAUGHT IN CLOUD MUST ROLL UNDER  
 LUCK OR BE POISONED. CASTER IS  
 POISONED.



**V. (RE)ANIMATION**

**RANGE: TOUCH**  
 SET DEAD TARGET  
 HP TO 1 AND  
 MAKE UNDEAD.



**VI. SUCK /  
 BLOW**

**RANGE: 6"**  
 PUSH TARGET " = 1/2 CASTER LUCK (AS  
 THROWN) OR PULL TARGET " = 1/2  
 CASTER LUCK (AS THROWN)

**VII. ABSORB**

**RANGE: TOUCH**  
 STEAL 1D4 HP FROM TARGET.



**VIII. GRAVITY SURGE**

**RANGE: 6"**  
 FORCE TARGET INTO BEING PRONE,  
 TAKING 1D3 DAMAGE.

**VIX. BOOZE GEYSER**

**RANGE: 8" , 3" PUDDLE**  
 CASTER AND ALL CAUGHT IN BLAST  
 BECOME DRUNK



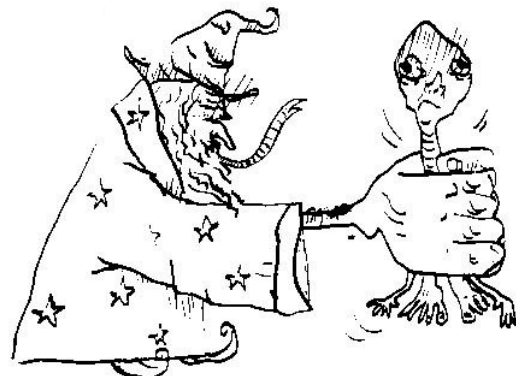
**X. SUMMON BANANA PEEL**

**RANGE: SELF**  
 A BANANA PEEL APPEARS IN ONE FREE  
 HAND OR ON THE FLOOR WITHIN 1" OF  
 CASTER.

**SPELL FAILURE**

- 1. CAST ON SELF 3. 1D4 DAMAGE
- 2. STUNNED 4. 1D8 DAMAGE

(PLAYERS MAY INVENT THEIR OWN SPELLS,  
 PLEASE AGREE UPON THEIR FUN / FAIRNESS)





# THE CLEANUP



AFTER ALL ENEMIES ARE DEAD, THE VICTOR GETS 1 TURN TO LOOT THE BODIES BEFORE POWERFUL THINGS BEGIN TO ARRIVE... GRAB WHAT YOU CAN AND GET THE HELL OUT OF HERE!

- 1. 20 GOOBLINS
- 2. THIEF CABAL
- 3. EVIL WIZARD
- 4. ORC WADWBAND
- 5. TWO GIANTS
- 6. THE BLEMHYAES



## THE CHEST

WHEN A MODEL INTERACTS WITH A CHEST FOR THE FIRST TIME, ROLL A DIE. IF EVEN, IT IS UNLOCKED AND OPENS. IF ODD, IT IS LOCKED. IF THE ODD NUMBER IS A 1, IT IS TRAPPED (DEALING D4 DAMAGE) WHEN ATTEMPTED TO BE OPENED FOR THE FIRST TIME).

A SUITABLE KEY IS AROUND HERE SOMEWHERE, USE THE SEARCH ACTION TO TRY FINDING IT. A MODEL WITH A KEY MAY OPEN A LOCKED CHEST, A KEY MAY ONLY BE USED ONCE IN THIS WAY.



## THE MERCHANT



THE MERCHANT IS A MYSTERIOUS FIGURE WHO PAYS HALF CENTS FOR ANY UNWANTED ITEMS BETWEEN GAMES. THE MERCHANT ALSO SELLS GEAR AND WEAPONRY.



## THE TAVERN

RECRUITING REPLACEMENTS FOR THE CREW IS EASY! FRESH MEAT IS FREE TO HIRE (THEIR GEAR AINT, BUB.) GET OUT THERE AND SKIRMOSH!



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